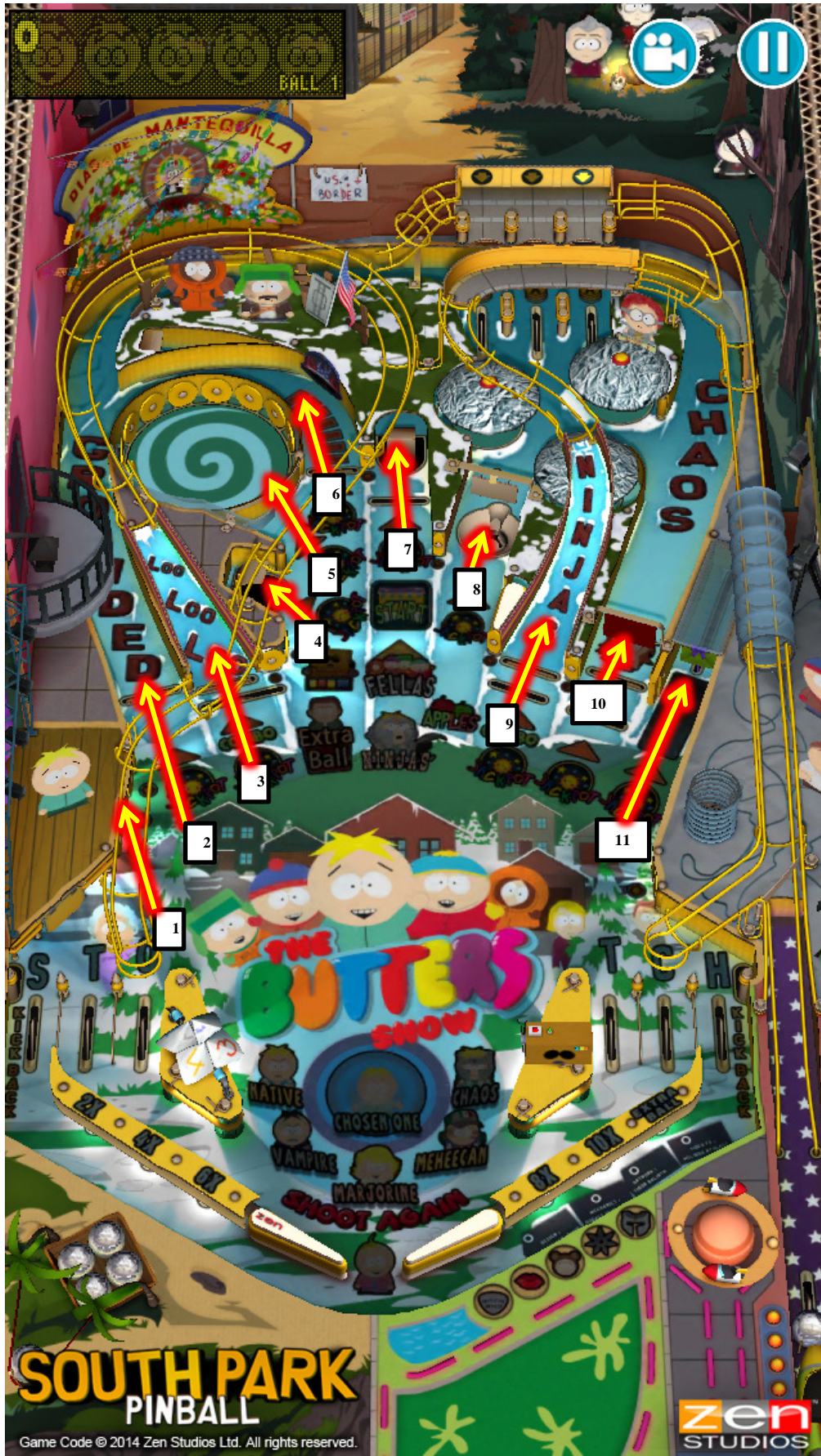


South Park: Butters' Very Own Pinball Game Table Guide By ShoryukenToTheChin



Key to Table Overhead Image –

1. Kickback Targets
2. Grounded Orbit
3. Loo Ramp
4. Butters Sink Hole
5. Circle Spinner
6. Centre Mini - Orbit
7. Mission Sink Hole
8. Saucer
9. Ninjas Ramp
10. Lexus Orbit
11. Varitarget

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

TABLE SPECIFICS

***Notice:** This Guide is based off of the Zen Pinball 2 (PS4/PS3/Vita) version of the Table on default controls. Some of the controls will be different on the other versions (Pinball FX 2, etc...), but everything else in the Guide remains the same.*



INTRODUCTION

This Table came about as a result of the partnership between Zen Studios and South Park; this license has given Zen the opportunity to produce 2 Tables so far (with the possibility of more to come) based on the cult hit cartoon South Park.

