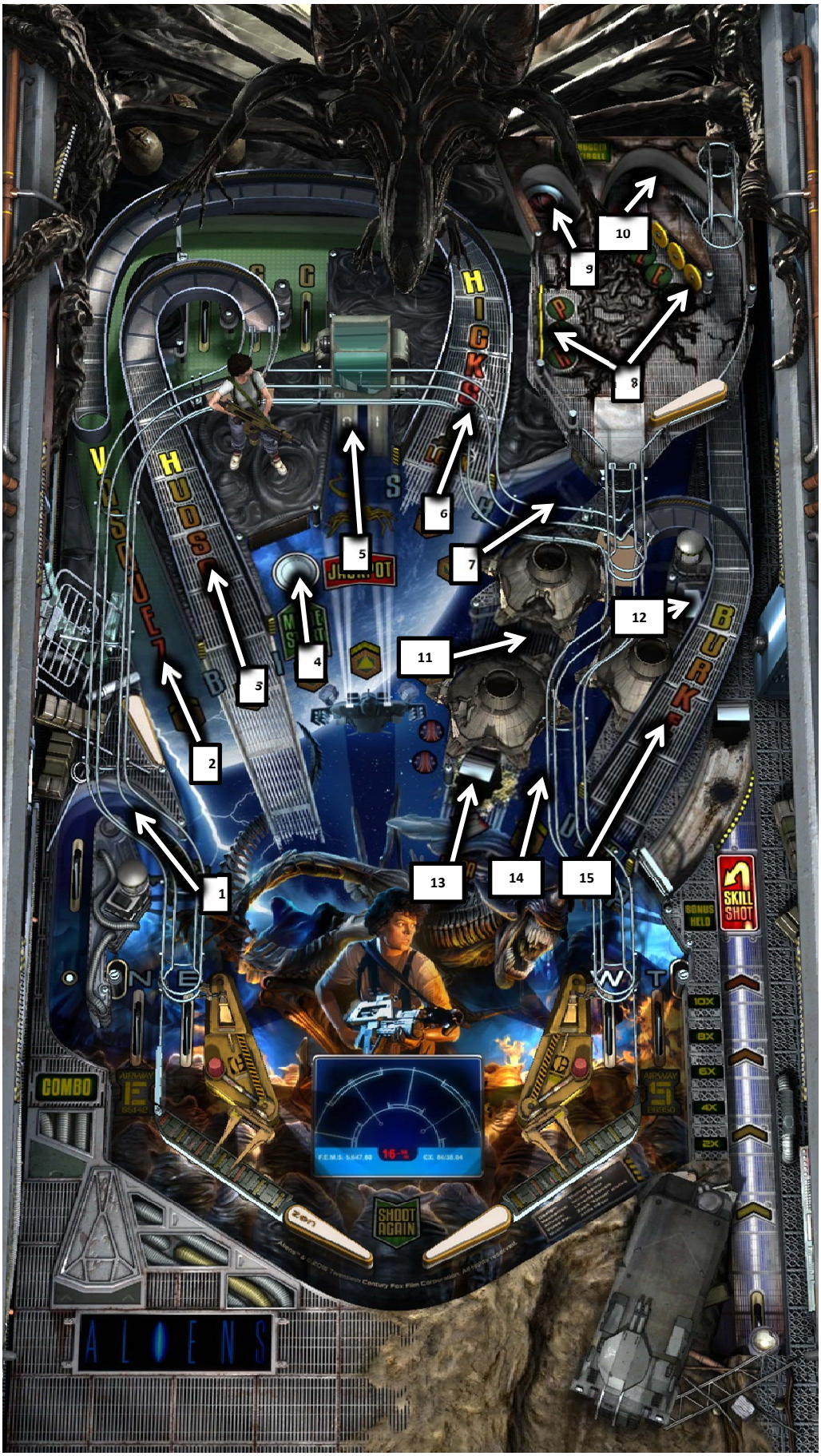
Aliens Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Reload Mini - Orbit
2. Vasquez Orbit
3. Hudson Ramp
4. Mission Start Target
5. Facehugger Reverse Scoop
6. Hicks Ramp
7. Spinner Mini – Orbit
8. Ripley Targets
9. Saucer
10. Mini - Loop
11. APC Lane
12. APC Sink Hole
13. Sentry Gun Sink Hole
14. Right Orbit
15. Burke Ramp

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

Aliens 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. The voice work is also ripped straight from the movie to add that extra bit of authenticity.

