

South Park: Super Sweet Pinball Table Guide By ShoryukenToTheChin



Key to Table Overhead Image –

1. Chef Targets/Orbit
2. Left Orbit
3. Cheesy Puffs Target
4. School Bus Ramp
5. Cartman Mini - Orbit
6. TV Target/Mini - Orbit
7. Timmy Target
8. Kenny Mini - Orbit
9. Randy Ramp
10. Jimmy Target
11. Stan Sink Hole
12. Right Orbit
13. Kyle Sink Hole
14. Sarcastaball Orbit
15. Cow Target
16. Ladder Ramp
17. Sarcastaball Sink Hole

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 of course pays homage to all of South Parks crazy inhabitants; 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 which is stripped from the Shows intro.

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

Skill Shots -

There are 2 types of Skill Shots available on this Table:-

1. **Toilet Skill Shot**; Sink the Ball into the Toilet to score a Skill Shot.



Note – you will gain 1 Million Points for a successful Skill Shot, and a further 1 Million Points will be added to that each time you score a Skill Shot thought-out the game. For example – 1st time Skill Shot will award you with 1 Million Points, then the 2nd time will be 2 Million Points and so forth.

2. **Pirate Skill Shot**; you will need to send the Ball out with enough power to land in the Upper Mini - Playfield of the Table.



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

Pull back the Stick all the way.

Once you get to the Mini – Playfield hit the various lanes to raise the Pirate Skill Shot score (Max score is 10 Million Points) –



When you eventually drain from the Upper Mini – Playfield you will then have a limited time frame to hit the Pirate Target (just in front of the TV Target/Mini – Orbit(6)) which pops up, hit that to claim the Pirate Skill Shot.



If you manage to max out (10 Million Points) the Pirate Skill Shot score and collect it by hitting the Pirate Target in time, you will light up **Extra Ball**.

Extra Balls

There are 5 Ways to achieve an Extra Ball – hit the Cow Target (15) to claim the Extra Ball.



- **Method 1:** *Max out (10 Million Points) and complete the Pirate Skill Shot;* look back earlier in the Guide under 'Skill Shot – Pirate Skill Shot' on how to max out the Pirate Skill Shot and to claim that Skill Shot.
- **Method 2:** *Score a Canadian Super Jackpot;* look later in the Guide at the section titled 'Multiball Mode – Canada Multiball' for information on how to get this Extra Ball.
- **Method 3:** *Complete the 'SARCASTABALL' Letters;* look later in the Guide under 'SOUTH PARK Letters – Sarcastaball' section for more information on how to get this Extra Ball.
- **Method 4:** *Gain any 4 Letters of 'SOUTH PARK';* look later in the Guide under 'SOUTH PARK Letters' section for more information on how to get this Extra Ball.
- **Method 5:** *Watch all 247 South Park episodes;* look later in the Guide under 'Episodes' section for more information on how to get this Extra Ball.

Raising the Multiplier

To raise the Bonus Multiplier you will need to hit the Cheesy Poofs Target (3) several times -

