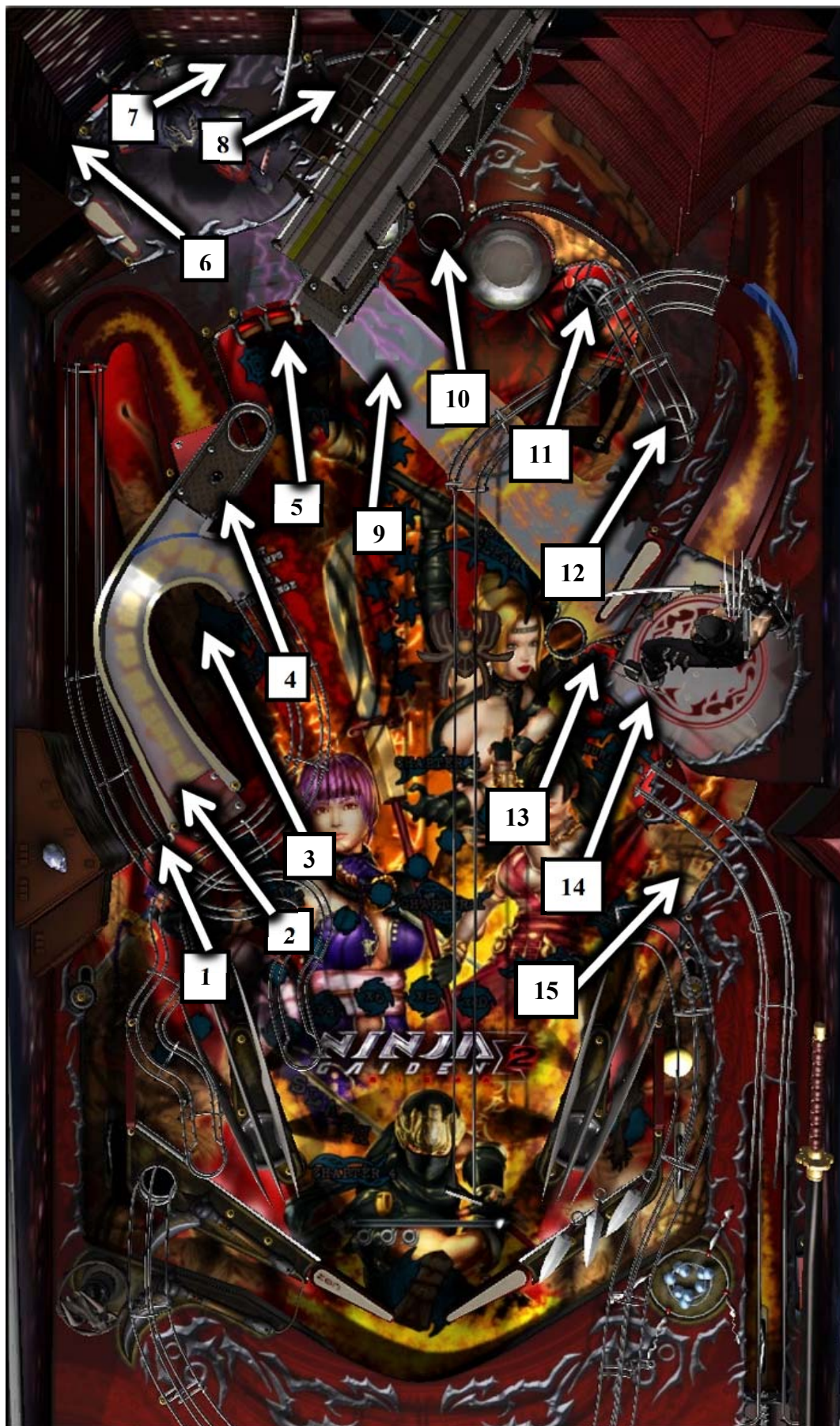


Ninja Gaiden Sigma II Table Guide By ShoryukenToTheChin



Key to Table Overhead Image Above – thanks to Community Member [CLODA](#)