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

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

The Skill Shot can be attained by having the Ball roll down the Right Inlane without touching anything else.



If done right, you will firstly be awarded with 1 Million Points. To do so have the Plunger set correctly, you do this by setting the Plunger Power (shown on Dot – Matrix) to something similar to the Image below.



You can raise the Skill Shot value by hitting both of the USCM Targets shown in the Image below.

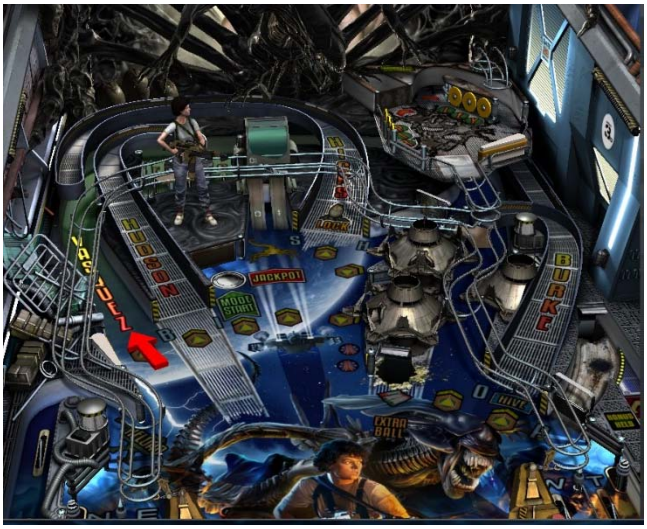


Squad Member Lanes

***Note – Once you exhaust the rewards of each Squad Lane, instead of giving out the usual reward, it will reward with 2.5 Million Points each time until the end of the current Game. ***

Vasquez

Spell "VASQUEZ" by sending the Ball around the Vasquez Orbit (2). Each time a letter of "VASQUEZ" will be lit up. Once all of the Letters are collected, the reload time of the UA 571-C Sentry Gun will be improved.

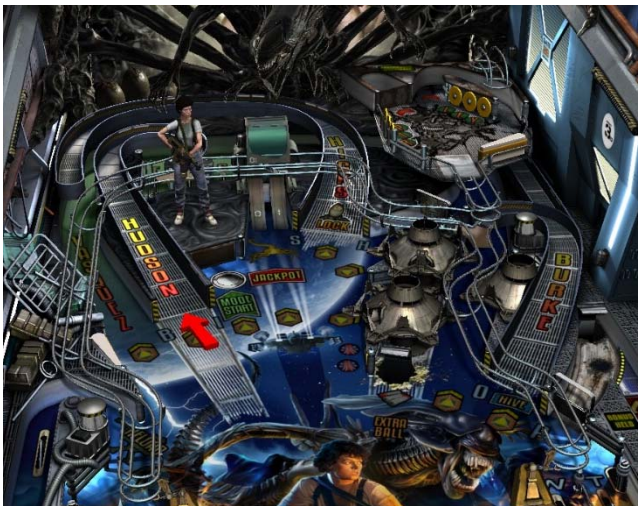


Also sinking the Ball into the Sentry Gun Sink Hole (13) every 3 times will cause the Sentry Gun tracking system to be improved.