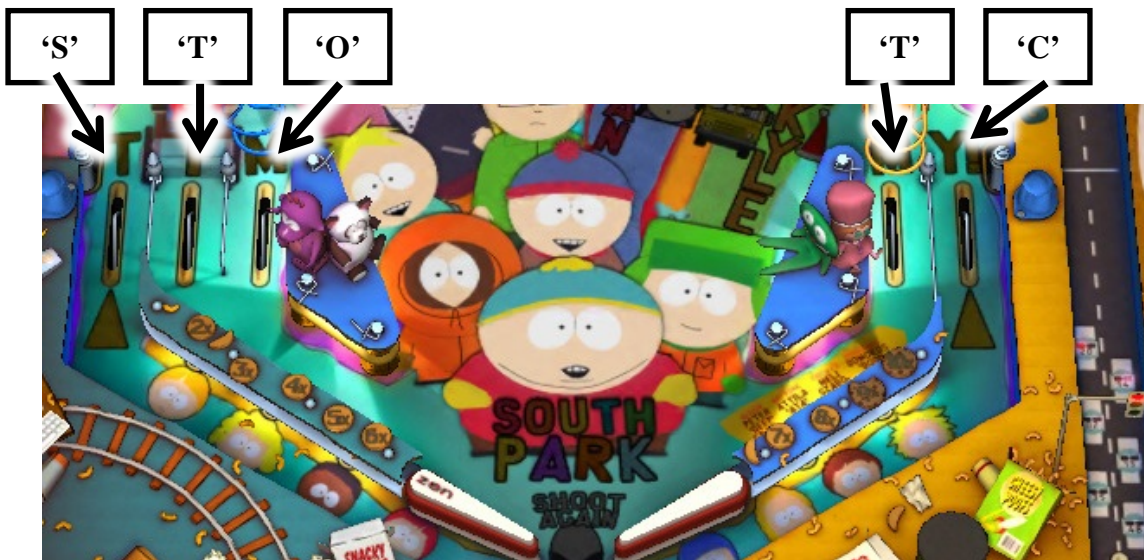


This will raise the Multiplier to 2x. Repeat this process again and again to raise the Bonus Multiplier until it maxes out at 10x times. Then each time you hit the Targets a further several times you will be awarded with an extra 5 Million Points.

Note – Multiplier Level resets upon draining the Ball.

Timmy Hurry Up Mode

Light up all 5 'TIMMY' 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. –



Once the Rollovers are lit the Timmy Hurry Up Mode will begin immediately. Simply hit the Timmy Target (7) as many times as possible within the time limit to maximise the amount of Points earned.



Not Without My Bumper Hurry Up Mode

Hit the Bumpers enough times to start this Hurry Up Mode.



Now your goal here is to hit the Bumpers as many times as possible to produce Methane and score Point based awards within the time limit.

This Mode lasts 30 Seconds, and every Bumper hit adds 5,000 Points to the next bumper hit. You will get the score of the actual hits when the ball leaves the Bumper area.

Ladder To Heaven

On the Upper Mini – Playfield hit the Targets to raise the Ladder Award Score before you light all the letters of ‘LADDER’ on Ladder Ramp (16).

The Targets are –

- Sarcastaball Orbit (14)
- Cow Target (15)
- Sarcastaball Sink Hole (17)

A Letter is gained for each time you successfully send the Ball up that Ramp.



Watch Some Episodes

Hit the Target – TV Target/Mini – Orbit (6) to collect an Episode.



**TV Target/Mini –
Orbit (6)**

Collect all 247 Episodes to consider yourself a true South Park expert, and get a significantly huge end of Ball bonus. You will light up **Extra Ball** as well.

Multiball Modes

Christmas In Canada Multiball *3 Balls* -

To start up this Multiball Mode you will first need to spell 'CANANDA' by sending the Ball round either of the Orbits – Left Orbit (2) &/or Right Orbit (12).



As the Spinner on the Orbits spin you will see it will slowly fill up the 'CANADA' Letters, once this is achieved you will be able to lock a Ball at the Orbits – Left Orbit (2) &/or Right Orbit (12). Repeat the above process a further 2 times.

Now once the 3rd Ball is locked, the 3 Ball Multiball Mode will begin. Your object here is to score **Canadian Jackpots** and of course **Canadian Super Jackpots**, both of which are scored by hitting the TV Target/Mini – Orbit (6). Each time that is hit you will score a **Canadian Jackpot** and gain a Letter of 'CANADA', repeat this process till you gain all the Letters of 'CANADA' and you will be awarded with a **Canadian Super Jackpot**.



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.

SOUTH PARK LETTERS

You will need to collect all 9 'SOUTH PARK' Letters to be eligible for the Wizard Mode. This is done by completing all of the Table's Main Modes. These Modes can be started at different spots on the Table Playfield.



An **Extra Ball** can be made available by completing any 4 Main Modes, therefore lighting 4 'SOUTH PARK' Letters.

"S" – **Stans Digestive Problem** **Timed**

Activation -

To start this Mode up you will need to collect all of the 'STAN' Letters via the Stan Sink Hole (11). Each time that Sink Hole is hit, a Letter of 'STAN' will be lit.



