Alien vs. Predator Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Egg Sink Holes
2. Left Orbit
3. Left Ramp
4. Glyph Targets
5. Alien Target
6. Sink Hole
7. Plasma Mini – Orbit
8. Wrist Blade Target
9. Pyramid Mini – Orbit
10. Right Ramp
11. Right Orbit

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

Zen Studios has teamed up with Fox to give us an Alien vs. Predator Pinball Table. The Table was released within a pack titled “Aliens vs. Pinball” which featured 3 Pinball Tables based on Aliens Cinematic Universe.

Alien vs. Predator Pinball sees you play through various Modes which see you play out key scenes in the blockbuster movie. The Table incorporates the art style of the movie, and various audio works from the movie itself.

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

Skill Shot - *1 Million Points, can be raised*

Depending on the launch strength you used on the Ball. This will determine whether the Ball will land on the Left or Right Flipper, coincidentally if it lands on the Left Flipper then these Lanes will be flashing.



If on the Right Flipper –



Now the Lanes will flash for only a few seconds. So to ensure you gain a Skill Shot, hit the Ball at them successfully within the short timeframe.

Super Skill Shot

Now I will explain the best way to go about attaining the Skill Shot and Super Skill Shot. First set the Plunger as shown in the Image below –



If done correctly the Ball will land on the Right Flipper, and these Lanes will be flashing.



Hit the Ball around the Left Orbit (2) quickly to claim the Skill Shot, and as the Ball comes back around you need to hit it with the Top Right Flipper at the Alien Target (5). Doing so will grant a Super Skill Shot.



Yautja's Ranking System



Moving up the 5 Yautja's ranks will net you various perks such as unlocking permanent scoring doubles, including basic, combo, Modes & Multiball Jackpot scores. These become unlocked as you move up by playing through the many Game Modes.

Examples of ways to move up the ranks:

- Upgrading you Plasma Charge to Level 5 – the Plasma Charge is raised after the Bumpers are hit several times.

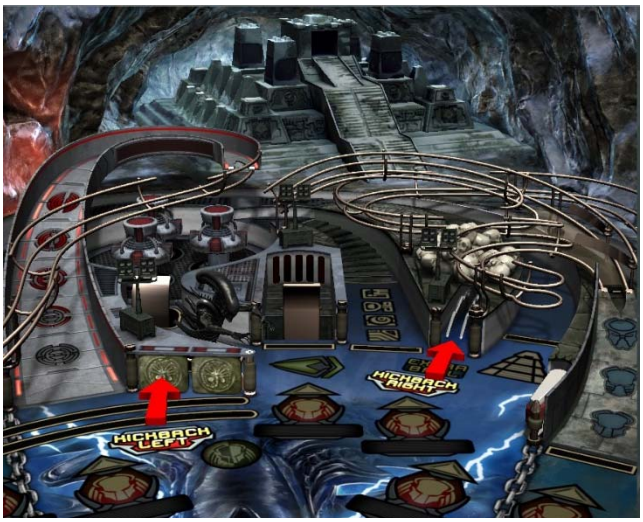
- Assemble 50 Allies – This is achieved by doing well on the various Game Modes, by hitting the Green Human Drop Targets (some Modes require you to avoid hitting the Green Targets in order to complete said Mode).

- Completing the 5 Main Missions, and Wizard Mode (detailed later in the Guide).

Kick Back & Ball Save

Kickbacks –

The Kickbacks on this Table are activated by first by getting to combo level 3. In other words, hitting 3 Lanes in quick succession of each other. Once that has been done, the Kickback Targets will be activated –



As you can see in the Image above:

- Left Kickback – Hit the Left Glyph Target (4).
- Right Kickback – Hit the Wrist Blade Target (8).

Once you have activated a Kickback, repeat the above to activate the other.

***Note – Any Kickbacks activated will be reset upon the Ball draining. ***

Ball Save -

Ball Save on this Table can be activated by gaining it as a random reward from the "Award by Chance" feature. This is explained later in the Guide under "Award by Chance" Section.