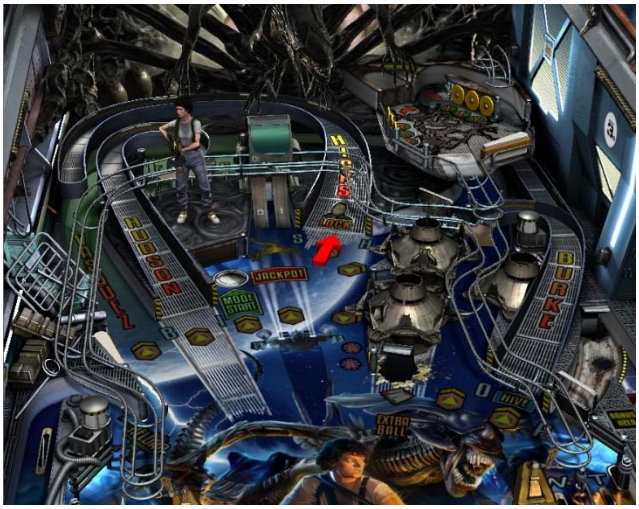
Hudson

Spell “HUDSON” by sending the Ball up the Hudson Ramp (3). Each time a letter of “HUDSON” will be lit up. Once all of the Letters are collected, this will raise the base scoring applied to destroying an Alien Target in many of the Main Modes (Stages).

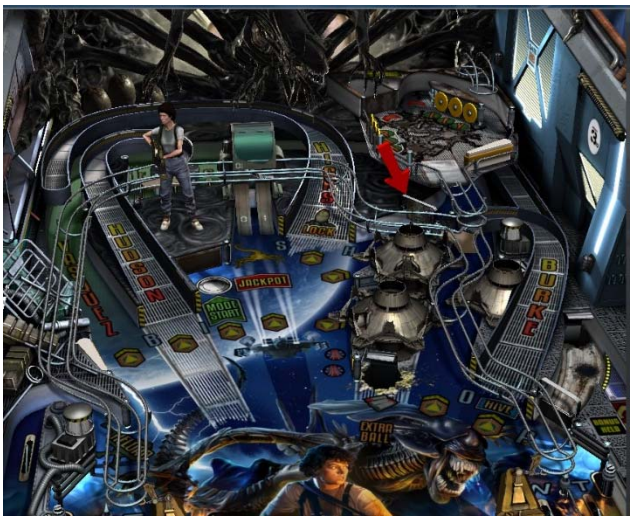


Hicks

Spell “HICKS” by sending the Ball up the Hicks Ramp (6). Each time a letter of “HICKS” will be lit up. Once all of the Letters are collected, the Squads health will be raised during the Alien attacks within the Main Modes (Stages).

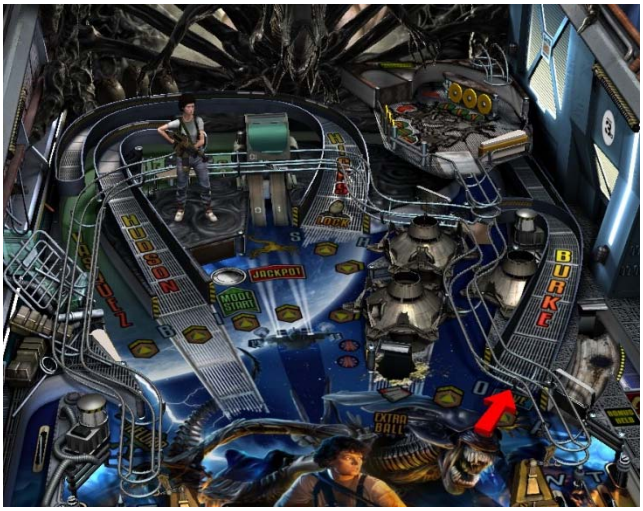


Also by sending the Ball around the Spinner Mini – Orbit (7), every 140 rotations of that Spinner on the Mini – Orbit will lead to a decrease of any potential damage to your Squad health.