This Table is of course based on a fan favourite of the show, Butters; the voice actors from the show even lent their voices to the Table and thus make it feel even more authentic. Match all that with background music from the Butters show and you got one heck of a Pinball Table!

I hope my Guide will help you understand the Table better.

Skill Shot - *1 Million Points*

At the start of each Ball you will have the opportunity to score a Skill Shot. This is done by having the Ball launch with just enough momentum to roll down the flashing Multiplier Rollover. Of which there are 3 potential flashing Rollovers, but only 1 can be flashing at a given time.



You can select which of the 3 is the 1 flashing by using the Flipper Buttons.

I will now explain how to set the Plunger to have the Ball roll through any of the 3 Rollovers –

Right Rollover -



Power Gauge – As you pull back the Plunger (Analogue Stick on your Controller controls this) The Gauge will increase.

Pull back the Stick just enough until the Power Bar has 3 lit Blubs.

Middle Rollover -



Power Gauge – As you pull back the Plunger (Analogue Stick on your Controller controls this) The Gauge will increase.

Pull back the Stick just enough until the Power Bar has 3 and a tiny bit of the 4th Blub lit.

Left Rollover -



Power Gauge – As you pull back the Plunger (Analogue Stick on your Controller controls this) The Gauge will increase.

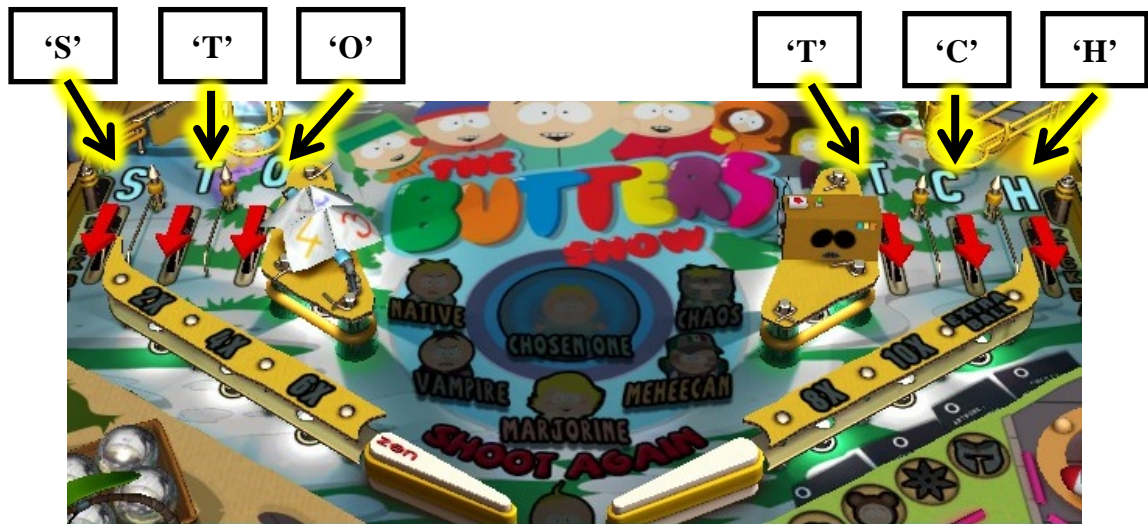
Pull back the Stick just enough until the Power Bar has 4 Blubs lit.

Kick Back & Ball Save

Kickbacks –

The Kickbacks on this Table are activated by doing the following 2 Steps –

1. Light up all 6 ‘STOTCH’ Rollovers on the In/Out Lanes. Use the Flipper Buttons to cycle through the Rollovers, so that the Ball goes through an unlit Rollover to make the process faster. –



2. Once you have done the above you will need to hit any of the 3 Kickback Targets (1) a total of 3 times. This will then activate the Left Kickback. Repeat these two Steps to activate the Right Kickback.



