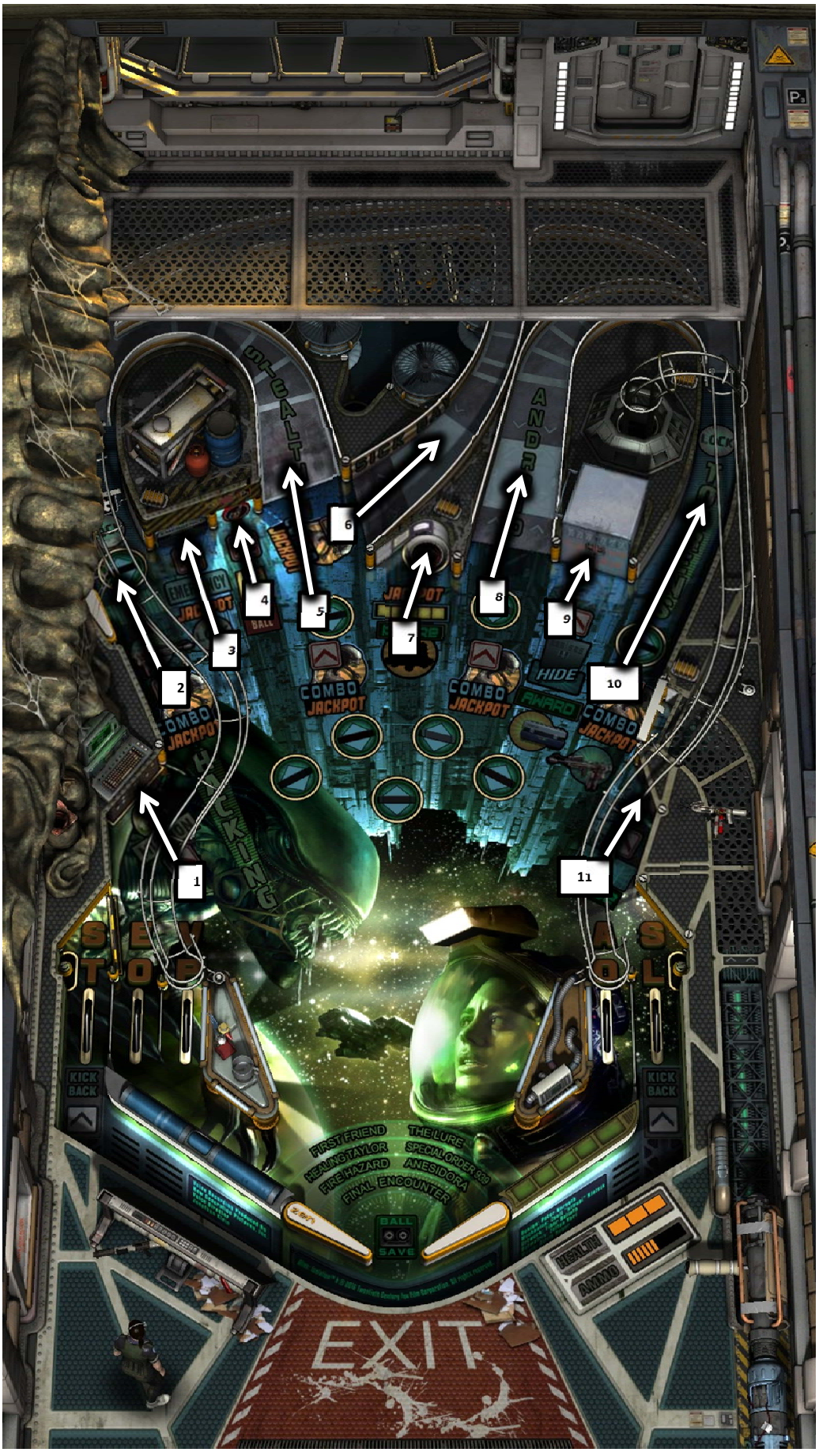
Alien: Isolation Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Mission Target/Sink Hole
2. Left Orbit
3. Emergency Target
4. Ammo Target
5. Stealth Ramp
6. Sickbay Ramp
7. Rewire Saucer
8. Android Ramp
9. Cabinet Target
10. Right Orbit
11. Noise Target

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: Isolation Pinball Table. The Table was released within a pack titled “Aliens vs. Pinball” which featured 3 Pinball Tables based on Aliens Cinematic Universe.

Alien: Isolation Pinball sees you play through various Modes that take a que from the key scenes in the Video Game of which this Table is based on. The Table incorporates the art style of the Video Game, and various audio works from the Video Game itself.

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

Skill Shots -

Skill Evade - *500,000 Points*

To be granted a Skill Shot reward you will need to launch the Ball with the right momentum to roll through the flashing Left Inlane Rollover.



You can change which of the Left Inlane Rollovers are flashing by using the Left Flipper Button. I will now show you how to position the Plunger to have the Ball roll down whichever flashing Inlane Rollover.