1. Glowing Target
2. Jump Ramp
3. Left Orbit
4. Left Ramp
5. Genshin Up – Kicker
6. Genshin Sink Hole
7. Alexei Sink Hole
8. Spinner
9. Shuriken Target
10. Shop Sink Hole
11. Ryu Up – Kicker
12. Right Orbit
13. Test of Valor Target
14. Right Ramp
15. Shadowless Footsteps Mini - 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

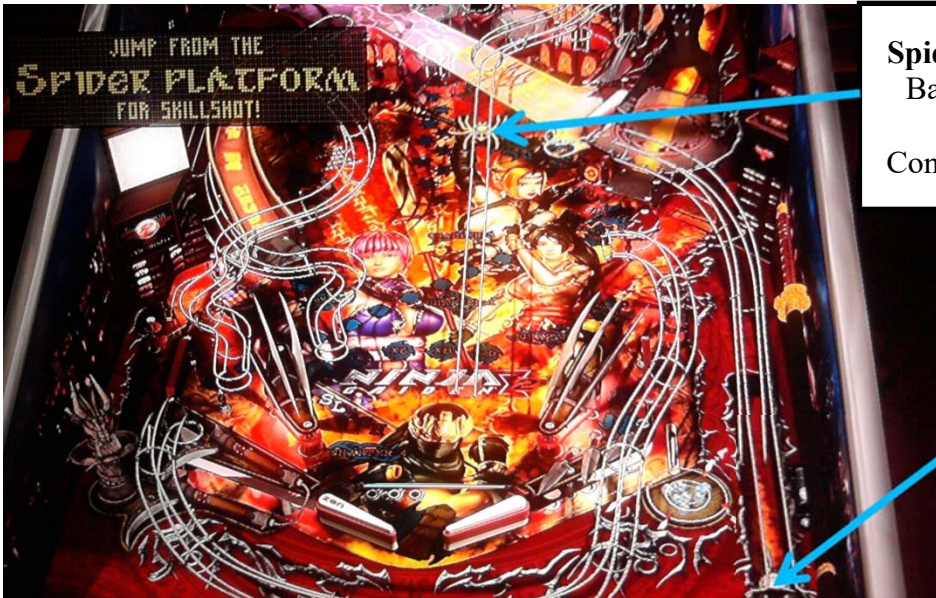
This Table was released as part of a standalone add – on pack (Downloadable Content) for the original Zen Pinball; the Theme was based upon a game which had just released on the PS3 (Ninja Gaiden Sigma II). The Table incorporated this Theme with its use of Artwork displaying the many Characters present in the Video Game, the Background Music is ripped from the Video Game itself as well as various Audio cues. The Story Missions present on the Table even incorporated various plot points from the Video Game etc.

Now when Zen Pinball 2 came out, Zen decided to upgrade all the Zen Pinball Tables to the new Platform (ZP2) 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 Zen Pinball, as well as the Tables from Zen Pinball 2, Pinball FX2 & Marvel Pinball.

Skill Shot - *Starts at 100,000, max is 1,600,000 Points*

Launch the Ball by pressing the 'Launch' Button on your Controller then as the Ball is about to pass the Spider Platform hit one of the Trigger Buttons on your Controller to make the Ball jump, do this successfully to earn a Skill Shot award - 100,000 Points.



Spider Platform – as soon as the Ball touches this press 1 of the Trigger Buttons on your Controller to make the Ball jump.

Power Bar/Plunger – As you pull back the Plunger (Analogue Stick on your Controller controls this) The Spring will get smaller.

Pull it back all the way down or just press the 'Launch' Button on your Controller.

As soon as the Ball jumps immediately press one of the Triggers on your Controller twice in quick succession as this will cause the Ball to jump twice netting you 500,000 Points (Super Skill Shot award).



Ball Jumping the Platforms (Super Skill Shot) – done by pressing 1 of the Trigger Buttons on your Controller.

Now the Ball will then go round the Ryu Mini – Orbit (8); when the Ball it just about to roll down the Top Right Flipper hit it towards the Genshin Sink Hole (6) and if you manage to sink the Ball in there you will gain 1 Million Points.