If both Kickbacks are active, repeating this sequence of Steps will result in extra points.

Note - This Table doesn't reset the Kickbacks earned if you lose a Ball

Ball Save –

The Ball Save can be acquired using the Lexus Present mechanic (detailed later in the Guide under ‘Lexus Presents’). It is also activated within various Modes.

Note – Ball Save remains active until you lose the Ball or the Ball Save time limit runs out!

Extra Balls

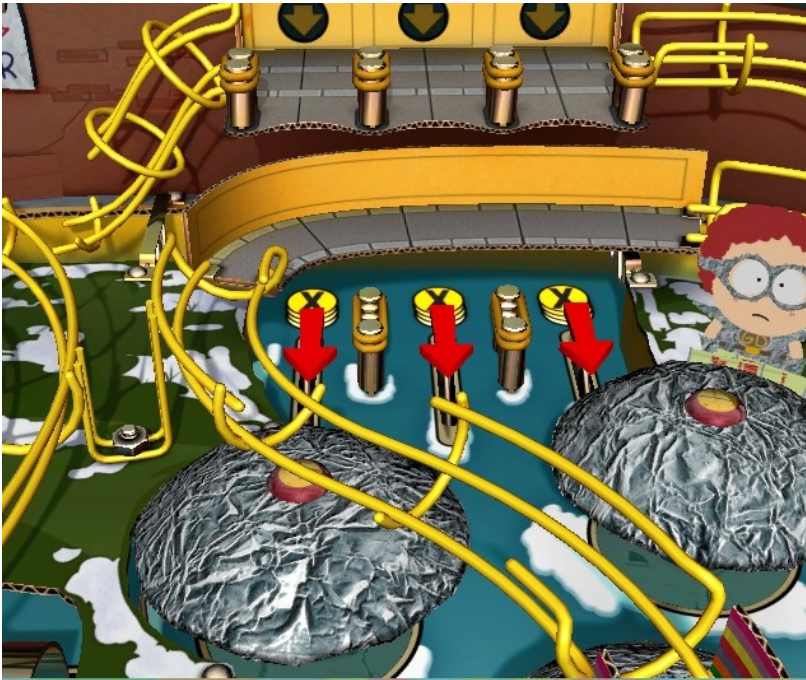
There are 5 Ways to achieve an Extra Ball – hit the Centre Mini – Orbit (6) to claim the Extra Ball.



- **Method 1:** *Change Butters Outfit 3 times;* look later in the Guide at the section titled ‘Butters’ Outfit Mode’ for information on how to get this **Extra Ball**.
- **Method 2:** *Collect 100 Movie Ideas in the AWESOM-O Hurry Up Mode;* look later in the Guide at the section titled ‘Hurry Up Modes – AWESOM-O’ for information on how to get this **Extra Ball**.
- **Method 3:** *Max out the Multipliers;* look just below this section under the title ‘Raising the Multiplier’ for more information on how to get this **Extra Ball**.
- **Method 4:** *Ground Butters 50 times;* look later in the Guide at the section titled ‘Hurry Up Modes – Grounded’ for information on how to get this **Extra Ball**.
- **Method 5:** *Receive it as one of Lexus presents;* look just below this section under the title ‘Lexus Presents’ for more information on how to get this **Extra Ball**.

Raising the Multiplier

To raise the Bonus Multiplier you will need to light the 3 Multiplier Rollovers above the Bumpers -



This will raise the Multiplier to 2x times. Repeat this process again and again to raise the Bonus Multiplier until it maxes out at 10x times. Also, once the Multiplier is maxed you get an **Extra Ball** the next time you complete Rollovers. Then each time after the Rollovers are completed you will be awarded with an extra 5 Million Points.

Note – Multiplier Level resets upon draining the Ball.

Collectibles

Collectibles are found throughout the Table's various Modes etc. Collecting them will result in the Jackpot rewards being increased within the Table Wizard Mode. You will also get an additional 50 Million Points if you manage to collect them all.

