



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

1. Nitro Target
2. Left Orbit
3. Suspension Targets
4. Jump Ramp
5. Lock Ramp
6. Mission Sink Hole
7. Speed Ramp
8. Nitro Ramp
9. Right Orbit
10. Chip 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**

The original Pinball FX came with a core pack of 3 Tables; one of these was Speed Machine. I loved the whole Car Theme and found the Table very enjoyable because who here doesn't like fast Cars etc. I liked the Artwork and the Background Music.

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. **\*Note – First when you light 3 of the Rollovers it will instead activate the Left Kickback therefore you will need to relight all the Rollovers again to activate Ball Save\***

Shown below –



**Kickback** – This Table only have 1 Kickback which can only be activated for the Left Outlane. To activate this kickback just repeat the above process for lighting up Ballsave but this instead activates after 3 Rollovers have been passed and then resets those Rollovers.

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

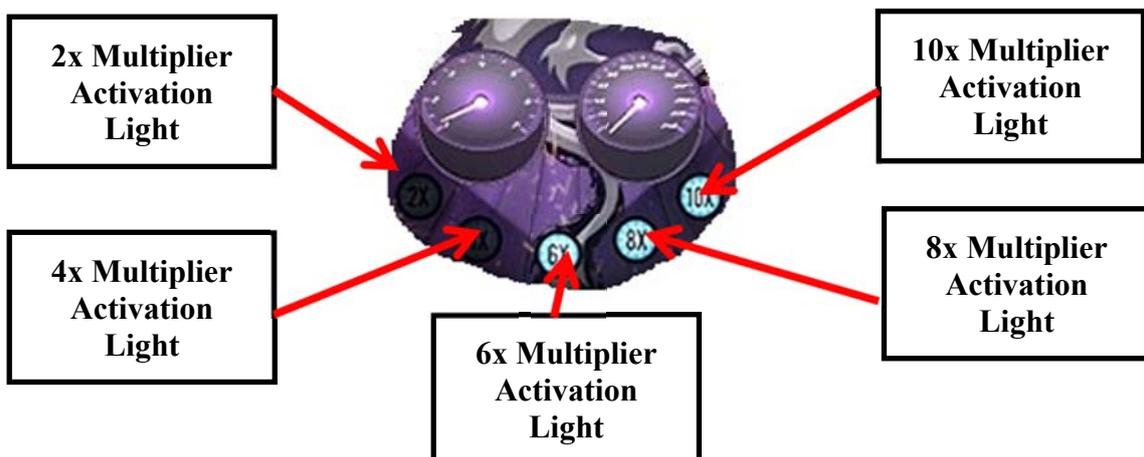
## **Extra Balls**

The **2 Ways** to achieve an Extra Ball –

- **Completion of Night Run Multiball** (Explained later in Guide) – Start the Night Run Multiball and hit the lit Ramps/Orbits at least 9 times. (You complete the Multiball Mode by hitting them 14 times). There is a RANDOM Extra Ball given out for hitting any lit Ramp/Orbit between shot 9 & 14. But it is Random and sometimes is NOT given out at all for some reason.
- **Achieve a score of 200 Million Points** – Upon you reaching 200 Million Points, you will be immediately rewarded with an Extra Ball.
- **\*Unsure\* If Maxing the Multiplier awards an 'EXTRA BALL'**

## Raising the Multiplier

To raise the Multiplier on this Table you must hit the 3 Multiplier Targets which are just to the Bottom Left of the Mission Sink Hole (6). Shown below –