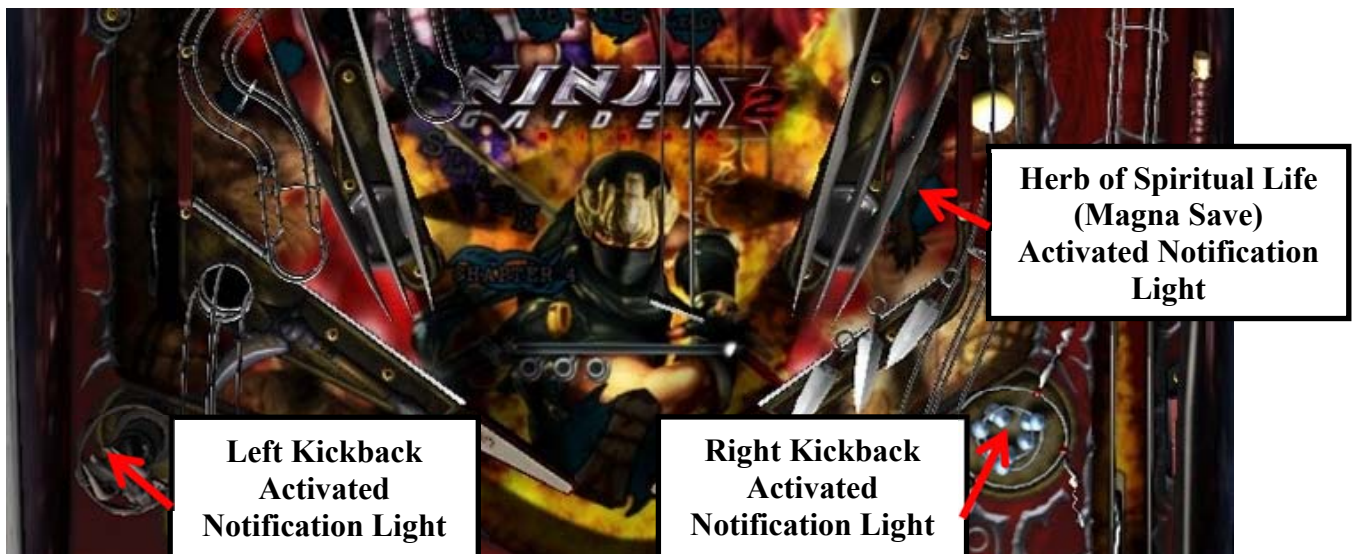


Therefore just for following the above you will net 1,600,000 Points.

Kick Back & Ball Save

Kickback – The Kickbacks are activated by first hitting the Shuriken Target (9); both Orbits will then start flashing and depending which Orbit you hit defines what Kickback is activated, the Orbits only flash for a short period of time and if you fail to hit them in time you must repeat hitting the Target. Therefore if you hit the Left Orbit (4) you will activate the Left Kickback and if you hit the Right Orbit (12) you will activate the Right Kickback.

You can also gain a ***Magna Save*** on the Right Outlane by hitting the Glowing Target (1) then sinking the Ball into the Shuriken Target (9); this will give a random award which can give an awarded called ‘Herb of Spiritual Life’ which in fact is the ***Magna Save***. The ***Magna Save*** seems to automatically activate and draw the Ball out of the Right Outlane.



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

Ball Save – to activate the Ball Save just hit the Shop Sink Hole (10) 5 times, and you can also gain this by hitting the Glowing Target (1) then sinking the Ball into the Shuriken Target (9); this will give a random award which can give an awarded which if it's the ‘Talisman of Rebirth’ the Ball Save will activate.

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

Extra Balls

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

- ***Method 1:*** Max out the Multiplier; once you max the Multiplier to 10x times Multiplier an **Extra Ball** will be awarded. (Look later in the Guide under ‘Raising the Multipliers’ section for more information on how to raise them).
- ***Method 2:*** Completing 4 of the 5 Test of Valor Challenges; after which you will be awarded with an **Extra Ball**. (Look later in the Guide under ‘Test of Valor Challenge Hurry Up Mode’ section for information on how to start/complete them).