You can see which Collectibles you have collected using the 'Collectible Notification Lights' located at the below right of the Table Playfield.

Kiss; a reward from the Lexus Present mechanic (detailed just under this Page 'Lexus Present').

Ninja Star; this is collected by completing the Ninja Hurry Up Mode. (Look under 'Hurry Up Modes – Ninjas' for more information).

Inspector Badge; this is collected by completing any 3 Main Missions (more information within the 'Main Missions Section').



Aluminum Foil; this is collected by starting up the Return of Chaos Mode (more information within the 'Multiball Mode – Chaos Multiball' Section).

Mr. Biggles Bear Costume; by acquiring this Costume within the Butters' Outfit Mode. (Look under 'Butters' Outfit Mode' for more information).

Lexus Present

You can gain Lexus Presents by repeating the below Steps –

1. Hit the Lexus Orbit (10) to rotate the Lexus Spinner, this will then cause a random reward to become available via the Varitarget (11).



2. Push the Varitarget (11) all the way back to claim the reward.



The Lexus Presents available are as follows –

- 10 Million Points
- Light Extra Ball
- Activate Ball Save
- Activate a Kickback
- Collectible Object which is “Kiss”

Butters' Outfit Mode

You can gain different Outfits by repeating the below Steps –

1. Hit the Bumpers a total of 30 times will activate this Mode.
2. The Spinner on the Lexus Orbit (10) will randomly select an outfit once it has been hit with the Ball.



You gain a **Collectible** object (Bear Costume) when you get the Mr. Biggles Bear Costume. Collect all of Butters' Outfits to gain extra Points.

You can light up **Extra Ball** by changing Butters' Outfit 3 times within a single game.

Hurry Up Modes

AWESOM-O

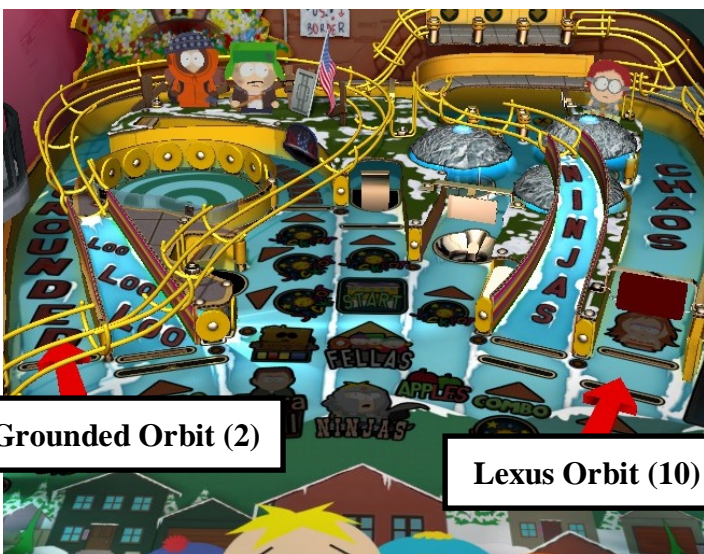
Activation -

Hit the Centre Mini – Orbit (6) several times to activate this Mode.



Completion -

Now send the Ball up to the Bumpers for the Ball to bounce off them as many times as possible within the time limit.



Each Bumper hit nets you more Movie ideas as well as Points.

You can light up Extra Ball by collectively gaining 100 Movie ideas during a single game.

Fellas

Activation -

Shoot the Ball into the Mission Sink Hole (7). Each time you will gain a Letter of 'FELLAS' once you attain all of the Letters the Mode will begin.



Completion -

This Mode will see 1 or more Lanes flashing. Repeatedly hit those as many times as possible within the time limit to amass Points.

Grounded

Activation -

You will need to hit the Grounded Orbit (2) several times. Each time you hit the Orbit you will gain a Letter of 'GROUNDED'.



Completion -

Once the Mode begins you will see 3 Holes flashing.



Hit any of those repeatedly to ground Butters as many times as possible within the time limit.

You can light up Extra Ball by collectively grounding Butters 50 times during a single game.

I've Got Some Apples

Activation -

Shoot the Ball up the Loo Ramp (3) 6 times to spell out 'LOO LOO LOO'.