Left most Left Inlane Rollover -



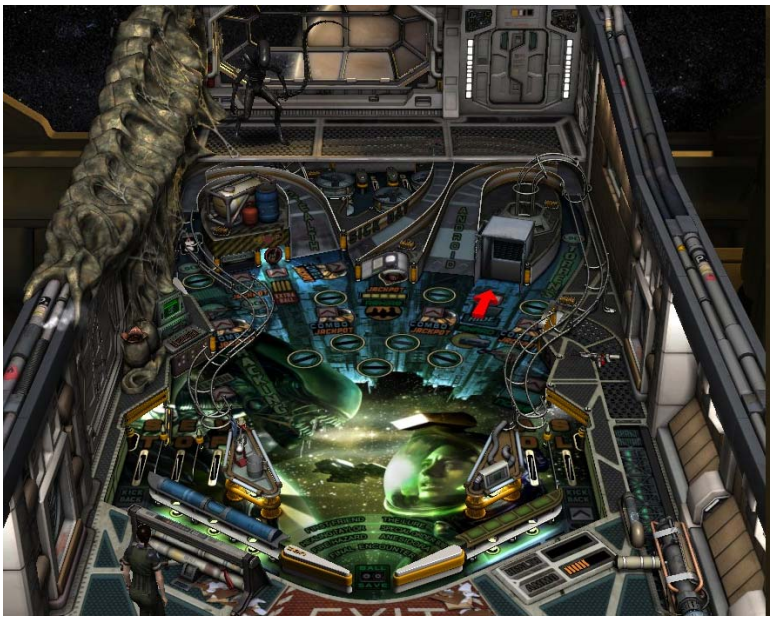
Right-Left Inlane Rollover -



Achieving a Skill Evade will also force the Alien to leave the Table for a longer period of time (more on this later).

Skill Heal - ***1 Million Points***

After a successful Skill Evade, the Cabinet Target (9) Doors will then open and you will have a few seconds to sink the Ball into it. If you manage to do so, a Skill Heal is awarded.



Doing so will also refill Ripley's Health to maximum (more on this later). Now if Ripley's Health is already at maximum, then double score is awarded instead.

Enemies & How to Deal with Them

Ripley will encounter many different enemies such as The Alien, Androids & Humans while playing through this Table. These sequences can take place inside or outside Game Modes, so make sure to be ready. These events outside of Modes are called "Hostile Activity" which run for about 15 seconds.

Each Enemy has 3 different health states, these are indicated using a coloured highlight: **Green** means full health, **Yellow** means half-full & finally **Red** means low. Enemies without a coloured highlight, can only be defeat with a stealth attack (hit them from behind).

Equipping higher powered weapons will make defeating these Enemies easier:

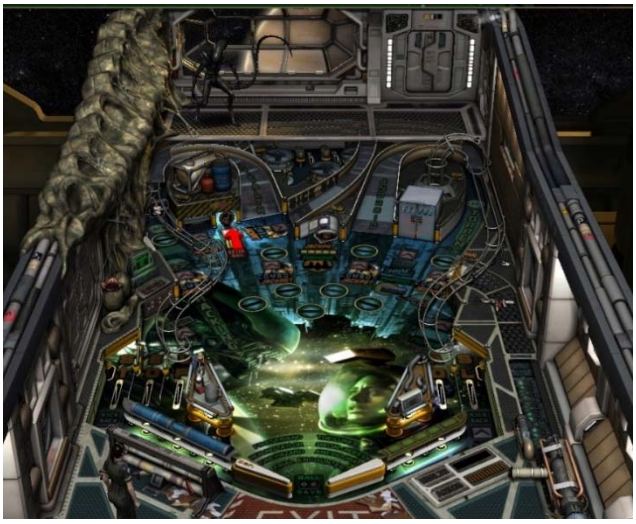
Weapons & Ammunition -

Ripley will start off with a Revolver. As this is the first weapon, it will take a few shots to defeat an Enemy Target. To upgrade to the more powerful weapons - Shotgun & finally the Flamethrower, you will need to progress through the Table's Main Missions. The Flamethrower can be used against the Alien but only if you have collected at least 6 Ammo Shells.

Each time the weapons are used, they will consume ammo. Therefore, if you have no ammo, you can't attack the Enemies head on. Instead you will have to attack them using a stealth takedown (hitting the Enemy Target from behind), this will also reward you with ammunition if performed successfully. The amount of ammunition currently stored can be seen at the bottom Right of the Table under Ripley's health bar.



Ammunition can be collected via random awards, performing stealth takedowns or by hitting the Ammo Target (4).



Maxing out the ammo 3 times will reward you with lighting up **Extra Ball** at the Ammo Target (4).

Noisemaker – Collecting & How to Use It

To collect a Noisemaker, you first need to activate the Noisemaker Hurry Up Mode. This is done by hitting the Noise Target (11) repeatedly until all the Letters of "NOISE" are collected. Each successful hit, a Letter is collected.

Once that is achieved, the Noisemaker Hurry Up will begin. A random Lane will begin flashing, hit it in time to collect the Noisemaker. Image below shows the Lanes likely to be flashing.



Use the Noisemaker against the Alien, or within a Mission to gain more time. Simply hit the Noise Target (11) to activate it –



The Alien

The Alien has 4 distinct behaviours:

- **Absent**: it is away from the Table.
- **Idle**: it's wandering the Table.
- **Cautious**: it's aware of Ripley's presence and is looking for her.
- **Attacking**: it attacks Ripley. Removing 1 bar of her overall Health.

When the Alien becomes cautious, Ripley can evade it by doing the following:

- **Hide in the Cabinet**: This is done by first hitting the flashing lane, which will be 1 of these 3 –



  Once that flashing Lane is hit, you will have only a few seconds to hit the Ball into the now opened Cabinet Target (9). If you manage to hit the Ball into it, then the Alien is successfully evaded. Otherwise you will take damage.

- **Use the Noisemaker**: Look at the previous page of this Guide under "Noisemaker – Collecting & How to Use It" to refresh your memory.
- **Use the Flamethrower**: The Flamethrower can be used against the Alien, but only if you have collected at least 6 Ammo Shells.

Evading the Alien 3 times will reward you with lighting up **Extra Ball** at the Ammo Target (4).

Ripley's health -



As seen in the above Image, Ripley has 3 health bars. If for any reason Ripley can't escape or hide from the Alien, it will cause her damage & thus remove a bar of health. Failing a Main Mission will also result in losing 1 health bar. Now Ripley can't die in this game… wish that was the case in the actual Alien: Isolation Video Game, that still gives me the creeps. So, the lower Ripley's health, then the lower your overall score will be. Therefore, maximise your score by being cautious and avoiding the Alien.