Raising the Multiplier

Advancing the Multiplier on this Table seems to be done by hitting the hitting the Glowing Target (1) then sinking the Ball into the Shuriken Target (9); this will give a random award which can be many things such as ‘Raising the Multiplier Level to the next stage.’

Note – The Multiplier Level resets upon losing your Ball.

Glowing Target (1) - Random Rewards

Hitting the Glowing Target (1) this will then cause the Shuriken Target (9) to lower revealing a hidden Sink Hole which I call the Chest Sink Hole –



Chest Sink Hole – available once hitting the Glowing Target (1), it replaces the Shuriken Target (9) until you sink the Ball into it.

Sinking the Ball in it will give such random rewards as –

- *‘Herb of Spiritual Life’*; Right Outlane Magna Save activates.
- *‘Talisman of Rebirth’*; Ball Save activates.
- *Raising the Multiplier*; Multiplier advanced to the next Level.
- *Essence*; gives you some Essence (look later in the Guide ‘Crystal Skulls & Collecting Essence’ section).
- *And many more*;

Note – when you hit the Glowing Target (1) thus making the Shuriken Target (9) lower revealing the Chest Sink Hole; by doing this the Kickback activating mechanic will become inactive since you can’t hit the Shuriken Target (9), therefore you need to sink the Ball into the Chest Sink Hole to make the Shuriken Target (9) re-errect.

Bumper Combos – Random Rewards

Hitting the Bumpers (Located just to the Left of the Shop Sink Hole (10)) a minimum of 5 times will result in receiving a random award; the type depends on which Weapon you are wielding (look later in the Guide under ‘Weapon Change’ section on information on how to change your Weapon) –

- *Dragon Sword*; this increases the Ramp score
- *Falcon Talons*; this increases the Spider Drop Down Target score
- *Tonfair*; this increases the Spinner score
- *Vigoorian Flail*; increases the amount of Completion Bonus Points awarded for completing a Story Main Mission.
- *And many more*;

Weapon Change

To change the Weapon that Ryu is using you must hit the Ball up the Right Ramp (14) but outside of a Combo state; after which the Shop Sink Hole (10) will begin to flash; now you will have roughly 5 Seconds to hit the Ball into that Sink Hole. If you manage to hit that in time the Weapon Ryu was wielding will be changed to the next Weapon in line –

1. Dragon Sword –



2. Falcon Talons –



3. Tonfair -



4. Vigoorian Flail –



After equipping the Vigoorian Flail if you choose to change the Weapon again it will revert back to the Dragon Sword.

Crystal Skulls & Collecting Essence

Crystal Skull -

Crystal Skulls are awarded upon doing something too much, in a sense overkill like for example if you have spelt out 'SLASH' by hitting the Left Ramp (4) & Right Ramp (13); if you hit either of those Ramps again before locking a Ball you will gain a Crystal Skull. Other things such as doing a Super Combo (hitting 4 Ramps in quick secession) after doing it once will award a Crystal Skull. There are many more ways to gain a Crystal Skull.

Essence -

You can also gain Essence by repeating any of the above a 2nd time and so forth;

- **Blue Essence**; adds Points.
- **Red Essence**; Collecting this adds 1 Bar to the Ninpo Gauge and if you manage to collect 3; the Ball will then become inflamed and a Hurry Up Mode will begin where you will earn 2x times Multiplier (Double Scoring) on all Points amassed while the Ball is in this state.



- **Yellow Essence**; seems to increase the Bumper score.

Test of Valor Challenge Hurry Up Mode

To start this Hurry Up Mode you must first hit the Test of Valor Target (13) twice; upon doing so you will have 10 Seconds to complete each of these Tasks –

- ***Perform a Double Combo on the Ramps***; meaning hit the Left Ramp (4) & Right Ramp (13) etc. in quick succession i.e. a Combo.
- ***Perform 5 Bumper Hits***; simply send the Ball towards the Bumpers.
- ***Hit the Evade Habitrail***; you need to hit the Shadowless Footsteps Mini – Orbit (15) with enough strength to have the Ball land into the Evade Habitrail (if done correctly the Ball will loop round the Bottom of the Tables Playfield).
- ***Hit the Glowing Target (1)***; simply hit the Target.
- ***Finally hit Genshin***; you can do this by knocking down the Spider Drop Down Targets covering the Ryu Up – Kicker (11) then sink the Ball into it, now as the Ball comes round hit the Ball with the Top Right Flipper into the Genshin Sink Hole (6).