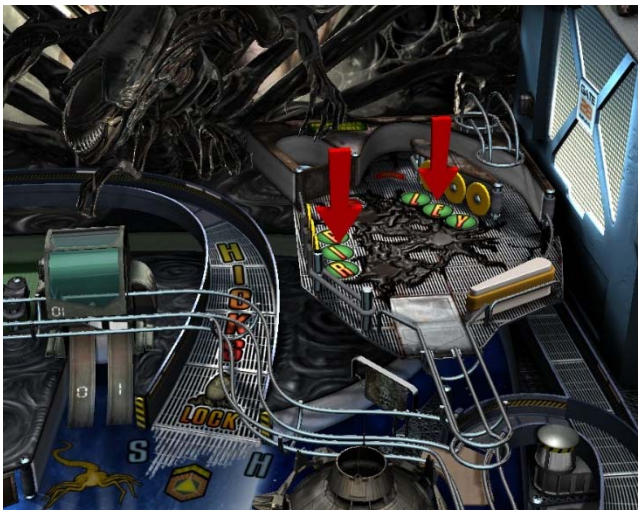
Burke

Shooting the Ball up the Burke Ramp (15) will alternate between spelling Burke (Each time a letter of "BURKE" will be lit up. Once all of the Letters are collected, the Multiplier will be raised to the next level) & allowing access to the Hive Mini – Playfield (when available).

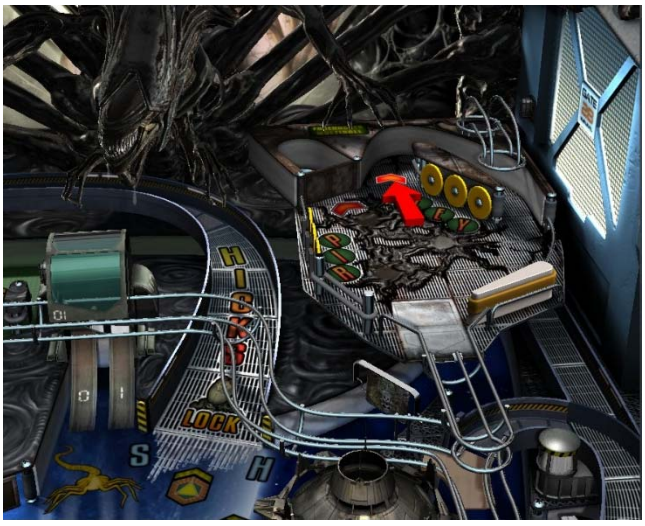


Ripley

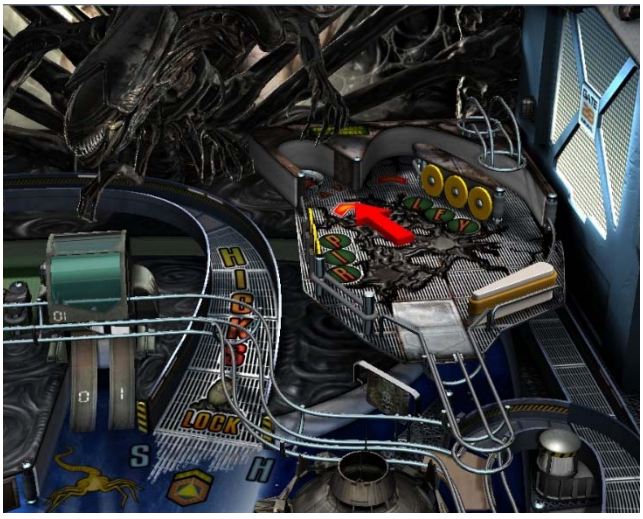
If you manage to hit all of the 6 “RIPLEY” Targets (8) on the Hive Mini – Playfield, it will cause the win bonus for the current Stage (Main Mode) to be increased.