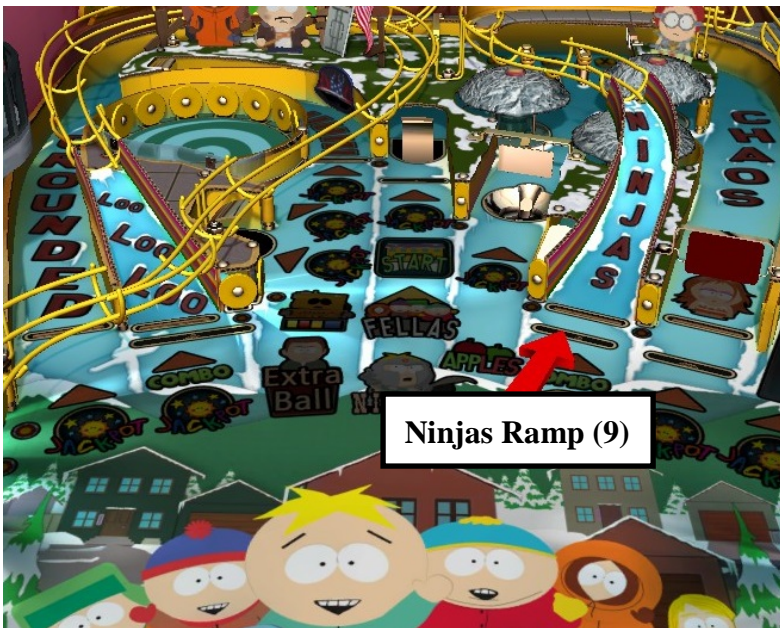


The Saucer (8) will activate, hit that to begin the Mode.



Completion -

Once the Mode begins the Ninjas Ramp (9) will be flashing. Hit that as many times as possible within the time limit to gain **Jackpot** Points.



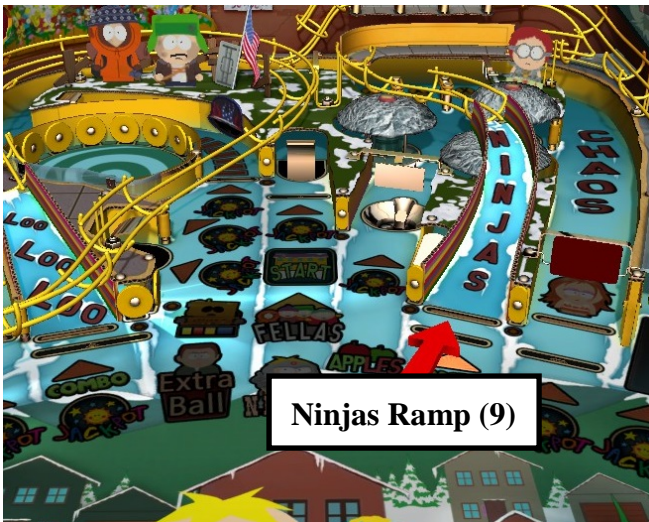
You can also raise the **Jackpot** value by hitting the Targets on either side of the Ninjas Ramp (9).



Ninjas

Activation -

Shoot the Ball up the Ninjas Ramp (9) 6 times to spell out 'NINJAS'.



Finally hit the Ball into the Mission Sink Hole (7) to start the Mode.

Completion -

Once the Mode begins 4 Ninjas Targets will appear on the Table Playfield.



You will need to hit them all before the timer expires. Be careful though because over time the Ninjas will pop back up, meaning you would need to hit them again.

You gain a Collectible object (Ninja Star) once you complete this Mode.

Multiball Modes

Biker Multiball *3 or 4 Balls* -

To start up this Multiball Mode you will first need to hit all 7 of these Targets –



Upon doing so the Biker Multiball locking mechanic will become active on the Centre Mini – Orbit (6).



Once 3 Balls have been locked, the Biker Multiball will begin.

Once the Multiball begins hit the flashing Lanes to score **Jackpot** awards, and hit the Ball into the Circle Spinner (5) to increase the base **Jackpot** value.



You can gain an additional Ball by pushing the Varitarget (11) all the way back (like you do to gain a 'Lexus Present').