Replenish Ripley's health by collecting a Medkit. This is done by spelling out "MEDKIT" on Rollovers located above the Bumpers.



Once that is achieved, a Medkit appears on the Table Playfield. Collect it, and Ripley's health will be fully regenerated. You can also instantly refill Ripley's health by performing a Skill Heal (look earlier in the Guide under "Skill Shots – Skill Heal" section for more information). Collecting a Medkit if Ripley already has full health will instead result in a score boost being awarded.

Androids (Working Joes) & Security Guards (Humans)

Each Enemy has 3 different health states, these are indicated using a coloured highlight: **Green** means full health, **Yellow** means half-full & finally **Red** means low. Now for Enemies without a coloured highlight, you will only be able to defeat them with a stealth attack (hit them from behind).

Example of these Enemies can be seen below:



Equipping higher powered weapons will make defeating these Enemies easier. You will encounter these Enemies in various Modes and sometimes while no Mode is even active!

Kick Back & Ball Save

Kickbacks –

The Kickbacks on this Table are activated by hitting the Emergency Target (3) several times.



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 once both Kickbacks are activated, then repeat the process of activation of Kickbacks. This time however it will activate Ball Save.

***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.

If all of the above is activated (Kickbacks & Ball Save), then Emergency Score will be awarded instead.

Extra Balls

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

Collect the **Extra Balls** by hitting the Ball at the Ammo Target (4).

- ***Method 1***: *Complete the Hacking Mini – Game twice;* look later in the Guide under "Hacking Mini - Game" for more information on how to attain this **Extra Ball**.
- ***Method 2***: *Evade the Alien 3 times;* look earlier in the Guide under "Enemies & How to Deal with Them – The Alien" for more information on how to attain this **Extra Ball**.
- ***Method 3***: *Max out the Ammo 3 times;* look earlier in the Guide under 'Enemies & How to Deal with Them – Weapons & Ammunition" for information on how to get this **Extra Ball**.
- ***Method 4***: *Complete 3 Main Missions;* look later in the Guide at the section titled "Main Missions" for information on how to get this **Extra Ball**.
- ***Method 5***: *Win it through the Cabinet Award;* doing so will allow you to collect an **Extra Ball**.

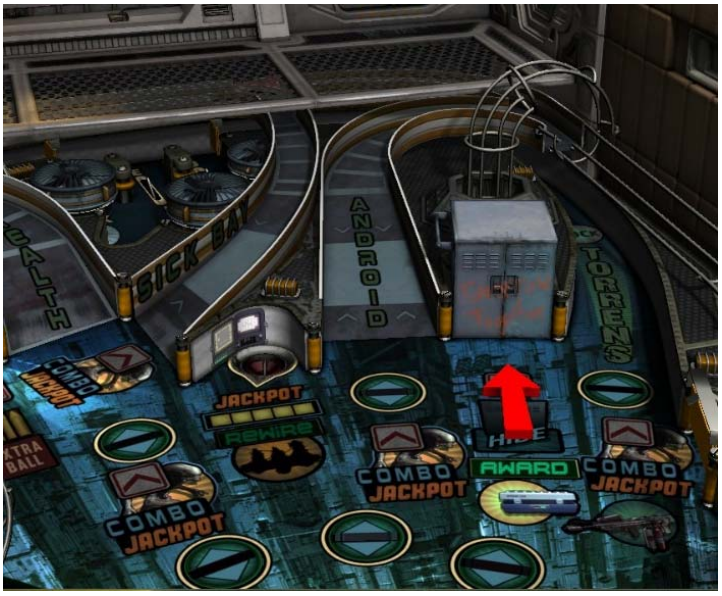
Raising the Multiplier

To raise the Bonus Multiplier, you will need to perform 4 Stealth attacks (hit them from behind) on Enemy Targets. Upon doing so the Multiplier will be raised to 2x times. Repeat this process to raise it again to 4x times, each time it will raise by 2x times, until it maxes out at 10x times.

Note – Multiplier Level resets upon draining the Ball.

Cabinet Award

Hit the Ball at the Cabinet Target (9) several times.



Once the require amount of hits have been registered. The Cabinet Target (9) doors will then spring open, hit the Ball into the opened Cabinet Target (9) to claim 1 of the many random rewards.

The rewards available are;

- Activate a Kickback.
- Activate Ball Save.
- Award a big score.
- Award a low score.
- Ammo.
- Light **Extra Ball**.

Hacking Mini - Game

You will first need to light up all the Letters of “HACKING”, which is achieved by repeatedly sending the Ball around the Left Orbit (2), which in-turn will make the Spinner rotate. Eventually all of the Letters will be lit. Now to start the Mini – Game, you will need to send the Ball into the Bumper area via the Left Orbit (2) or Right Orbit (10).



Now once the Ball enters the Bumper area, it will eventually land into the Hacking Mini – Playfield. On this Playfield you will see 8 Targets, 1 of which will be lit.