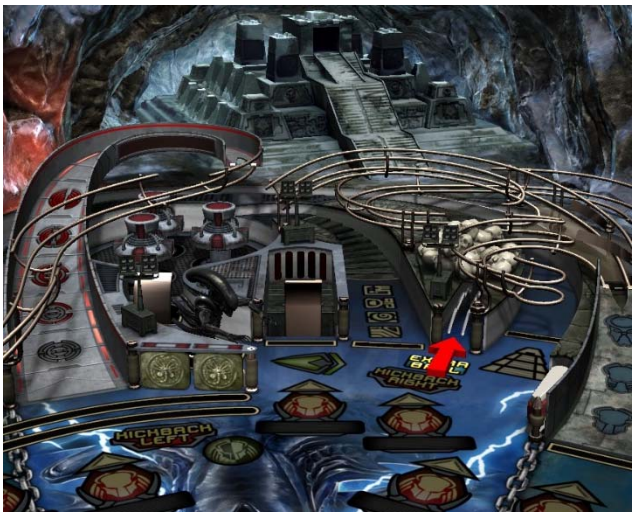
***Note – This Ball Save will expire once its 30 Second timer expires or you drain the Ball, whichever comes first. ***

Ball Save is also temporary activated at the start of the many Game Modes.

Extra Balls

There are **5** Ways to achieve an **Extra Ball**;

Collect the **Extra Balls** by hitting the Ball into the Wrist Blade Target (8) -



- ***Method 1***: *Complete 3 Main Missions;* look later in the Guide under "Main Missions" for more information on how to attain this **Extra Ball**.
- ***Method 2***: *Activate the "Award by Chance" feature;* look later in the Guide under "Award by Chance" for more information on how to attain this **Extra Ball**.
- ***Method 3***: *Max out the Multiplier level;* look below this section in the Guide under 'Plasma Charge (Raising the Multiplier)" for information on how to get this **Extra Ball**.
- ***Method 4***: *Destroy 100 Eggs;* look later in the Guide at the section titled 'Multiball Modes – Egg Destroyer Multiball" for information on how to get this **Extra Ball**.
- ***Method 5***: *Hit the Alien Target (5) 50 times;* doing so will allow you to collect an **Extra Ball**.

Plasma Charge (Raising the Multiplier)

Not only does the Bumpers increase the level of your Plasma Charge.



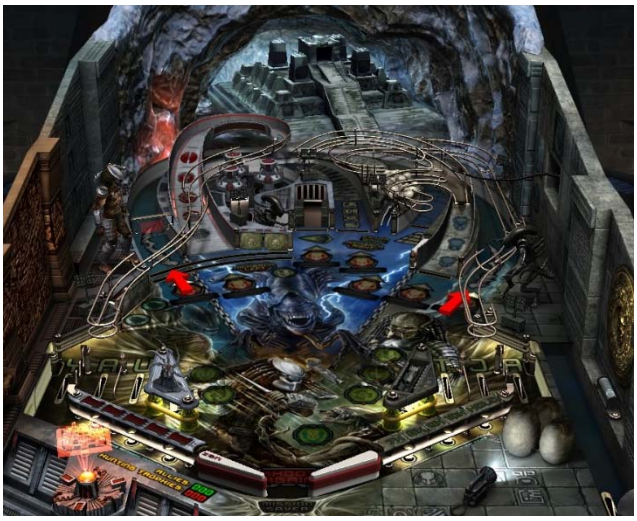
These Bumpers also have 3 different states:

1. Worthy Ramps.
2. Worthy Lanes.
3. Worthy Bumpers.

For every 360 degree revolution the Bumpers make, it will in-turn increase the Multiplier level. Remember if you manage to raise the Multiplier to its max level, you will be rewarded with an **Extra Ball** becoming available for collection at the Wrist Blade Target (8).