## Nitro Boost, Spinner Burn, Drift Bonus & Escape Bonus

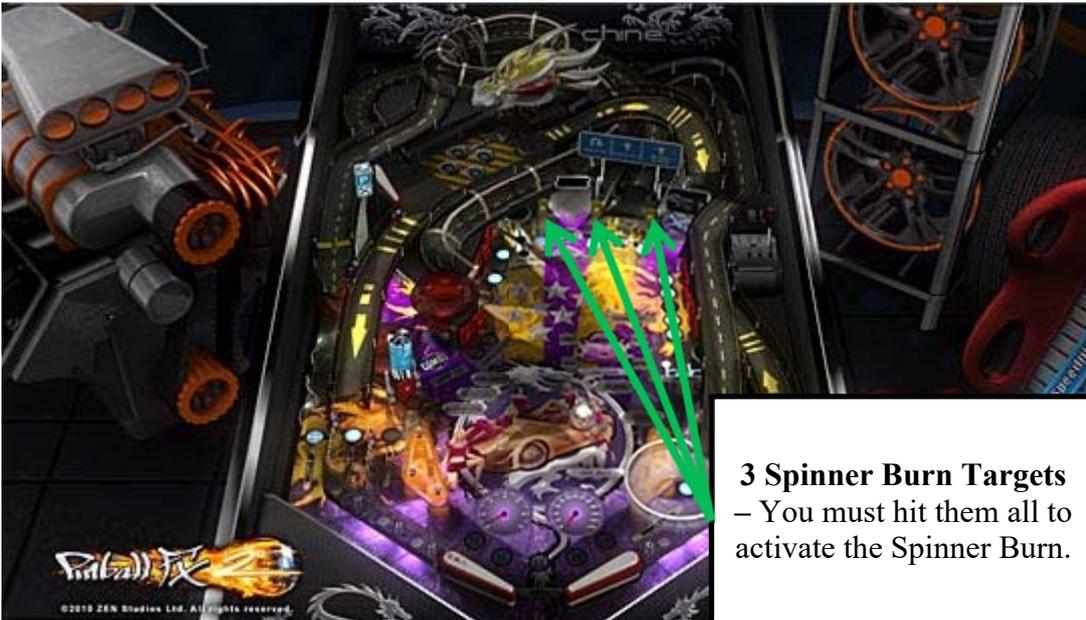
### Nitro Boost –



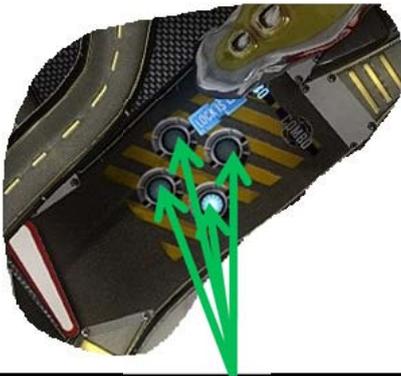
As you can see from the Image to the Left this is the Nitro Boost Injection Canister. When you start this Table the Canister is empty thus you need to fill it before injecting. You can add Nitro to it by hitting the Ball up the Nitro Ramp (8) and each time you do that a bit of Nitro (represented by a bluish liquid filling up the Canister) is added. When you fill it up enough say about half way, the Nitro Target (1) becomes active & will start to flash, hit that to activate the Nitro Boost. Now if the Canister is half full you get a Nitro Boost of 1.5x but remember this is for a limited amount of time, this means while its active whatever Points you score will be times by 1.5 but if you fill the Canister all the way you will instead get a 2x Nitro Boost when you hit the Nitro Target (1).

Now if you activate the Nitro Boost about 3 or so times you will activate the Overheat Hurry Up Mode, in this Hurry Up you need to hit the Mission Sink Hole (6) within 30 Seconds. You will be awarded some Points for this and also your Cars Nitro will be Fully Upgraded (Will come to the importance of this later in the Guide).

### Spinner Burn –



To activate this you simply have to hit the 3 Targets located on the edges of the Speed Ramp (7) & Nitro Ramp (8). The Spinner located at the entrance of the Right Orbit (9) will then begin to discharge Electricity, you now have a short amount of time to hit the Ball through that and you will gain Points from the Spinner Burn. After which the Spinner will reset and you will have to repeat the above to light it up again.

**Drift Bonus –****4 Drift Lights**

Every time you hit the Ball up the Lock Ramp (5) one of the four Drift Lights will light up and you earn some Drift award Points. When you light all 4 up which a total of 4 shots up the Lock Ramp (5) to achieve that. You will then see all of the 4 Drift Lights begin to flash repeatedly; this will remain like this for a short amount of time and so try to hit the Ball as fast as you can through the Lock Ramp (5) as you will be awarded with Drift Bonus Points each time. It will also increase the Points given each time you successful go up that Ramp.

**Escape Bonus –**

Every time you hit the Ball through the Jump Ramp (4) you will be awarded with an Escape Bonus which awards Points. This Bonus will increase the more times you go up that Ramp but if you lose the Ball it will reset.