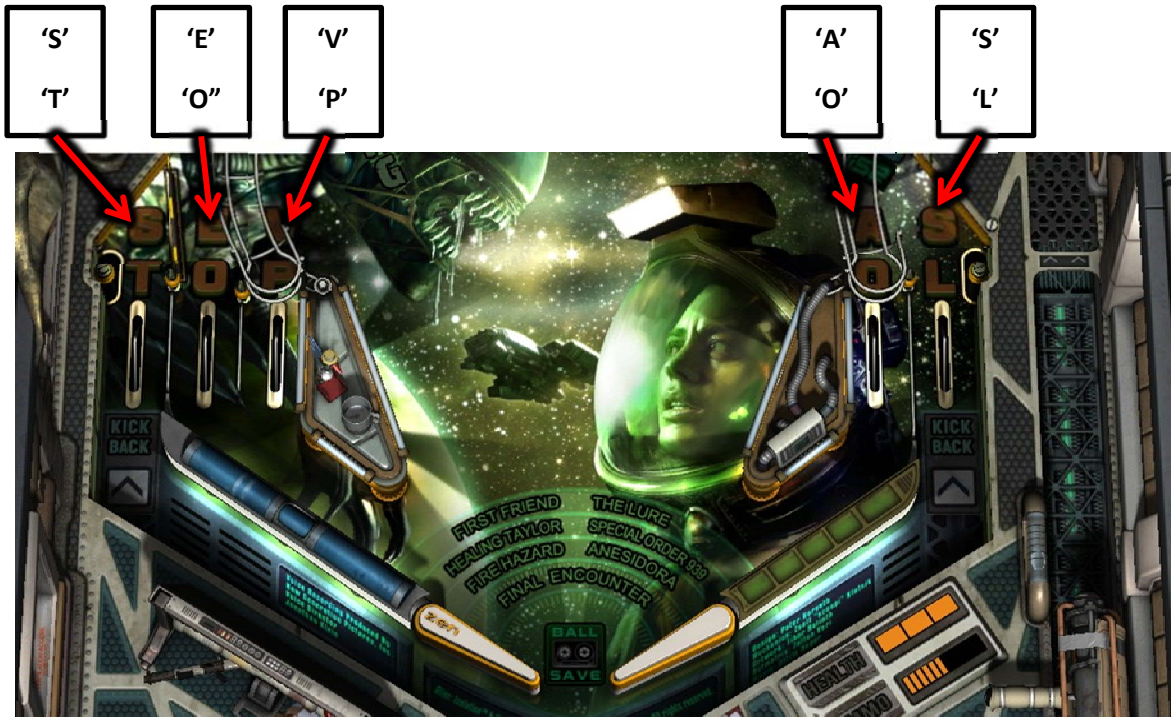
The objective here is to move the Paddle using the Flipper Buttons (Left Flipper will move Left, and Right Flipper moves Right). To have the Ball bounce off of it towards the Targets. You will need to hit 4 lit Targets, and finally to complete the Mode send the Ball back out via the top of this Mini – Playfield.

Hurry Up Modes

Sevastopol Mode -

Activation –

You will need to light all of the 10 Rollover Letters of "SEVASTOPOL"



Make sure to alternate the lit Rollovers using the Flipper Buttons, as this will make the process a lot faster.

Completion *Timed – 30 Seconds or so* –

Upon doing this a random Sevastopol Hurry Up Mode will begin. An example of one of these Modes would be when the objective is to rotate the Spinner on the Left Orbit (2) to be awarded Points in correspondence to the number of rotations the Spinner achieves on each hit.

Android Mode -

Activation –

Spell out “ANDROID” on the Android Ramp (8). This is done by repeatedly sending the Ball up that Ramp.



Once done, the Mode will begin.

Completion *Timed – 1 Minute* –

Upon this Mode starting, 3 Working Joe Androids will appear.



You will need to defeat wave upon wave of Working Joes to complete this Mode. To defeat them you will need to perform stealth attacks (hit them from behind). The Working Joes will turn around every few seconds, thus giving you a small window to hit them from behind.



Note that hitting the front of the Android will result in the loss of ammunition, whereas performing stealth attacks will award ammunition.

Once you have defeated 2 waves, the Mode will be completed.

***TIP** – remember you can hit the Android Ramp (8) during the Mode to increase the score awarded for an Android takedown. **

Stealth Mode -

Activation –

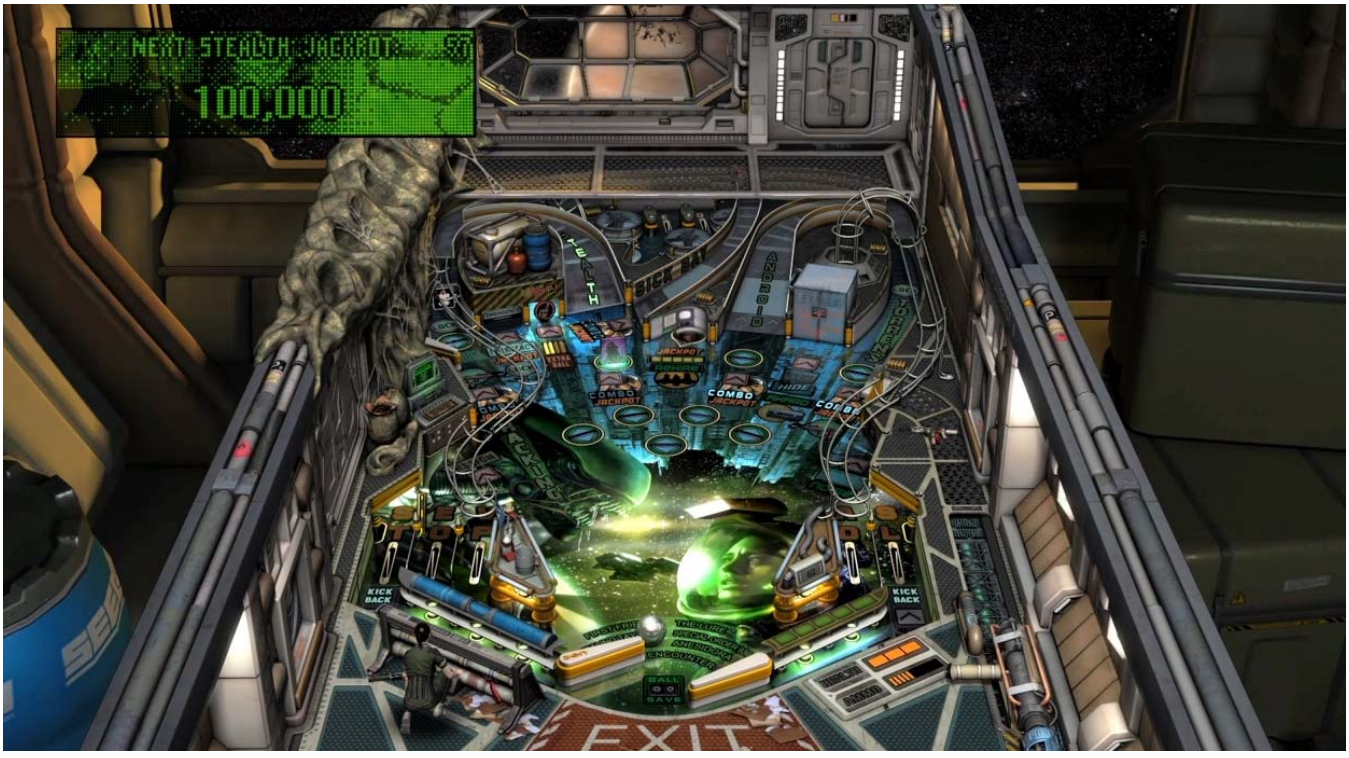
Spell out “STEALTH” on the Stealth Ramp (5). This is done by repeatedly sending the Ball up that Ramp.