Award by Chance

Repeatedly hit the Ball at the Spinner located at the entrance of the Left Orbit (2). Do so by sending the Ball around the Orbits; Left Orbit (2) &/or Right Orbit (11).



After the Spinner has rotated enough times, the right Glyph Target (4) will become lit.



Hit the Ball at it to claim 1 of the many random rewards. Some of the rewards available are;

- Hold the Multiplier Level (Bonus Held).
- Activating Ball Save.
- Activating a Kickback.
- Gaining an Ally.
- Attaining a Hunting Trophy.
- Light **Extra Ball**.
- A 1 Million Point score boost.
- A Ball locked for the Pyramid Multiball Mode (look later in the Guide under “Multiball Modes – Pyramid Multiball” Section).

Raising the Spinner score -

Additionally, lighting up all of the Letters of “YAUTJA” Rollovers –



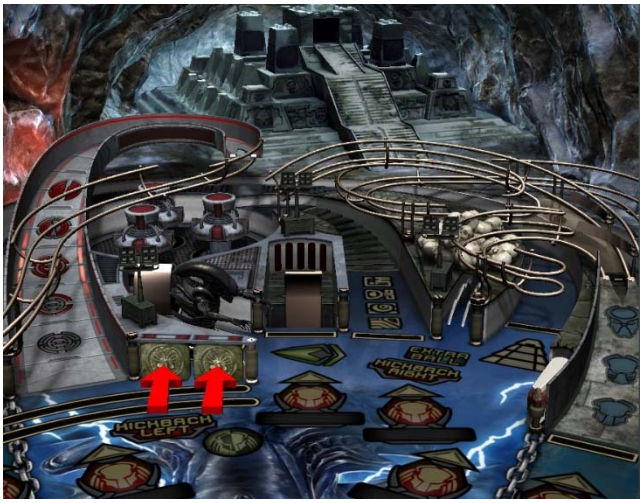
Will in-turn raise the score awarded when you hit the Spinner causing it to rotate. Although when the Ball eventually drains this is reset.

Hurry Up Modes

Alien Frenzy -

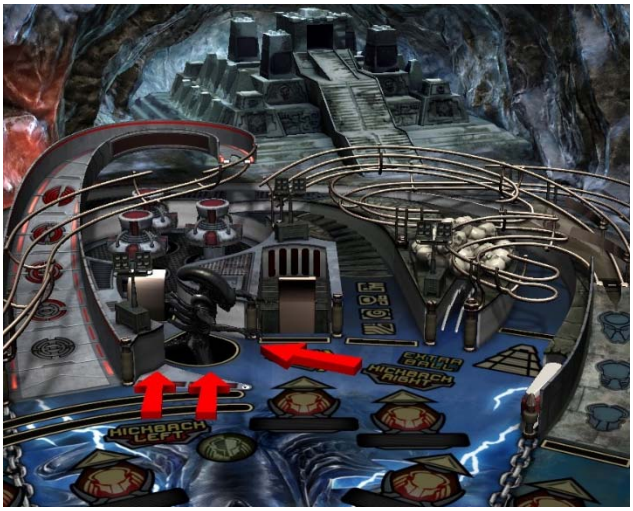
Activation –

Repeatedly hit the 2 Glyph Targets (4) until there lower revealing the Alien Target (5), and thus starting the Alien Frenzy Mode.



Completion *Timed – Score Countdown* –

Now a score based countdown will be visible on the Dot – Matrix. The goal here is to hit the Alien Target (5) as many times as possible before it reaches 100,000. Each time the Alien Target (5) is hit, you will be rewarded with the Points displayed on the Dot – Matrix at the time of impact.



Ally or Foe -

Activation –

Shoot the Ball around the Left Orbit (2) multiple times to start this Mode.



Completion *Timed - 40 Seconds* –

In this Mode use the Ball to decide whether you want to gain an Ally (hit the Green Targets) or attack the Humans (hit the Red Targets). Below shows you an example of how the Red Targets look like –



Now attacking the Red Targets will provide you with an instant score boost. Hitting the Green Targets will instead increase your “End of Ball” bonus score, despite gaining a lower instant score from hitting the Green Targets. Each time you hit a Target; a few seconds will be added back to the overall timer.