Now if you hit the Ball around the Mini – Loop (10);



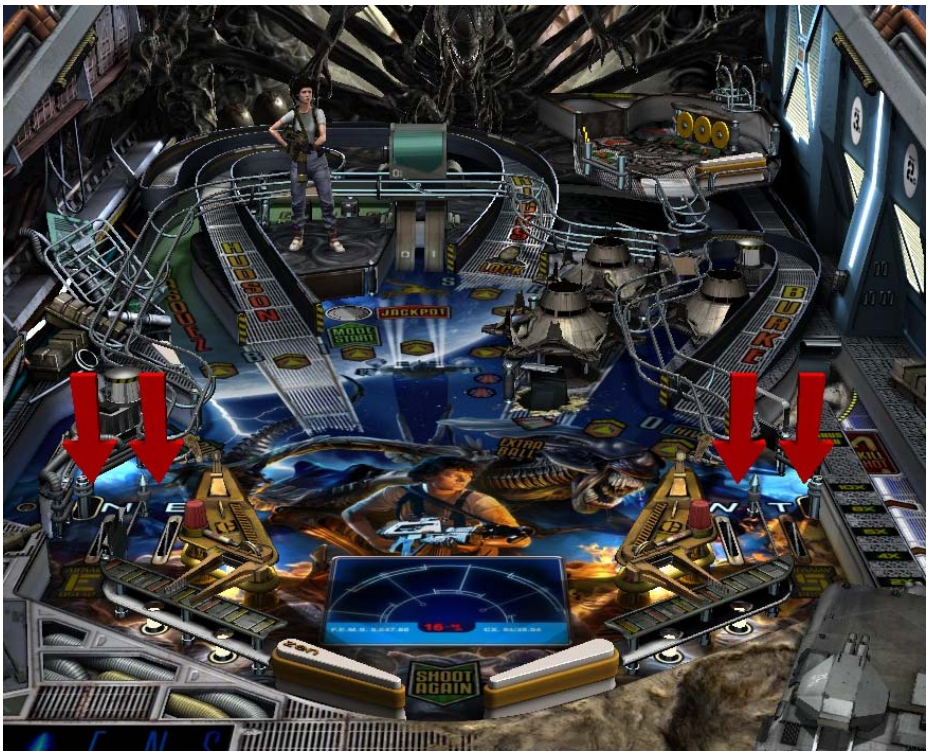
The Saucer (9) will then be available. Landing the Ball into it will increase the Wizard Mode **Jackpots** value.



Kick Back & Ball Save

Kickbacks –

The Kickbacks on this Table are activated by lighting all of the “NEWT” Rollovers. Make sure to alternate the lit Rollovers using the Flipper Buttons because if the Ball rolls down an already lit Rollover then it will deactivate.