Once done, the Mode will begin.

Completion *Timed – 1 Minute* –

Upon this Mode starting, a Human Drop Down Target will appear.



Be sure to only use stealth attacks to takedown the Human Drop Down Targets. Since regular hits will alert other Enemies, if you do this 5 or so times then the Mode will fail.

The Humans will turn around every few seconds, thus giving you a small window to hit them from behind.



Note that performing stealth attacks will award ammunition.

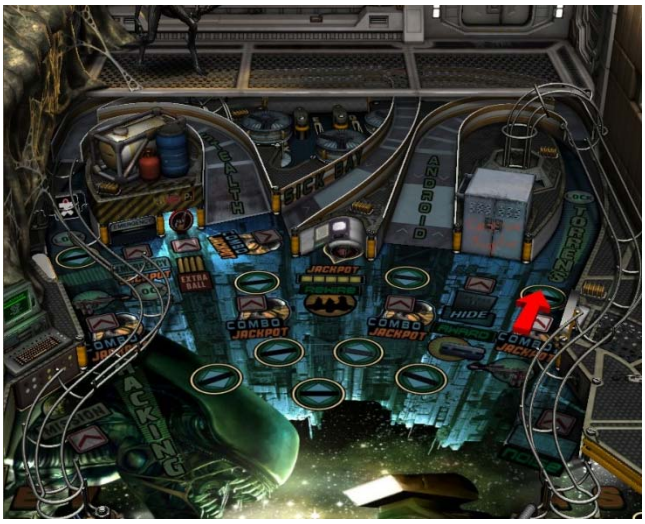
Once you have defeated 5 Enemies, the Mode will be completed.

***TIP – remember you can hit the Stealth Ramp (5) during the Mode to increase the score awarded for an Enemy takedown. ***

Torrens Mode -

Activation –

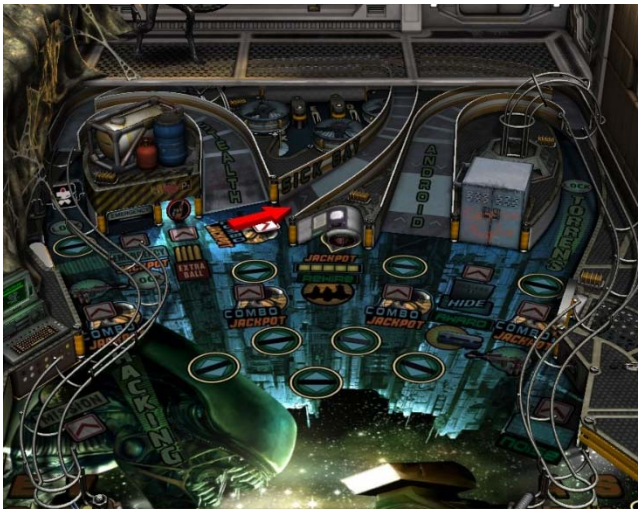
Spell out “TORRENS” on the Right Orbit (10). This is done by repeatedly sending the Ball around that Orbit.



Once done, the Mode will begin.

Completion *Timed – Score Countdown* –

Upon this Mode starting, a decreasing score will be visible on the Dot – Matrix. You collect the score displayed with shots up the Sickbay Ramp (6).



Repeat this until the timer expires to collect as much Points as possible.

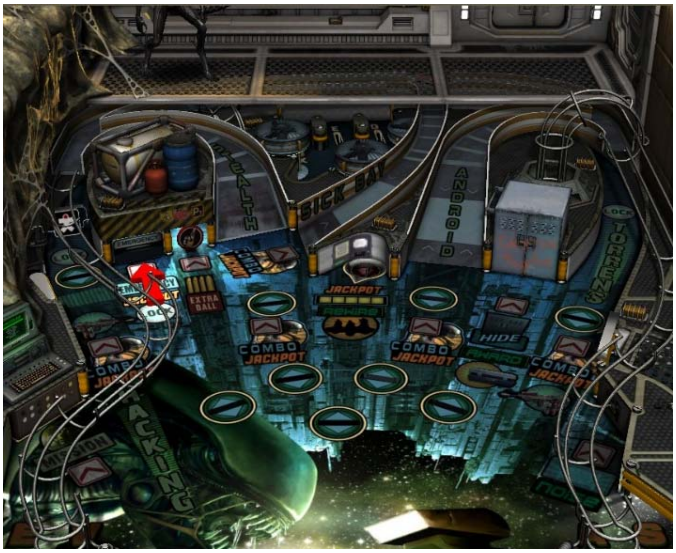
***TIP – remember you can hit the Right Orbit (10) during the Mode to add a small boost to the decreasing score. ***

Multiball Modes

Emergency Multiball Mode *3 Balls*

Activation –

After each Main Mission there will be a short time frame to lock a Ball towards the Emergency Multiball Mode via the Emergency Target (3).