Competing 4 out of these 5 tests in one game will result in receiving an **Extra Ball**.

Multiball Modes

There are 3 Multiball Modes on this Table –

Ultimate Technique Multiball *2 or 3 Balls* –

To start this Multiball Mode you must perform a Super Combo (hit 4 Ramps in quick secession i.e. one after the other.) Upon doing so you will start the 2 Ball Multiball but you can make it into a 3 Ball Multiball if you manage to hit a 5th Ramp before the Combo timer (5 Seconds) resets.

While in the Multiball the goal is to amass as much Points as possible by hitting the Ramps/Orbits etc. then to collect the Points and finish the Multiball Mode you need to sink the Ball into one of the 2 Up – Kickers –

- Genshin Up – Kicker (5)
- Ryu Up – Kicker (11)

Or....

- Shop Sink Hole (10)

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.

Karma Challenge Multiball *3 Balls* -

You first need to have Ryu obliterate 3 Balls; this is done by spelling out ‘SLASH’, attain a letter of ‘SLASH’ each time you go up a Ramp - Left Ramp (4) & Right Ramp (13) in a non-Combo state (wait 5 Seconds after hitting a Ramp for the Combo timer to reset). Once you have spelt out ‘SLASH’ you then need to get the Ball to Ryu. I find the easiest way to do that is to hit the Spider Drop Targets covering the Ryu Up – Kicker (11) then sinking the Ball into it, the Ball will be kicked up to Ryu and he will obliterate the Ball (lock the Ball).



Ryu obliterating a Ball
(Ball Locked)

Repeat the above a further 2 times to lock 3 Balls.

Once 3 Balls is locked the Multiball will begin; hit the Ramps/Orbits etc. to attain **Jackpots** and finally after hitting all of them hit the Genshin Sink Hole (6) which will award you with a huge score.

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.

Alexei Multiball *4 Balls* -

Note – it was very easy to hit the Alexei Sink Hole (7) in ZP1 (Zen Pinball 1) that's not the case in ZP2 (Zen Pinball 2).

To start this Multiball Mode you must first hit the Orbits – Left Orbit (3) & Right Orbit (12) several times; after which the Alexie Sink Hole (7) will be lit and you will need to get the Ball into it to start the Multiball Mode. I find that hitting all the Spider Drop Down Targets in front of Genshin Up – Kicker (5) then sinking the Ball into it, thus the Ball will be kicked up to the Genshin Mini – Playfield. Now you need to time your shot with the Top Left Flipper (located under the Left of Genshin) into the Alexei Sink Hole (7), this is one heck of a Sink Hole to hit as the timing is very strict.

Once you have hit the Ball into the Sink Hole the Multiball will begin; the objective is to hit the Bumpers and Slingshots (located just above the Left & Right Flippers) as much as you can to amass as much Points as possible.

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.

Story/Chapter Main Missions

The Story/Chapter Main Missions contain 4 Chapters (the last Chapter is the Tables Wizard Mode); to start a Chapter you must first light 'Chapter' at the Right Ramp (14) this is done by either –

- Hitting the Ball round the Shadowless Footsteps Mini – Orbit (15) with enough momentum that it lands in the hidden Sink Hole in the Left Outlane so that it gets sent through the Evade Habitrail.

Tip – when you get the Ball into the Hidden Sink Hole; make sure to keep your Right Flipper up (hold the Right Trigger down on your Controller) as the Ball will come into the Playfield at an awkward angle, this way the Ball will bounce off the Right Flipper and you can easily capture it with the Left Flipper.

Or...