The Mode ends once you have hit either Red or Green Targets a total of 10 times. This is displayed on the Dot – Matrix.

Ancient Story -

Activation –

Start up this Mode by repeatedly sending the Ball around the Pyramid Mini – Orbit (9).



Completion *Timed - 35 Seconds* –

To complete this Mode simply hit the flashing Lanes in the specific order. Each time you successfully hit one of those, a few seconds will be added back onto the timer.

The Order is –

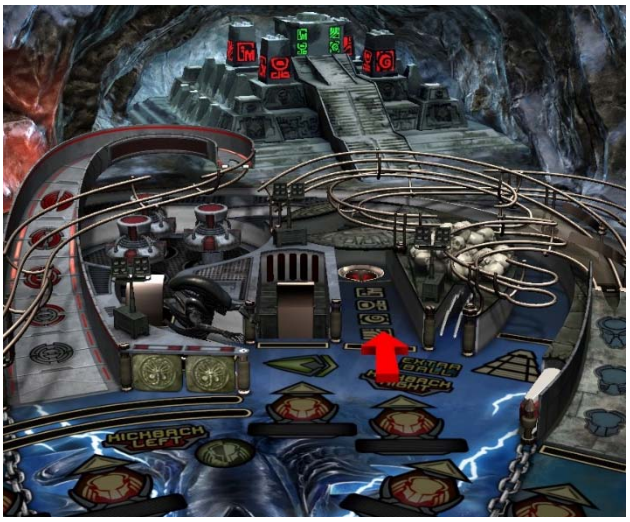
- Left Orbit (2).
- Right Orbit (11).
- Right Ramp (10).
- Left Ramp (3).
- Pyramid Mini – Orbit (9).
- Finally lock the Ball into the Sink Hole (6).

Once the above is done, the Mode is completed.

Constellation -

Activation –

Repeatedly hit the Ball up the Plasma Mini – Orbit (7). Eventually the Ball will lock there and thus start the Mode.



Completion *Timed - 16 Seconds* –

Upon starting this Mode, you will be taken up to the Pyramid, from there you will need to rotate the 4 Pyramid Towers to match the Symbols show on the centre Tower. This is done by using the Flipper Buttons to alternate which Pyramid Tower you have selected, then rotate that Tower using the “Launch” Button on your Controller. Once the Symbols line up, the Mode is completed. There is a time bonus, so the faster you complete the Mode, well the more Points you will gain.

Pathfinder -

Activation –

This Mode is activated with repeated shots up the Left Ramp (3).



Completion *Timed - 40 Seconds* –

To complete this Mode; hit the flashing Lanes several times (shown on Dot – Matrix). Each successful hit will add a few more seconds back to the overall timer -



- Sink Hole (6): 2 times.
- Plasma Mini – Orbit (7): 3 times
- Right Ramp (10): 3 times.

Seek & Destroy -

Activation –

This Mode is activated with repeated shots up the Right Orbit (11).



Completion *Timed - 50 Seconds* –

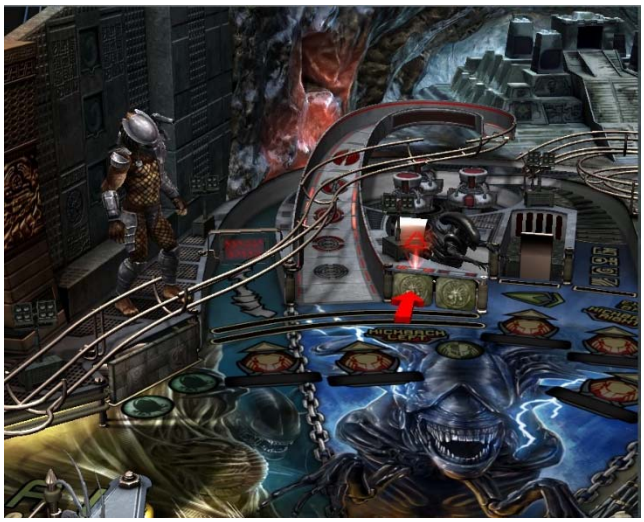
Now in this Mode you will need to find and destroy 5 Alien's. They are hidden in 1 of the flashing Lane each time.