## Multiball / Frenzy Modes

There are 2 Multiball Modes on this Table –

### Night Run Multiball \*3 Ball Multiball\*

To activate this Multiball Mode you must hit the 5 ‘EVENT’ Targets located on the Middle Left of the Table just below the Right Orbit (9) -



Once you have hit those the locking mechanic will now be activated (a blinking light can be seen on the Middle Left of the Table). **\*Note – The locking mechanic doesn't deactivate if you drain the Ball.\*** To lock the Balls you are required to hit them into the Lock Ramp (5), to hit the Ball into that you first need to get to the area where the Top Left Flipper is on and this is done by either hitting the Speed Ramp (7) or Nitro Ramp (8). Then as soon as the Ball is touching the Top Left Flipper hit it to make the Ball go up the Lock Ramp (5), timing is everything so you may need to practice this shot. Once you have locked 3 Balls the Multiball Mode will begin. Hit these Ramps/Orbits to collect Jackpots/Advance Race award -

- Left Orbit (2)
- Jump Ramp (4) – **\*Note – use the Top Left Flipper to hit the Ball up this Ramp.\***
- Lock Ramp (5) – **\*Note – use the Top Left Flipper to hit the Ball up this Ramp.\***
- Speed Ramp (7)
- Nitro Ramp (8)
- Right Orbit (9)

Hit all of the above Ramps/Orbits until you have hit about 14 of them at this point the Multiball Mode will end and you will be awarded with the Race Bonus Points. There is also random Extra Ball given out for hitting any lit Ramp/Orbit between shot 9 & 14. But it is Random and sometimes is NOT given out at all for some reason.

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.

## Police Chase \*2 Ball Multiball\* -

To activate this Multiball Mode you must raise the Police attention to level 8 –



Raising the Police Attention Level is easy just keep hitting these Ramps/Orbits –

- Left Orbit (2)
- Lock Ramp (5) – **\*Note – use the Top Left Flipper to hit the Ball up this Ramp.\***
- Speed Ramp (7)
- Nitro Ramp (8)
- Right Orbit (9)

**\*\*\*Best Way to Activate & Complete\*\*\*** or a Faster way to do this is to hit the Speed Ramp (8) as hard as you can, with enough speed/force it will instantly start the Police Chase Multiball Mode. Plus it will set you up nicely for an easy completion of this mode since the first Ball to be launched will drop just in front of the Top Left Flipper so you can instantly hit the Lock Ramp (5) to lock the Ball and complete the Multiball Mode. You will also fully upgrade the Turbo of your Car upon completion.

To decrease the Police Attention Level hit this Ramp –

- Jump Ramp (4) – **\*Note – use the Top Left Flipper to hit the Ball up this Ramp.\***

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 one of these Missions you must first hit the Right Orbit (9) about 2 times this causes the Spinner to rotate enough times that the Mission Sink Hole (6) will become active.

Hit the Mission Sink Hole (6) and you will then see a choice of 5 Missions on the Dot – Matrix, it will cycle between them all and when you want to select the one you wish to try just press the ‘Launch’ Button on your controller or one of the Triggers.

### Qualifying \*Timed about 17 Seconds to overtake a Car or be overtaken\*

Upon beginning this Mission you need to hit either of these Ramps/Orbits to overtake a Car in the Race –

- Left Orbit (2)
- Jump Ramp (4) – **\*Note – use the Top Left Flipper to hit the Ball up this Ramp.\***
- Lock Ramp (5) – **\*Note – use the Top Left Flipper to hit the Ball up this Ramp.\***
- Right Orbit (9)

You will start in 5<sup>th</sup> and need to work your way to 1<sup>st</sup> by hitting either of those above Ramps/Orbits within the time limit to overtake a Car in the race, then the timer will reset and you will again need to repeat the above process until you reach the no1 spot thus being the winner of the Race.

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

### Stunt Challenge \*Timed 30 Seconds\*

This Mission is the easiest in my opinion, to complete this all you need to do is hit the Bumpers (These are located just instead the Left Orbit (2)) once you have hit them once you can simply hit the Mission Sink Hole (6) thus collecting the Stunt Points and then wait till the timer reaches 0 to complete the Mission. Or you can try and go for more Stunt Points by repeating the above but then that can lead to draining the Ball.

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

### DB Drag \*Timed ends when the Percentage reaches 0%\*

When this Mission starts you will see on the Dot – Matrix a Percentage score which starts to decrease slowly. The objective here is to increase that Percentage to at least 100% but you can increase it even more, but that’s all you need to move to the next step of completing this Mission. Now as fast as you can hit the Mission Sink Hole (6) to complete the Mission, **\*Note – If you hit the Mission Sink Hole with the Percentage being below 100 % the Mission will Fail!\***