Completion -

Upon the Mode starting you will have until the Countdown timer reaches 'Q' to hit the Right Orbit (12) –

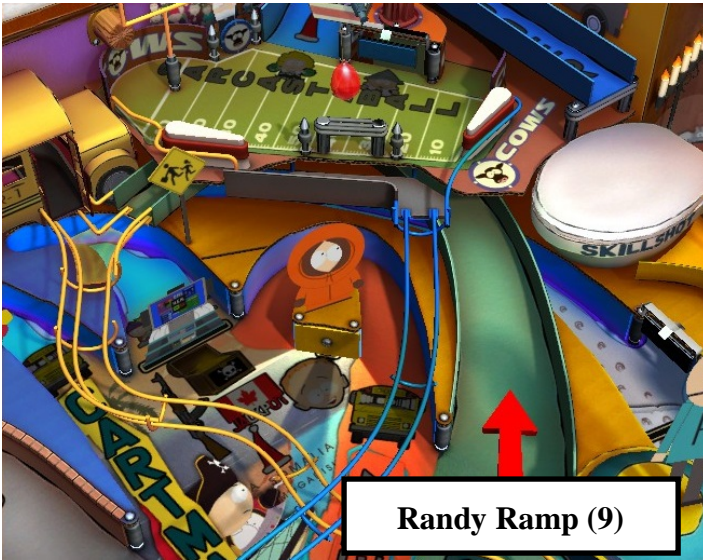


Once you hit the Right Orbit (12) the Mode will be completed and the 'S' on the 'SOUTH PARK' Letters will be lit.

“O” – Sarcastaball *Timed*

Activation -

To start this Mode up you will need to gain all the Letters of ‘SARCASTABALL’ this is done by repeated hitting the Balloon Target on the Upper Mini – Playfield, each time the Balloon is hit you will gain a Letter. Now first thing is first; to activate the Balloon Target you will need to hit the Randy Ramp (9) after which the Balloon Target will descend and remain available for about 35 Seconds. Each hit up the Randy Ramp (9) will gain you a Letter of ‘RANDY’ which also links to ‘The Losing Edge’ Main Mode.



Randy Ramp (9)

You will see that the School Bus Ramp will have a flashing Balloon Notification Light, hit the Ball up that Ramp to gain access to the Upper Mini – Playfield while the Balloon Target is active.



If the time expires the Balloon Target will ascend, meaning you can't gain more Letters and so you will need to repeat the above process to descend the Balloon Target.

Completion -

Now here is a **BIG TIP** for you – an easier way to complete this Mode and gain an **Extra Ball**. On the Upper Mini – Playfield don't use the Left Flipper to hit the Balloon Target, or else you risk losing the ball up the Ladder Ramp (16) and you'll have to get the Ball back up to the Upper Mini - Playfield. Instead use the Right Flipper to hit the Balloon Target. When you do that and the ball goes over to the Left Flipper, Just **HOLD** up the Left Flipper and it should roll back down safely to the Right Flipper. Rinse & repeat this process till you attain all of the Letters.



Once the 'SARCASTABALL' Letters are lit the **Extra Ball** should become available at the Cow Target (15), hit that to claim the **Extra Ball**.

As for the Mode itself you will now need to sink the Ball into the Sarcastaball Sink Hole (17). Remember you can use Nudge (shake the Table) to help.



Once done a Red Balloon will be ejected from the Sink Hole. Just hit the Ladder Ramp (16) within the 20 Second or so time limit. If you don't hit it in time, you can just re-sink the Ball into the Sarcastaball Sink Hole (17) and try again.



If you manage to do this, the Mode will be completed and you will gain the 'O' Letter of 'SOUTH PARK'.

“U” – The Losing Edge **Timed**

Activation -

To start this Mode up you will need to gain all the Letters of ‘RANDY’. You gain a Letter each time you send the Ball up the Randy Ramp (9).



Note – hitting the Randy Ramp (9) will also bring down the Balloon Target on the Upper Mini – Playfield. This is towards the Sarcastaball Mode detailed above.

Completion -

Once all the ‘RANDY’ Letters are lit the Mode will begin. You will need to defeat Bat-Dad by hitting the Target repeatedly to deplete his Life Bar; you have 60 Seconds to do so.



Hitting the Bat-Dad Target will land a Jab on Bat-Dad removing a point of his Life Bar. Now each time the Bat-Dad Target is hit, you can either hit that Target again or hit the Lane which is flashing (Bat-Dad Light) to score a 'Haymaker' which takes more Life of Bat-Dad. Although this Lane is only available for a short amount of time.

An example of a 'Haymaker' Lane, as you can see the Left orbit (2) is flashing for the 'Haymaker' and the Dot – Matrix shows how long that Lane will be available –



"T" – **ManBearPig** **Timed**

Activation -

To start this Mode up you will need to gain all the Letters of 'MANBEARPIG'. You gain a Letter each time you go around either of the Orbits – Left Orbit (2) &/or Right Orbit (12).