There are 2 ways to approach this Mode;

1. Search the flashing Lanes manually by randomly hitting them to find your next Prey.



2. Using the Predator's Targeting System to find your Prey. For this you will need to hit the left Glyph Target (4).



The Crosshair of the Predators Targeting System will look something like this –



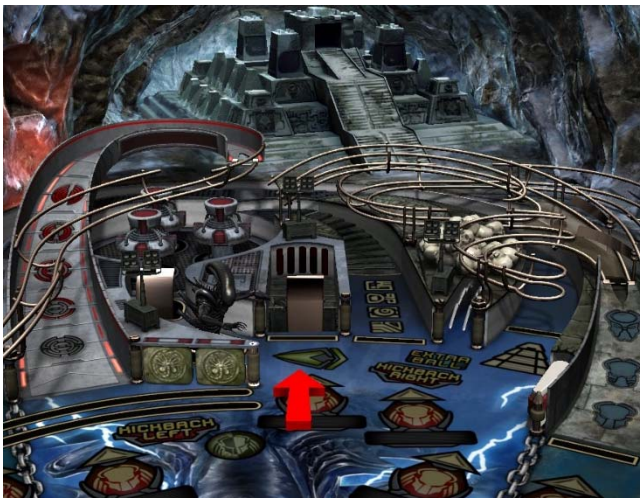
Hitting that successfully will then have the Predator lock his Targeting System to the correct flashing Lane you need to hit next to find & destroy your Prey.

Once you have found and destroyed 5 Aliens, the Mode is completed.

Stalker -

Activation –

This Mode is activated with repeated shots up the Sink Hole (6).



Completion *Timed - 40 Seconds* –

Once the Mode begins you will see a couple of Lanes flashing, hit them all before going in for the kill! Each time a flashing Lane is hit, a few seconds will be added onto the timer. Be careful not to alert the Alien to your presence or it will escape.



If you do alert the Alien, a 10 second timer will begin. Hit the Ball into the Sink Hole (6) before it reaches 0 to continue on with the Mode.

Once you have hit 5 flashing Lanes, the Mode will be completed.

Trap Frenzy -

Activation –

This Mode is activated with repeated Bumper hits.

Completion *Timed - 30 Seconds* –

Once enough Bumper hits have been registered, the Mode will begin. You will be taken to the Trap Mini – Playfield.



The objective here is to catch as many Balls before the timer expires. A light will start flashing just before the Ball is launched, this is to give you a bit of time to get the inner circle in the correct position. This is done using the Flipper Buttons – Left Flipper rotates it Left, and Right Flipper of course will rotate Right. You will gain bonus Points if you manage to catch the Balls in a streak, the higher that streak, the more Points awarded.

Wrist Blade Frenzy -

Activation –

This Mode is activated with repeated Wrist Blade Target (8) hits.



Completion *Timed - 35 Seconds* –

Once the Mode begins, you will be seeing the Table Playfield through the eyes of Predators famous thermal vision.



The objective of this Mode is to hit as many Drop Down Targets as possible within the short timeframe. Now you can hit the Wrist Blade Target (8) to knock down all the Drop Down Targets at once.

Once the timer expires, the Mode will be completed.

Multiball Modes

Egg Destroyer Multiball Mode *2 Balls*

Activation –

This is activated by first hitting the Target via the Egg Sink Holes (1). Once that has been hit, it will lower to expose the 2 Sink Holes which you will now need to lock 2 Balls into them.



One the 2 Balls have been locked. The Multiball will immediately begin.