Once you have locked 3 Balls, the Multiball Mode will start.

Mode itself -

The 3 Ball Multiball will then begin:

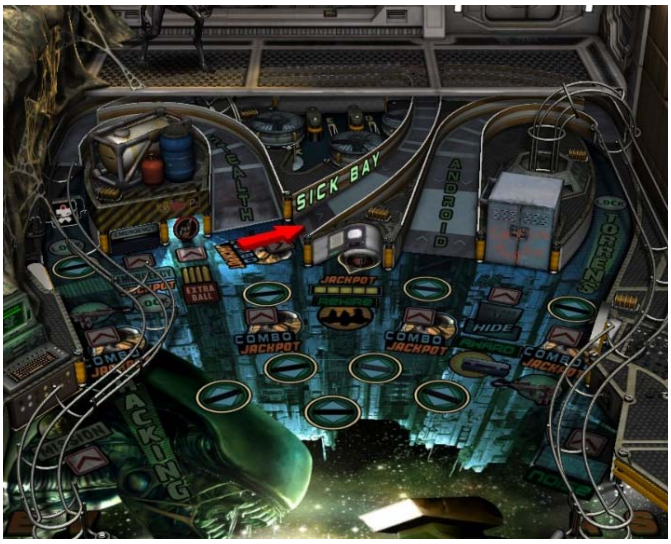
Hit the flashing Lanes to collect **Jackpots**, rinse and repeat to collect as many **Jackpots** as possible.

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.

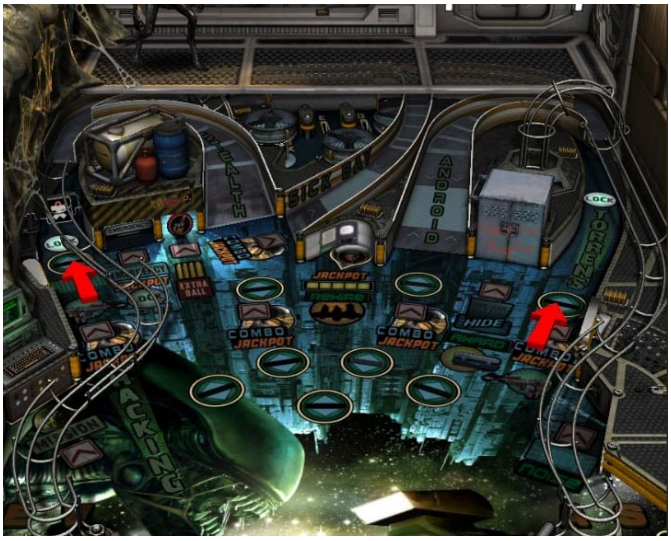
Sickbay Multiball Mode *3 Balls*

Activation –

Spell out “SICKBAY” on the Sickbay Ramp (6). This is done by repeatedly sending the Ball up that Ramp.



This will then initiate the locking mechanism at the Bumper area. Send the Ball around either the Left Orbit (2) or Right Orbit (10) to lock the Ball.



Repeat the above till 3 Balls are locked, the Multiball Mode will then begin.

Mode itself -

The 3 Ball Multiball will then begin:

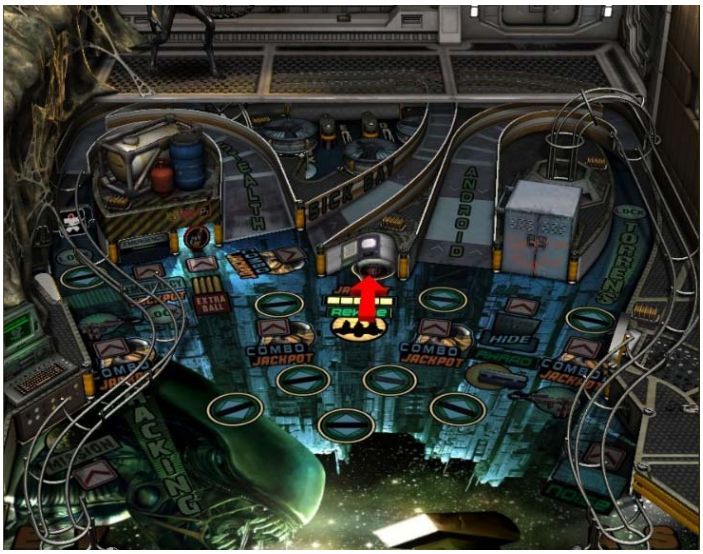
Send the Ball up the flashing Ramps to collect **Jackpot** rewards. Hit the Medkits to collect **Super Jackpots**, rinse and repeat to collect as many **Jackpots** as possible.

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.

Rewire Multiball Mode *2 Balls*

Activation –

Shooting the Ball at the Rewire Saucer (7) several times will activate the Rewire Multiball Mode.



Mode itself -

The 2 Ball Multiball will then begin:

Hit the Enemy Drop Down Targets to collect **Jackpot** rewards. Send the Ball to the Bumper area to raise the **Jackpot** value, since each Bumper hit will do so. Once all of the Enemy Drop Down Targets are destroyed, you will have a few seconds to hit the Rewire Saucer (7) to collect **Super Jackpots**, after which the Enemy Targets will return. Rinse and repeat to collect as many **Jackpots** 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

***Note – Remember collecting a Noisemaker (explained earlier in the Guide under "Enemies & How to Deal with Them - Noisemaker – Collecting & How to Use It" section. ***

Starting all 6 Main Missions at least once will allow access to the Wizard Mode (only once per game!).