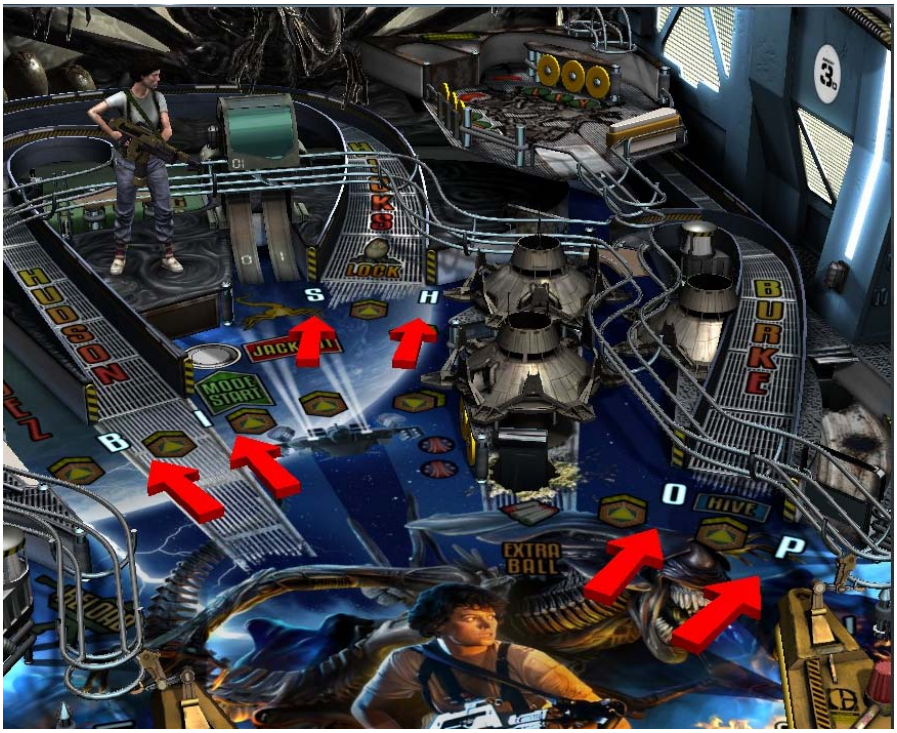


Whichever sides Rollover is the last to be lit to complete the 4 “NEWT” Rollovers will have that sides Kickback activated. Otherwise if a Kickback is already activated, this will just activate the remaining Kickback.

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

Ball Save -

Ball Save on this Table is activated by hitting all of the “BISHOP” Targets.



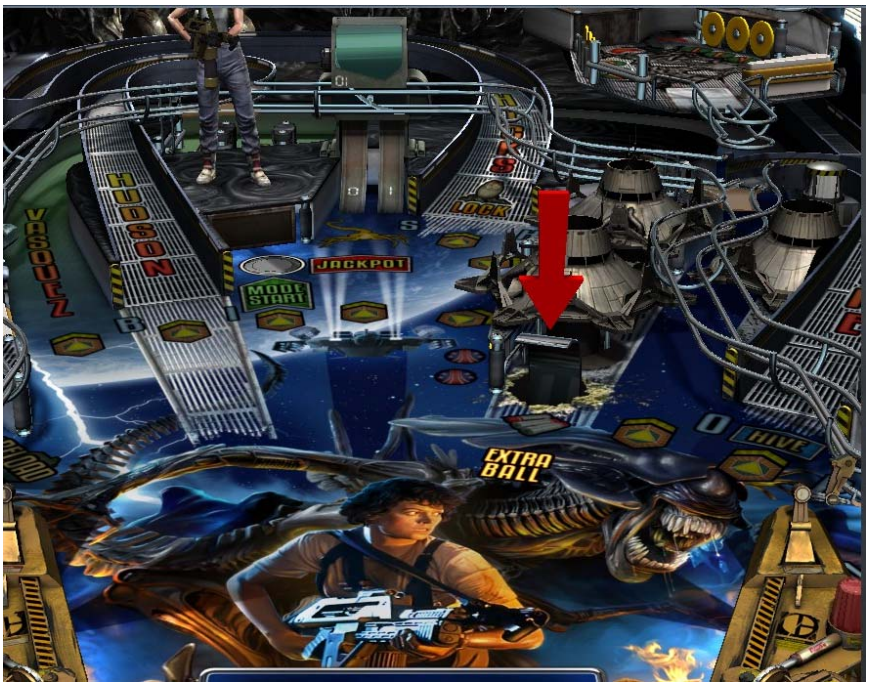
***Note – This Ball Save will expire once its 30 Second timer expires or you drain the Ball, whichever comes first. ***

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 Sentry Gun Sink Hole (13) -



- ***Method 1***: *Incinerate 100 Aliens using Ripley's Flamethrower;* Hit the advancing Alien Targets with Balls you have lit aflame in the various Modes, once you hit 100 then **Extra Ball** will be available.

- ***Method 2***: *Snag it as a Sentry chance reward;* when you send the Ball around the Reload Mini – Orbit (1), one of the random rewards available is **Extra Ball**. Look later in the Guide under "Sentry Chance Reward" for more information.

- ***Method 3***: *Score a **Jackpot** in the Facehugger Multiball Mode;* look later in the Guide at the section titled "Multiball Modes – Facehugger Multiball" for information on how to get this **Extra Ball**.

- ***Method 4***: *Raise the Multiplier level to 10x times then once more;* look earlier in the Guide at the section titled 'Squad Lanes - Burke" for information on how to get this **Extra Ball**.