Mode itself -

The 2 Ball Multiball will then begin:



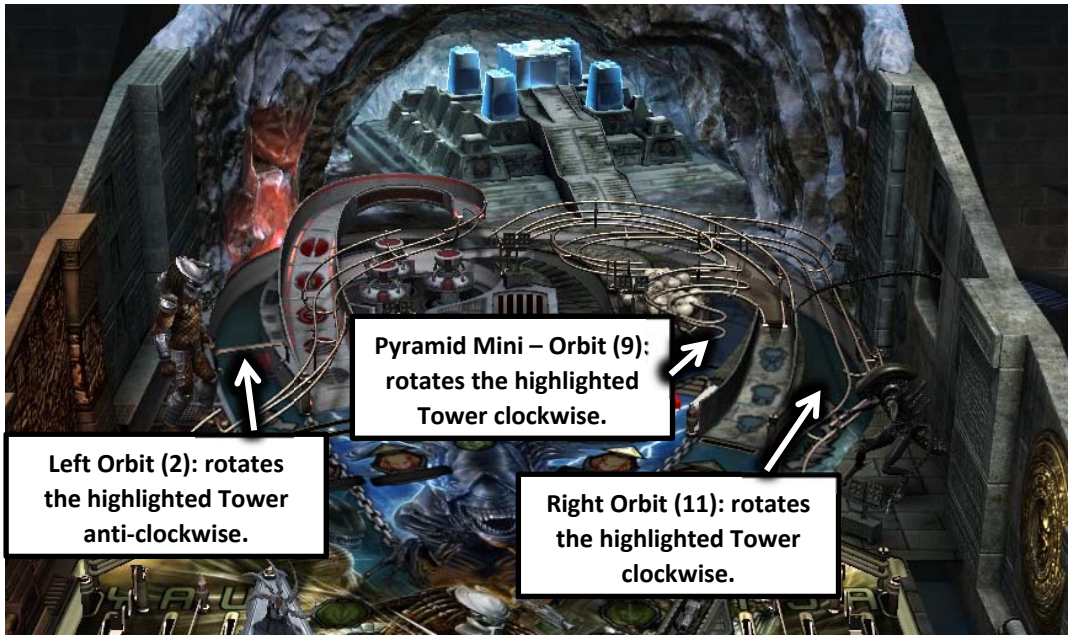
Score Jackpot awards by hitting the Eggs, thus destroying them. Remember if you destroy 100 Eggs, you will be rewards with **Extra Ball** becoming available at the Wrist Blade Target (8).

The Multiball Mode will continue as long as you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode.

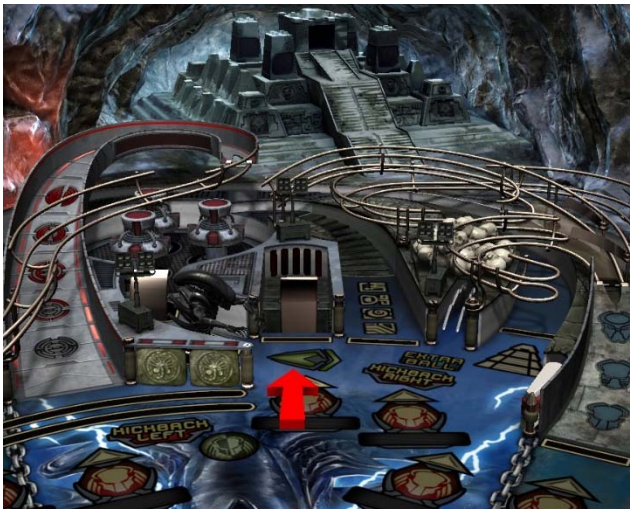
Pyramid Multiball Mode *3 Balls*

Activation –

This is activated by locking 3 Balls into the Pyramid. The locking mechanism is activated by first aligning the four Pyramid Towers correctly. Hitting the below 3 Lanes will cause the Blue highlighted Tower to rotate.