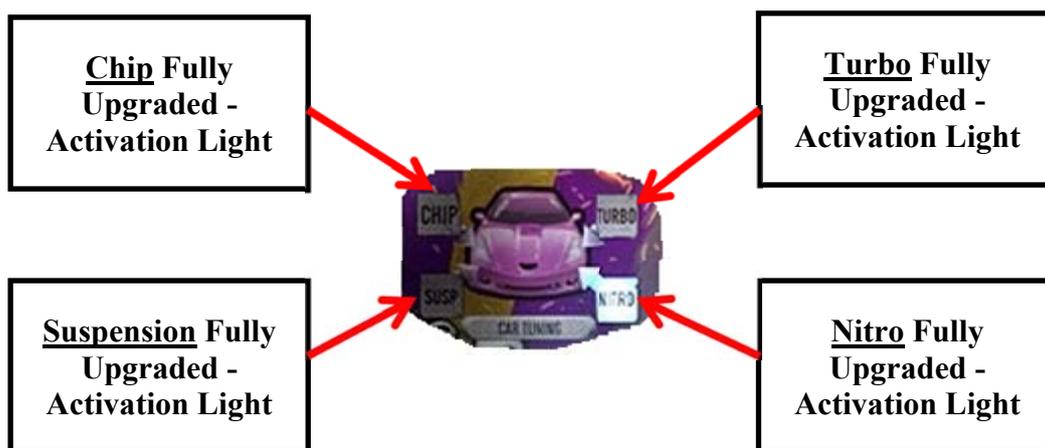
The Mission is then complete and you gain a Completion Bonus.

### Close Call \*Timed about 20 Seconds\*

Once the Mission starts the Dot – Matrix will display a Points tally which will slowly increase over time, you have about 20 or so Seconds to hit the Nitro Ramp (8) to complete the Mission, but remember the longer you take the more Points you will attain although that comes at a risk of failing the Mission.

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

### Tuning \*before selecting this Mission make sure to have fully upgraded all 4 components of your Car!\*



I will now explain how to fully upgrade each of the four Components –

#### **Chip**

Hit the Ball into the Chip Sink Hole (10) a total of 4 times, *\*Note – if you lose the Ball the Chip Sink Hole (10) hits will reset.\**

#### **Suspension**

Hit the 2 Suspension Targets (3) you will then see a 'SUSPENSION DOWN' light come on, wait a few seconds until it goes off and repeat the above process a further 2 or so times until the Suspension Fully Activated Light comes on. *\*Note – if you lose the Ball the Suspension Targets (3) hits will reset.\**

#### **Turbo**

Complete the Police Chase Multiball Mode (Look earlier in the Guide it's in the Multiball section) this will award you with the Turbo Component becoming fully upgraded.

#### **Nitro**

You need to complete the Nitro Overheat Hurry Up Mode (This is detailed earlier in the Guide; it explains how to activate & complete it). *\*Note – if you lose the Ball the Chip Sink Hole (10) hits will reset.\**

Now if you have all of those fully upgraded and you select the Tuning Mission, the Mission is instantly completed and you gain a Completion Bonus.

## **WIZARD MODE (Final Mission)**

### **Wizard Mode – Tournament Race - 3 Ball Multiball – 15 Cars to Overtake \*Timed about 17 Seconds to overtake a Car or be overtaken\***

Once you complete all of the 5 Main Missions the Wizard Mode will be ready to activate, to engage the Wizard Mode you must first hit the Right Orbit (9) about 2 times this causes the Spinner to rotate enough times that the Mission Sink Hole (6) will become active.

Once it begins this Wizard Mode is just a hard version of the Qualifying Mission but instead this is a **3 Ball Multiball** that you have to have a minimum of 2 Balls in play, or you will have to repeat all the Missions again to gain access to the Wizard Mode again since it resets the Table upon Failure/Completion.

From what I remember to complete it you have to overtake about 15 Cars to make it to 1<sup>st</sup> place and win the Tournament, hit either of the following Ramps/Orbits to overtake the Cars –

- Left Orbit (2)
- Jump Ramp (4) – **\*Note – use the Top Left Flipper to hit the Ball up this Ramp.\***
- Lock Ramp (5) – **\*Note – use the Top Left Flipper to hit the Ball up this Ramp.\***
- Right Orbit (9)

Within the time limit to overtake a Car in the race, then the timer will reset and you will again need to repeat the above process until you reach the no1 spot thus being the winner of the Tournament. Once you reach the no1 spot the Wizard Mode will be completed, you will be awarded a completion bonus Points and then the Table will reset.

**\*WIZARD MODE IS COMPLETED AT THIS POINT\***

*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,*

***“Pinballers I'll Have You Accelerating to the Top of the Leaderboards in No Time!”***

*Yours*

*ShoryukenToTheChin*