- Perform 3 sets of Jumps on the Jump Ramp (2); this is done by hitting the Ball up the Jump Ramp (2) in a non-Combo state, after which you must press either of the Trigger Buttons on your Controller 3 times in quick secession.

Then just send the Ball up the Right Ramp (14) to start the Chapter.

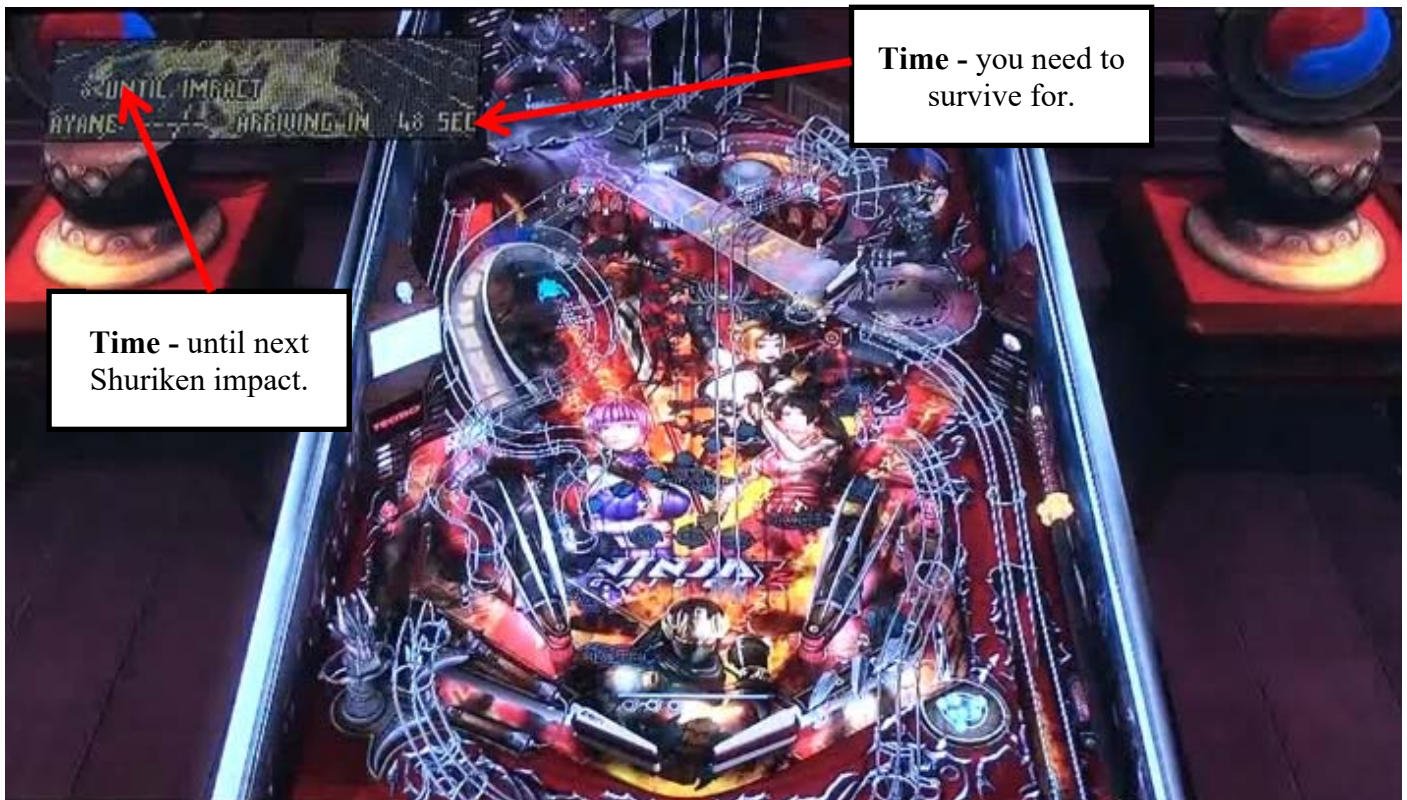
Note – you must repeat the above every time you complete/fail a Chapter to restart/start a Chapter.