Usually hitting the same Lane twice will set the highlighted Tower correctly. Upon all 4 Towers being aligned, you will be able to lock a Ball into the Sink Hole (6).



Repeat the above a further 2 times, thus locking 3 Balls into the Pyramid. Immediately the Pyramid Multiball will begin.

Mode itself -

The 3 Ball Multiball will then begin. Hit the flashing Lanes to score **Jackpot** awards, hitting the Alien Drop Down Target will also net Points.



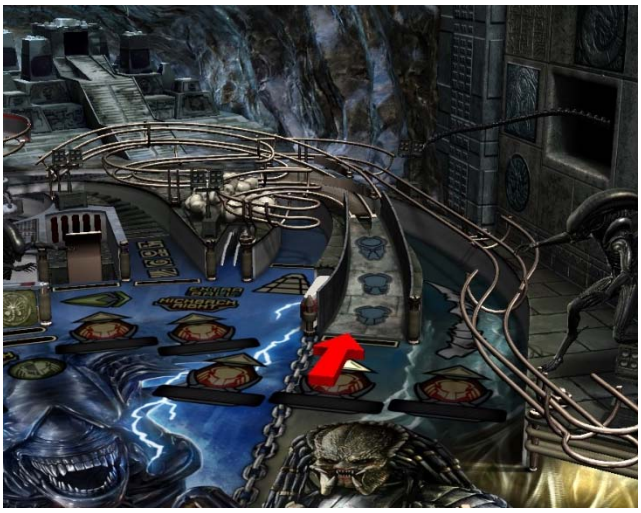
Continue to hit as many flashing Lanes to gain as many Points as possible before you lose the Multiball.

The Multiball Mode will continue as long as you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode.

The Three Yautja Multiball Mode *3 Balls*

Activation –

This is activated by shooting the Ball up the Right Ramp (10) multiple times.



After about 3 shots up that Ramp, the Ball will be locked. Repeat this a further 2 times, and immediately the Multiball will begin.

Mode itself -

The 3 Ball Multiball will then begin: destroy the Alien Drop Down Targets & send the Balls up the flashing **Jackpot** Lanes. Do this until the Multiball is lost, to gain as many Points as possible.

The Multiball Mode will continue as long as you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode.

Main Missions

Starting all 5 Main Missions at least once will allow access to the Wizard Mode.

To start a Stage, you will need to hit the Alien Target (5) 2 times. The amount of hits required will increase every time you complete a Main Mission.



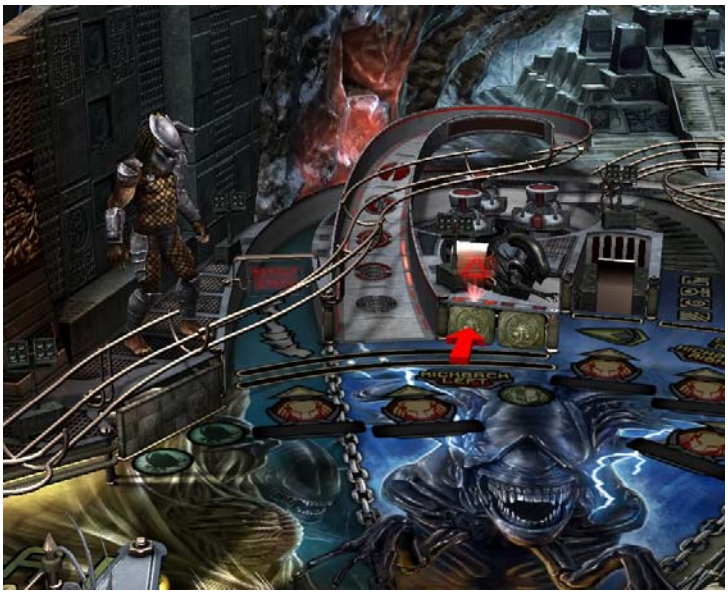
***TIP – if you manage to collect at least 10 Allies. This will automatically activate the Mission Saver. The Mission Saver will give you more time to complete certain Main Missions. ***

“Armed & Ready” *Timed*

You will need to find your Weapons; **Shuriken**, **Spear** & **Plasma Caster**. To find the **Shuriken** & **Spear** you can simply hit the flashing Lanes until you find them.