Once all of the 'MANBEARPIG' Letters are lit you will need to hit the TV Target/Mini – Orbit (6) to start-up the ManBearPig Mode.



Completion -

You will then have 60 Seconds to hit all 6 of the Treasure Targets situated throughout the Table Playfield.



Once you hit all of the Treasure Targets, within that same time frame you will need to hit the TV Target/Mini – Orbit (6) to complete the Mode.



Completion of the Mode will also gain you the 'T' Letter of 'SOUTH PARK'.

Completion -

Once the Mode begins you will be given a 3 Ball Multiball, and yes the Balls are now Pooh Balls.



Hitting a Ball into the Kyle Sink Hole (13) will score **Jackpot** awards, and if you get a Ball into the Toilet you will score **Super Jackpot** awards. The **Super Jackpot** is scored by hitting a Ball up the Ladder Ramp (16), access to that Mini – Playfield can be attained by hitting a Ball into the Kyle Sink Hole (13) or if Ball Save is active the Ball will be ejected out of the ‘Launch’ Lane into the Mini – Playfield.

***BIG TIP** – I usually go for the Super Jackpot straight away. I do this by letting the Balls drain while the Ball Save is active, as this will then launch the Balls onto the Upper Mini – Playfield. From there I pick my moment and shoot a Ball up that Ladder Ramp (16) to score the all-important Super Jackpot.*



You will need to score a minimum of 1 Super Jackpot to collect the 'H' Letter of 'SOUTH PARK'

Also remember that this Multiball Mode 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.

"P" – Cartman's Probe **Timed**

Activation -

To start this Mode up you will need to gain all the Letters of 'CARTMAN'. This is done by sending the Ball around the Cartman Mini - Orbit (5), each time a Letter of 'CARTMAN' will be lit. Upon gaining all the Letters the Mode will begin.



Completion -

Once the Mode begins you will have 45 Seconds to get the Probe progress up to 100%, this is done by repeating hitting the Spinner via the Orbits – Left Orbit (2) &/or Right Orbit (12).



Once you have raised the Probe progress to 100% you will now have to complete the final stage of the Mode. 3 Visitor UFO's will begin flying from Left to Right on the Table Playfield; the goal here is to defeat them by hitting them with the Ball before the timer (28 Seconds) expires.

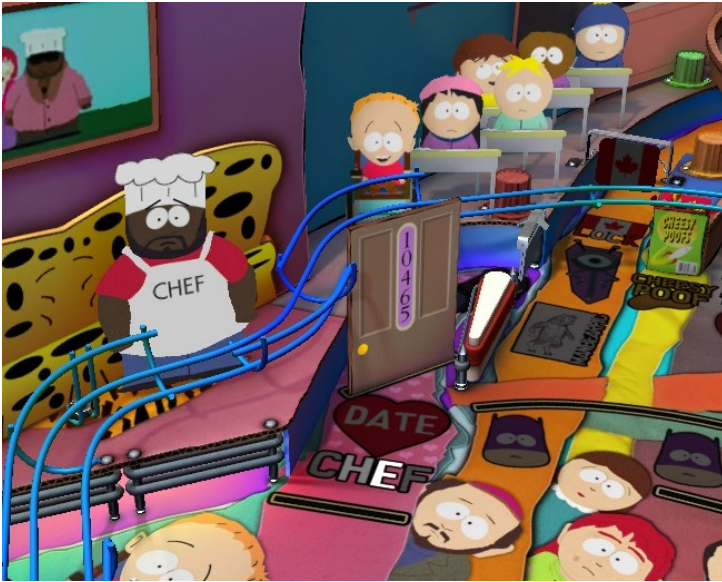


You will need to hit all of the UFO's to complete the Mode and gain the 'P' Letter of 'SOUTH PARK'.