I will now detail how to complete each of the 4 Chapters successfully on the next page –



Health Bar –
Chapters will fail if this depletes to 0.

Chapter 1 - Ayane



Time - until next Shuriken impact.

Time - you need to survive for.

This Chapter requires you to avoid the Shuriken that is being thrown at you; this is done by hitting the lit/flashing Ramp in time before the impact, it will always be out of these –

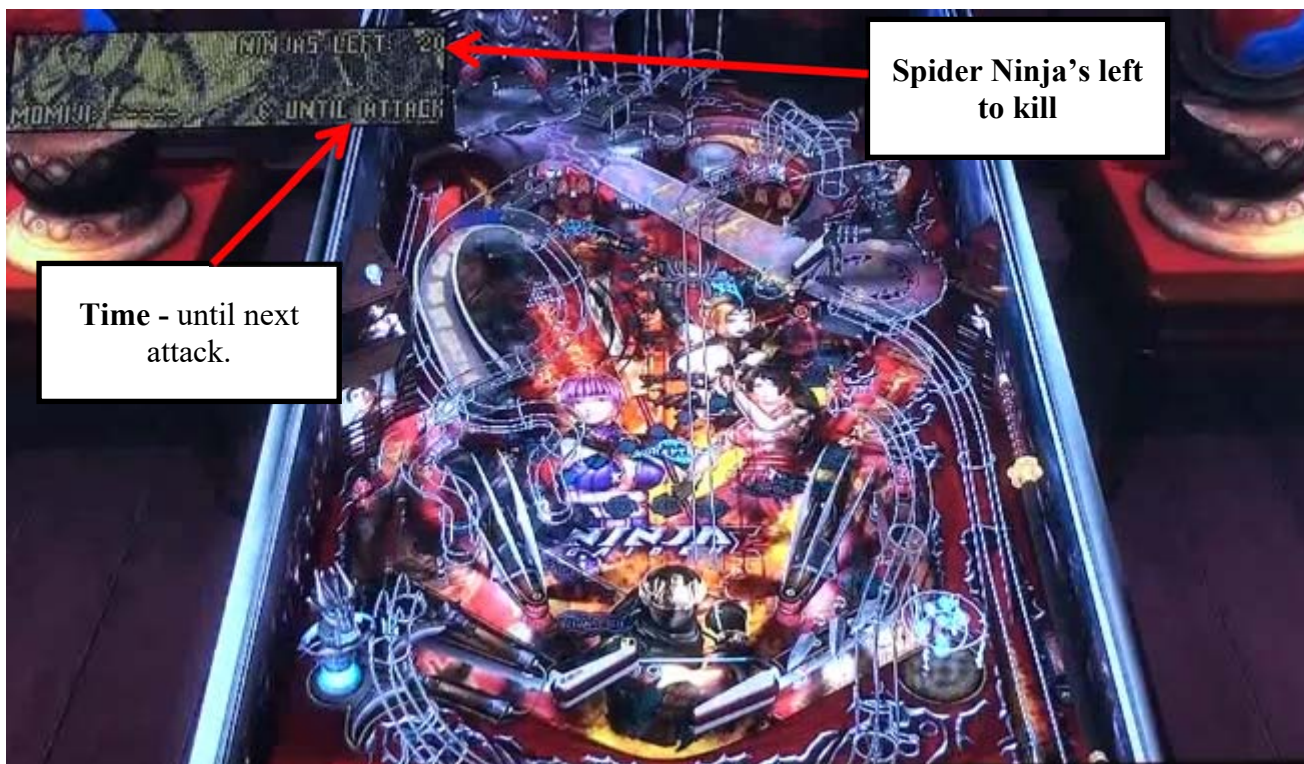
- Jump Ramp (2)
- Left Ramp (4)
- Right Ramp (14)

Note – usually 3 hits up a lit/flashing Ramp is enough to complete this Mission.

If the Shuriken hits you some of your Health Bar will deplete; you can afford to get hit about 3 or so times so it isn't too hard.

If you manage to survive the onslaught the Mission will be completed, you will be awarded with some Completion Bonus Points.