To start a Main Mission, you will need to hit the Mission Target/Sink Hole (1) 2 times, once to open it and then again to access the Mission selection computer.



Use the Flipper Buttons to cycle through the available Missions, then press the Launch Button to select your chosen Mission.

“First Friend” *Timed – 1 Minute*

The objective of this Mission is to hit the flashing Lanes, but avoid hitting the Enemy Targets.



The Mission is completed upon successfully hitting 5 flashing Lanes. The Mission is failed if you alert 10 Enemies (hitting 10 Enemy Targets), and if you run out of time.

“Healing Taylor” *Timed – 1 Minute*

The objective of this Mission is to find the Trauma kit to heal Taylor. Search for the kit by sending the Ball repeatedly up the flashing Lanes. The Stealth Ramp (5) represents searching the left side, and the Android Ramp (8) represents searching the right side.



Be careful! As every now and again the Alien will place his tail on one of the flashing Lanes. If you hit the tail, the Alien will launch over to Ripley and deliver damage. Shown below is an example of this.



Hitting the Mission Target/Sink Hole (1) will distract the Alien, resulting in it removing its tail from the playfield. Hitting the Alien’s tail twice will result in the Mission failing.

Once each of flashing Lanes have been hit 3 times, the Trauma kit will appear and finally you will need to collect it to complete the Mission.



“Fire Hazard” *Timed – 1 Minute*

The objective of this Mission is to create a Molotov Ball to scare the Alien away. First you need to send the Ball towards the Spinner via the Left Orbit (2) & Right Orbit (10) repeatedly. As the Spinner rotates, the gauge displayed on the Dot – Matrix will begin filling up.



Once the gauge is filled, you will need to find the Alien via the flashing Lanes. Continue to hit those until you find the Alien.

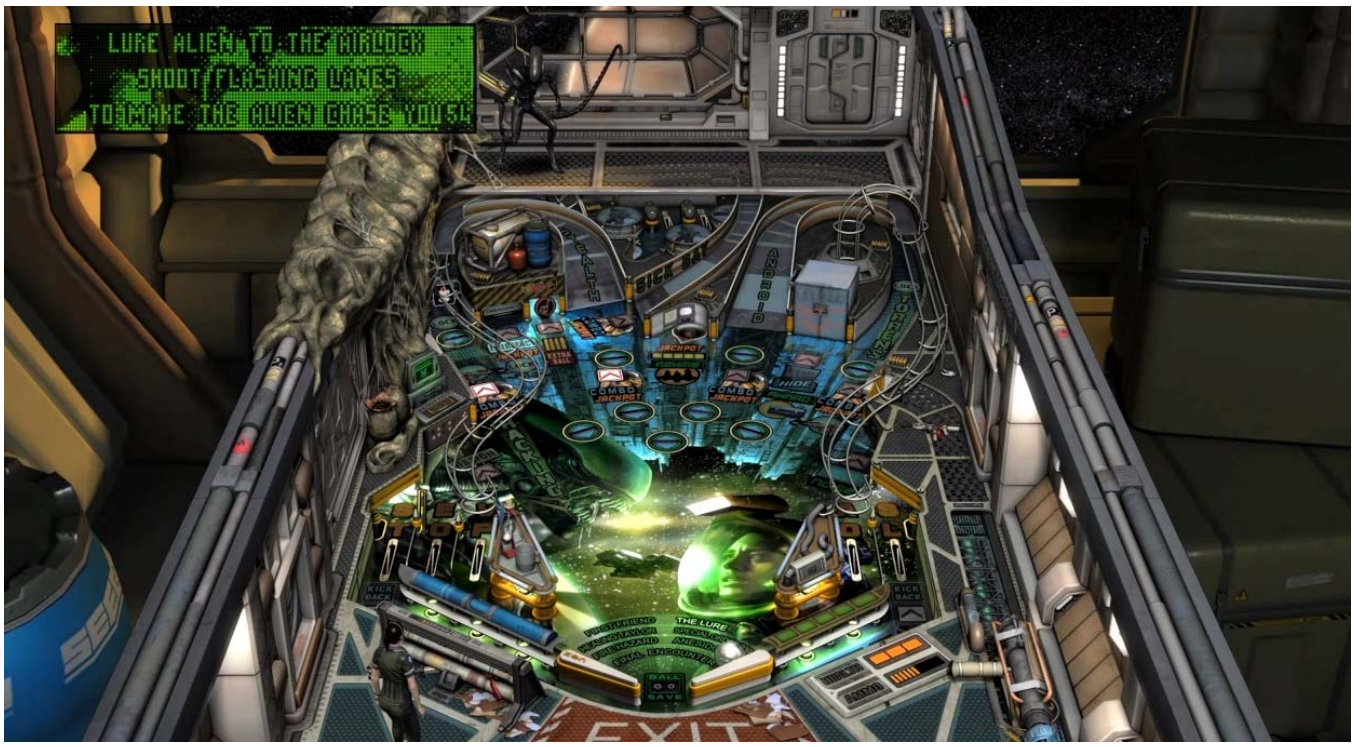


Finally, if you manage to find the Alien, hit the Ammo Target (4) to scare the Alien away and complete the Mission.



“The Lure” *Timed – 1 Minute*

The objective of this Mission is to evict the Alien from the Ship via the Airlock. This is done by first sending the Ball up either the Left Orbit (2) or Stealth Ramp (5) twice.