This Multiball will continue as long as you have a minimum of 2 Balls in play. After losing the Multi-Ball, you will have to repeat the above process to re-enter this Multiball Mode.

Chaos Multiball *2 or 3 Balls* -

To start up this Multiball Mode you will need to light all the Letters of 'CHAOS'. This is done by sending the Ball around the Lexus Orbit (10); send it around 2 times per Letter.



Once done the 2 Ball Multiball Mode begins; both of the Orbits – Grounded Orbit (2) & Lexus Orbit (10) will be flashing.



Hit them to claim **Jackpot** awards, once both are hit, the Centre Mini – Orbit (6) will begin flashing and once you hit that a **Super Jackpot** will be awarded.



You can raise the base Jackpot value by hitting these below Targets –



You can gain an additional Ball by pushing the Varitarget (11) all the way back (like you do to gain a 'Lexus Present').

This Multiball will continue as long as you have a minimum of 2 Balls in play. After losing the Multi-Ball, you will have a short time frame to hit the Ball into the Butters Sink Hole (4) just below the Circle Spinner (5) to start the **Return of Chaos Mode** –



Failure to do so will result in you needing to repeat the activation process again for this Multiball Mode. Now if you manage to hit that in time you will be taken to the Chaos Mini Playfield and also a **Collectible** object (Aluminium Foil) will be gained.



There will be a limited time frame to raise the score of this Mode so hit all of the flashing Lanes.

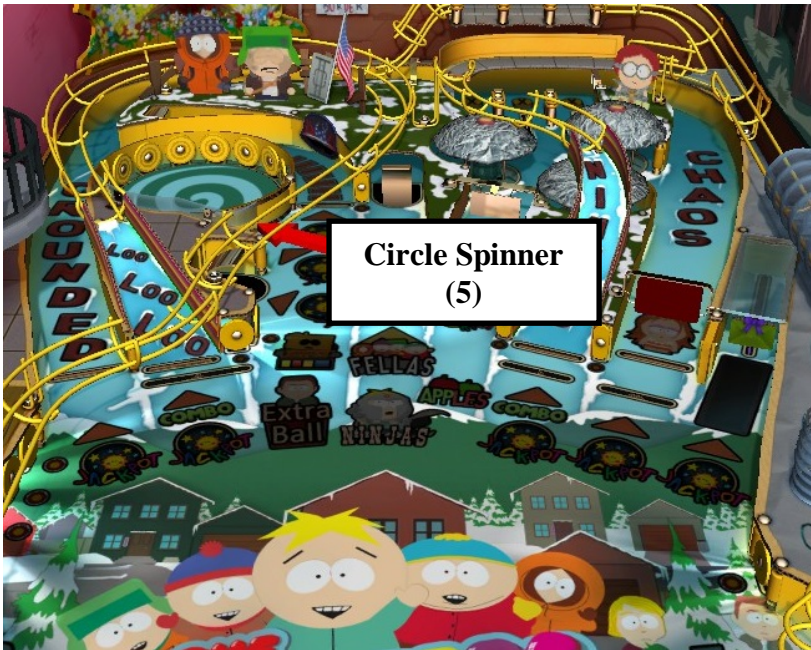
Hit every possible Lane you can and if you have kept the Ball alive the 3 Centre Drop Down Targets will become active. Hit all 3 of them to reveal the Chaos Sink Hole and sink the Ball to gain an increased **Jackpot** –



Failure/Completion at this Stage will result in you needing to repeat the activation process again for this Multiball Mode.

Main Missions

To gain access to the Main Missions you will need to hit the Targets within the Circle Spinner (5) a total of 50 times.



Once you get inside the Circle Spinner (5) spam the Flipper Buttons to have the best chance of hitting as much Targets as possible.

Once they have been hit 50 times then the Mission Sink Hole (7) will become active –



You will then have a choice of Main Missions; cycle through them with the Flipper Buttons and select with the 'Launch' Button, otherwise once the timer expires a Mission will be automatically selected.

A Collectible object (Inspector Badge) is awarded for completion of any 3 Main Missions, detailed below.

“The Ungroundable” – **Timed**

Butters has become a creature of the Night, a Vampire.