"A" – Chef's Romantic Mode **Timed**

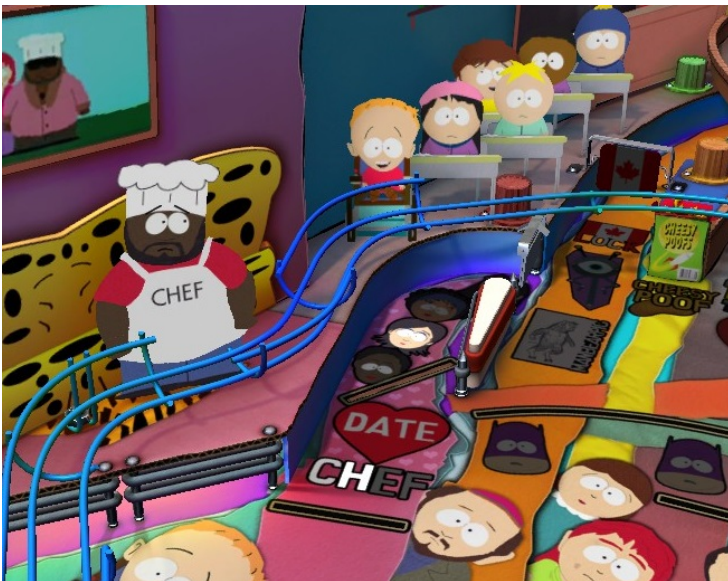
Activation -

To start this Mode up you will need to gain all the Letters of 'CHEF'. This is done by hitting the Ball at the Chef Targets/Orbit (1), each time a Letter of 'CHEF' will be lit. Once done the Mode will begin.



Completion -

Once the Mode begins you will have 50 Seconds to date all 10 Girls. This is done by repeatedly hitting the Chef Targets/Orbit (1).



Once all 10 Girls have been dated the Mode is completed and you gain the 'A' Letter of 'SOUTH PARK'.

“R” – Road Trip Multiball *Non - Timed*

Activation -

To start this Mode up you will need to gain all the Letters of ‘SCHOOLBUS’. This is done by hitting the Ball at the School Bus Ramp (4) each time a Letter of ‘SCHOOLBUS’ will be lit. Once done, you will need to lock 4 Balls via the School Bus Ramp (4).



Once the 4 Balls are locked the Multiball Mode will begin.

Completion -

This Multiball Mode will give you 4 Balls to contend with. Now the Goal is to get the Boys onto the School Bus, this is done by hitting each of the 4 Boys Lanes &/or Sink Holes and then sending the Ball up the School Bus Ramp (4).

**Boys;**

- **Cartman**; Cartman Mini – Orbit (5)
- **Kenny**; Kenny Mini – Orbit (8)
- **Stan**; Stan Sink Hole (11)
- **Kyle**; Kyle Sink Hole (13)

Once you have collected the 4 Boys and hit the School Bus Ramp (4) you will light up the 'R' Letter of 'SOUTH PARK'.

Also remember that this Multiball Mode 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.

“K” – Shoot Kenny! *Timed*

Activation -

To start this Mode up you will need to gain all the Letters of ‘KENNY’. This is done by hitting the Ball at the Kenny Mini - Orbit (8) each time a Letter of ‘KENNY’ will be lit. Once that is done the Mode will begin.



Completion -

You will have 55 Seconds to hit Kenny 6 times with the Ball; he will randomly appear at various locations on the Table Playfield.



Once Kenny is hit 6 times the Mode will be completed and the ‘K’ Letter of ‘SOUTH PARK’ will be lit.

Wizard Mode – Wizard of South Park *4

Ball Multiball Mode*

The Wizard of South Park Mode (Wizard Mode) will be available once you have completed all of the requirements to light all of the 9 'SOUTH PARK' Letters.



Hit the Ball up through the TV Target/Mini – Orbit (6) to start-up the Wizard Mode.



Now once the Wizard Mode begins you will be given a 4 Ball Multiball.



The goal here is to collect the Boys names again, this is done by hitting the relevant Lanes/Holes enough times to spell out their names:-



Boys;

- **Cartman**; Cartman Mini – Orbit (5)
- **Kenny**; Kenny Mini – Orbit (8)
- **Stan**; Stan Sink Hole (11)
- **Kyle**; Kyle Sink Hole (13)

This will result in mind-blowing scores. Take note that the Wizard Mode scores depend on how many times you complete the Main Modes (detailed above). The additional score for each completion depends on the difficulty of the given Mode, so the easy Modes like Stan's Digestive Problem won't give as much additional score as the harder ones.

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 Main Modes to regain access to the Wizard Mode (Table Reset!).

*Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Cloda, skyway73, tenorhero, DarkKodiaK, 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 -

“SWWWwweeeEET!”

*Yours
ShoryukenToTheChin*