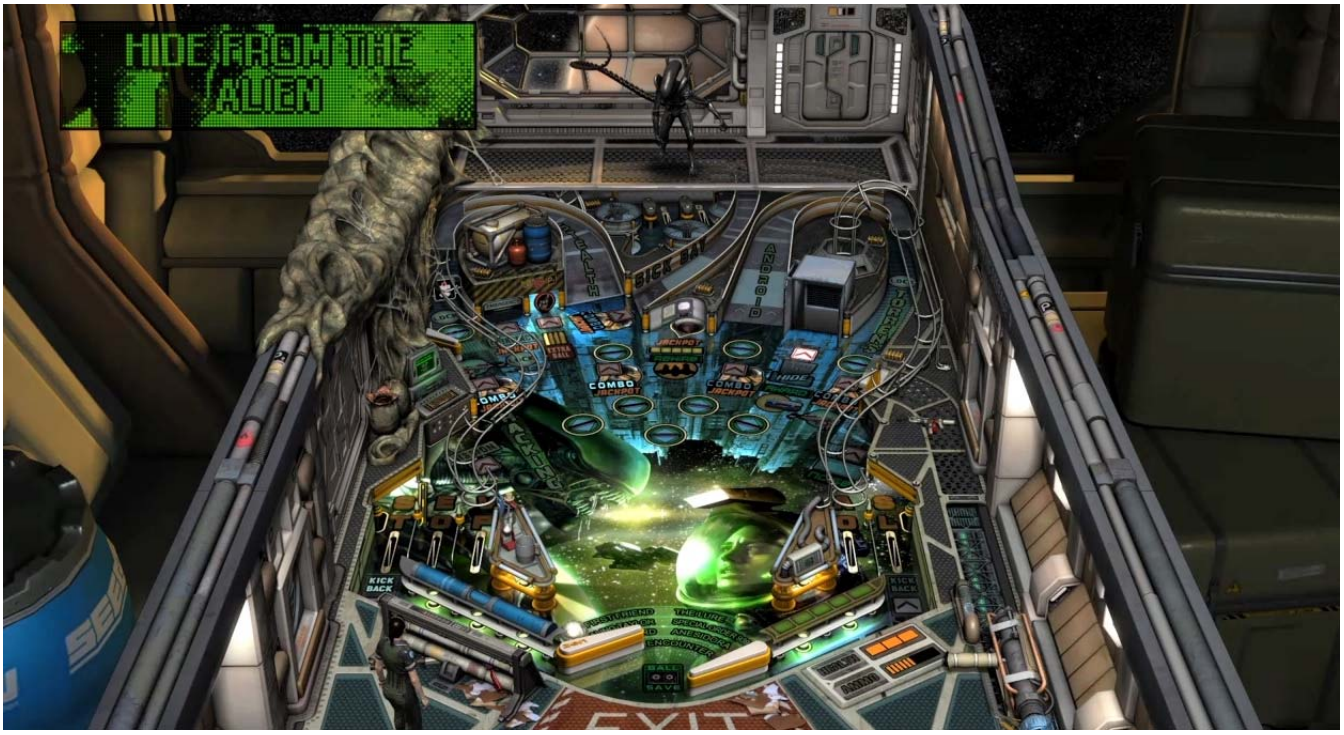
After that you will need to hide in the opened Cabinet Target (9).



Now you will need to send the Ball up either Sickbay Ramp (6) or Android Ramp (8) a total of 3 times.



After that you will need to hide in the opened Cabinet Target (9) again.



Finally, to complete the Mission, sending the Alien through the Airlock. You need to hit the Ball at the Emergency Target (3).



“Special Order 939” *Timed – 1 Minute*

The objective of this Mission is to take out the Androids, and hack APOLLO’s Artificial Intelligence Core. Hit the Androids when they turn their backs to you.



Now send the Ball to the Bumper area to access the Hacking Mini – Playfield.



The Mission timer will be paused here. Now once inside the Hacking Mini – Playfield, you will need to hit all 8 Targets.



Move the Paddle using the Flipper Buttons (Left Flipper will move Left, and Right Flipper moves Right). To have the Ball bounce off of it towards the Targets. Once all of the Targets have been hit, to complete the Mission send the Ball out from the top of the Mini – Playfield with the Paddle.

If the Ball drains from the Hacking Mini – Playfield before you have done the above. You will need to re-hit the Androids again, basically performing the above tasks again without the timer resetting.

“Anesidora” *Timed – Heat percentage will rise (100% Heat Results in Mission Failed!) *

The objective of this Mission is to decrease the heat by alternating shots up the flashing Lanes; Ramps & Orbits (towards the Bumper area, each hit decreases the heat).



Avoid hitting the Ammo Target (4) as this will increase the heat. The Mission will fail if the heat reaches 100%. Complete the Mission by decreasing the heat to 0%.

Wizard Mode – "Final Encounter" *4 Ball Multiball*

This Wizard Mode will be available to start, once you have at least started up all 6 of the Main Missions.

***Note** – Once you have activated the Wizard Mode once without completing all of the Main Missions. The next time will require you to complete them all to gain access to the Wizard Mode (in the same game). **

Wizard Mode itself –

To start-up the Wizard Mode, you will need to hit the Ball into Mission Target/Sink Hole (1).



1st Part –

A 4 Ball Multiball will begin;

Firstly, you will need to hit the 10 flashing Jackpot Lanes.



2nd Part -

Now upon completing the above. You will need to repeatedly send the Balls to the Bumper area via the Left Orbit (2) &/or Right Orbit (10). 20 or so Bumper hits are required to open the Airlock Door.



Final Part -

Finally, you will need to send the remaining Balls up the Android Ramp (8) to complete the Wizard Mode.



Failure of the above will result in the Table resetting, and you will need to repeat the above activation processes 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 -

"Working together for a safer, better connected Sevastopol Pinball."

Yours
ShoryukenToTheChin