3 Lanes will be flashing –

- Grounded Orbit (2)
- Ninjas Ramp (9)
- Lexus Orbit (10)

You will have 25 Seconds to hit them, and with each successful hit you gain a Vampire accessory and the timer also resets.

Once the above is done you will have 25 Seconds to land the Ball into the Saucer (8) 3 times. This can be done 1 of 3 ways, hit the Ball –

- Grounded Orbit (2)
- Saucer (8)
- Lexus Orbit (10)



Each time the Ball lands into the Saucer (8) the timer will reset. Once you have hit the Saucer (8) 3 times the Mission will be completed.



“Majorine” – **Timed**

Butters must dress up as a girl to steal the future telling device from the Girls’ sleepover.

You will first need to hit the Ball at either – Centre Mini – Orbit (6) or the Saucer (8).



You will then be required to hit the Ball up either – Loo Ramp (3) or Ninjas Ramp (9) within 25 Seconds.



You will then be required to hit the Ball at either – Butters Sink Hole (4) or Varitarget (11) within 25 Seconds.



Finally to complete the Mission you will need to escape by hitting the Mission Sink Hole (7) within 25 Seconds.



“Last of The Meheecans” – *Timed*

You need to help the Mexicans cross the Border.



As you can see in the above Image there are 5 flashing Lanes that need to be hit within the 30 Second time limit. Be Careful! Since Gates will randomly appear at their entrances therefore blocking your path.

The Lanes are as follows –

- Grounded Orbit (2)
- Loo Ramp (3)
- Centre Mini – Orbit (6)
- Ninjas Ramp (9)
- Lexus Orbit (10)

As you hit the Lanes a few seconds will be added back to the timer.

Once you manage to hit all but 1 of the Lanes, you will then need to hit that Lane a total of 3 times to complete the Mission. Each time you hit the Lane you will add a few more Seconds onto the timer.



“Going Native” – *Non - Timed*

Butters has travelled to Hawaii for his Hapa Noa Ceremony.

This Mission is a 3 Ball Multiball affair so this Mission will continue as long as you have a minimum of 2 Balls in play. After losing the Multi-Ball, you will have to repeat the above process to re-enter this Mission.

You will need to first make a total of 15 shots via the flashing Lanes –



The Lanes will be –

- Grounded Orbit (2)
- Loo Ramp (3)
- Centre Mini – Orbit (6)
- Ninjas Ramp (9)
- Lexus Orbit (10)

Once all 15 shots are made you will need to lock the remaining Balls to complete the Mission –



Lock the Balls into either of these –

- Butters Sink Hole (4)
- Centre Mini – Orbit (6)
- Mission Sink Hole (7)

“Chaos vs. The Coon & Friends” – *Non - Timed*

This Mission will take place on the Chaos Mini – Playfield.

You will need to attain every Superhero by hitting all the Lanes twice.



You will see that on each Lane there is 2 flashing Superheroes lights, once you hit any lane one of the Superheroes will be lit solid and again hit that Lane to make the other solid as well.

Once all of the Lanes have been hit twice, then the Chaos Drop Down Targets will drop revealing the Chaos Sink Hole. Sink the Ball into it to complete the Mission.



Wizard Mode – Imaginationland

Multiball Mode

Imaginationland Wizard Mode will be available at the Mission Sink Hole (7) once all 5 Main Missions have been completed.



The Wizard Mode is actually more of a 4 Ball Multiball Frenzy;



Simply hit the flashing **Jackpot** Lanes, which of those Lanes are flashing will be random as it will change throughout the Mode. Score as many **Jackpots** as you can within this Mode. The **Jackpot** base value is linked to the amount of **Collectible** objects (detailed earlier in the Guide under ‘Collectibles’) you have acquired.

You can also increase the **Jackpot** by hitting the 3 flashing Lanes within the given time –

- Grounded Orbit (2)
- Ninjas Ramp (9)
- Varitarget (11)



This Wizard Mode will continue as long as you have a minimum of 2 Balls in play. After losing the Multi-Ball, you will have to re-complete the Missions to regain access to this Mode (Table Reset!).

*Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Cloda, skyway73, tenorhero, DiscoKing & surf1der**. 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.

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 2 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; any feedback would be greatly appreciated -

“I am now the UN-NUDGABLE!”

*Yours
ShoryukenToTheChin*