Otherwise you can hit the left Glyph Target (4), this will then activate the Predator’s Targeting System and therefore show you where you need to hit the Ball to collect that Weapon.



Now to find the **Plasma Caster** you will need to hit the Red Human Drop Targets to find which one has taken it.



Otherwise you can hit the Wrist Blade Target (8), this will then activate the Predator's Thermal Vision and therefore show you where you need to hit the Ball to collect that Weapon.



If you manage to find all 3 Weapons within the time limit, the Mission is completed.

“Vertigo” *Timed*

Upon this Mission starting the Table Playfield will be turned upside-down, an infinite Ball Save will be activated for the duration of this Mission. Now even though you can’t lose the Ball, you can lose Trophies and even score Points.



There will be a number of flashing Lanes, which will alternate after hitting them. To complete this Mission, you will need to hit 6 flashing Lanes.

“Camouflage” *Timed*

In this Mission you will need to calibrate the Camouflage System. This is done by shooting the flashing Lanes with the Ball to make the Ball(s) or Flippers barely visible. Each time a flashing Lane is hit, a few seconds will be added onto the timer.



Once the above is achieved. You will now need to sneak pass your foes by hitting the flashing Lanes and avoiding the Red Human Drop Down Targets.



Once you have sneaked passed 4, the Mission will be completed.

“Close Combat” *Timed*

Now in this Mission you will have Alien Drop Down Targets, also the Human Targets which will alternate between Green & Red colours.



You can align yourself with them by hitting the Green Human Drop Down Targets, this will add Allies to the counter on the Dot – Matrix. Instead if you want more of an instant score boost, you can choose to attack the Humans by hitting the Red Human Drop Down Targets. Remember that allying will result in less Points being awarded, in the end it will increase your “End-of-Ball” bonus.

Now when you attack (Red) you will add to the Hunting Trophies Counter. Whereas if you align (Ally – Green) yourself with the Humans you will add to the Allies Counter.



Now each time you hit those; a few seconds will be added back to the timer. The Mission is completed once either of those counters are filled to 10/10.

“Trap Aliens” *Non-Timed*

Once this Mission starts, you will be taken to the Trap Mini – Playfield.



The objective here is to catch the Balls. They of course represent escaping Aliens. A light will start flashing just before the Ball is launched, this is to give you a bit of time to get the inner circle in the correct position. This is done using the Flipper Buttons – Left Flipper rotates it Left, and Right Flipper of course will rotate Right.

The Mission will fail if 5 Aliens (Balls) escape. If you manage to capture 15, the Mission will be completed.

Wizard Mode – "Worthy Prey" *4 Ball Multiball*

This Wizard Mode will be available to start, once you have at least started up all 5 of the Main Missions.

Wizard Mode itself –

To start-up the Wizard Mode you will need to sink the Ball into the Sink Hole (6).



1st Part –

Firstly, you will need to hit the flashing Lanes to start the 4 Ball Multiball. The Wizard Mode starts you off with a 2 Ball Multiball. With this you will need to hit either of the flashing Lanes a total of 6 times.



2nd & Final Part (Wizard Reward Multiball Mode) –

Now upon completing the above. A 4 Ball Multiball will begin. Hit the flashing Lanes etc. to gain **Jackpot** awards.



Once you lose the Multiball, the Table will then **reset**. Meaning the Wizard Mode will continue as long as you have more than a single Ball alive on the Playfield. So try to score as many **Jackpots** as you can! Otherwise the Wizard Mode will end, and you will need to repeat the above activation process to re-enter the Wizard Mode.

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Cloda, Ty-43, Deep, wims, 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 -

"Whoever wins, WE LOSE!!!"

Yours
ShoryukenToTheChin