Chapter 2 - Momiji



The objective is to kill all 20 Spider Ninjas before your Health Bar depletes to 0; this is done by hitting the Spider Drop Targets located in front of the 2 Up – Kickers –

- Genshin Up – Kicker (5); 3 Spider Drop Down Targets in front.
- Ryu Up – Kicker (11); 3 Spider Drop Down Targets in front.

Hitting one of the 6 Drop Down Targets available will kill 1 Spider Ninja, whereas if you manage to sink your ball into either of those Up – Kickers you will kill 3 Spider Ninja's.

Hitting all 3 Drop Targets (in front of the Up - Kickers) will reset the attack timer and Momiji will avoid the attack, thus giving you more time to complete the Chapter.

Tip - I recommend hitting the 3 Spider Drop Down Targets in front of the Genshin Up – Kicker (5) and sinking it into the Up – Kicker. They can be easily hit with the Left Flipper and you can easily recover your Ball.

After killing all 20 of the Spider Ninja's the Chapter will be completed, you will earn some Completion Bonus Points.

Chapter 3 - Rachel



Once the Chapter begins you will be given a 3 Ball Multiball; the objective here is to hit the Left Ramp (4) and Jump Ramp (2) 5 times each.

Tip - My suggestion is to lose one of the 3 Balls and work with just 2 of them. Try to get 1 Ball captured with Left Flipper and the other with the Right Flipper. After that, shoot the Ball in the Left Flipper into the Right Ramp (14). This will give you enough time to hit 1 of the 2 Left Ramps - Left Ramp (4) and Jump Ramp (2) with the Right Flipper. If you make the shot successfully; The 2 Balls will land safely in the opposite Flippers. Take your time since this Chapter has no time limit.

The Chapter 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 Chapter again. Let me explain - if a Ball lands into 1 of the 2 Up- Kicker Sink Holes - Genshin Upkicker (5) or Ryu Upkicker (11) will result in losing that Ball. For example if you have a 3 Ball Multiball, that just means you will go down to 2 Balls. Now if you sink another Ball into an Up - Kicker Sink Hole the Chapter will fail.

Hitting the shop hole (10) or Chest Sink Hole (Shuriken Target (9)) won't result in a Ball loss.

Also, the Spider Drop Down Targets in front of the Up - Kickers will periodically go up and down. So take your time since if you make your shots when the Drop Down Targets are up, then they won't go into either of the 2 Up - Kickers.

Once you complete the 5 shots up each of those Ramps; you will gain some Completion Bonus Points and a bonus Multiball Mode called **Rachel Frenzy** will start. All of the Ramps/Orbits are worth 200,000 Points each (300,000 Points if you have all 3 Balls).

WIZARD MODE (Final Mission)

First you must complete the first 3 Story/Chapters to be allowed access to this Tables Wizard Mode/Frenzy (Chapter 4) called **Defeat Genshin - Ryu**.

Defeat Genshin - Ryu



Time - until next attack.

In this Final Chapter you need to defeat Genshin before your Health Bar depletes to 0. All of the Ramps/Orbits will be lit, but what you really need to do is hit the Genshin Sink Hole (6) 3 times.

The way to get to him is to hit one of the 2 Up – Kickers -

- Genshin Up – Kicker (5)
- Ryu Up – Kicker (11)

I recommend hitting the Genshin Up – Kicker (5) (use the Left Flipper), because there's a little trick you can use in getting the Ball easily into Genshin Sink Hole (6). When the Ball ascends to the Genshin Mini - Playfield next to Genshin, immediately spam the Left Trigger on your Controller. The Flipper spam will sometimes send the Ball back down to the same hole it ascended, making Ryu send a ghost image to strike Genshin.



Repeat this 2 more times to complete this Wizard Mode.

You net 100 Million Points from completion of this Wizard Mode (Chapter 4).

After completion, the progress of the Table will be reset thus Table Reset!

*Special Thanks to all the Zen Studios Forum Community! Members such as **Cloda, shogun00, skippycue & YouTube Member - Vinster K** 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 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,

“Embrace the way of the Ninja!”

Yours

ShoryukenToTheChin