- ***Method 5***: *Successfully escape the Alien Queen in the Wizard Mode;* look later in the Guide at the section titled "Wizard Mode" for information on how to get this **Extra Ball**.

Sentry Chance Reward

Hit the Ball around the Reload Mini – Orbit (1) and it will be held there for a second. On the Dot – Matrix it will cycle through various rewards, and finally award you one of them.

Some of the rewards available are;

- Light **Extra Ball**.
- Light a Squad Lane (meaning that particular Lane will require just one more hit to gain its Squad related reward).
- Point based value bonus.

Etc.

M577 APC Challenge Mode

Hitting the Bumpers several times will eventually make this Mode available to start via sinking the Ball into the APC Sink Hole (12). Once done, you will be transferred to a Video Mode, which you will have to steered the APC through the debris as best you can.



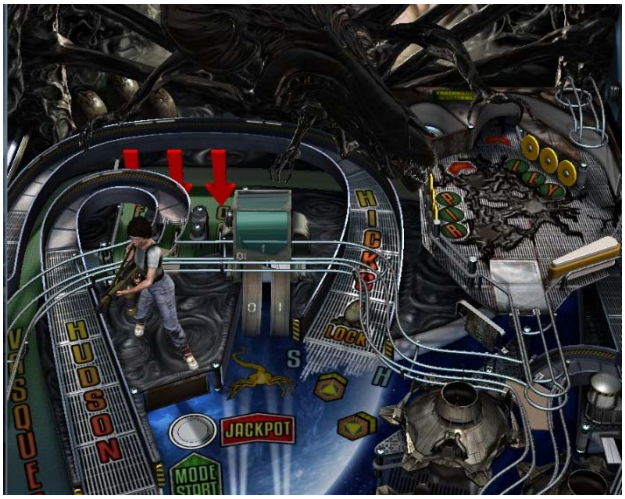
Steer the APC by using the Flipper Buttons; Left Flipper moves the APC to the Left, and Right Flipper to the Right. The APC health is 10 Points; this means once you hit 10 obstacles the Mode will be completed. Try to survive as long as you can, since the score corresponds to the amount of time you stayed alive. Your High Score is saved, and is displayed at the end of each M577 APC Challenge.

Multiball Modes

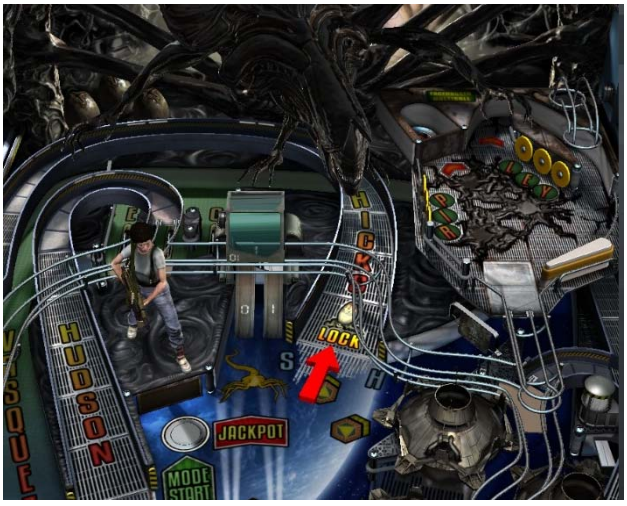
Facehugger Multiball Mode *3 Balls*

Activation –

This is activated by lighting up the 3 "EGG" Rollovers. Remember pressing the Flipper Buttons will alternate the already lit Rollovers. –



Upon completing the Rollovers, you will be able to lock 1 Ball via the Hicks Ramp (6) –



An Egg will then appear on Hive Mini – Playfield to let you know that a Ball has been successfully locked.

Repeat the above a further 2 times. Once the 3rd Ball is locked, the Multiball will begin (If no other Mode is running). To start after finishing a Mode, send the Ball up to the Hive Mini - Playfield.

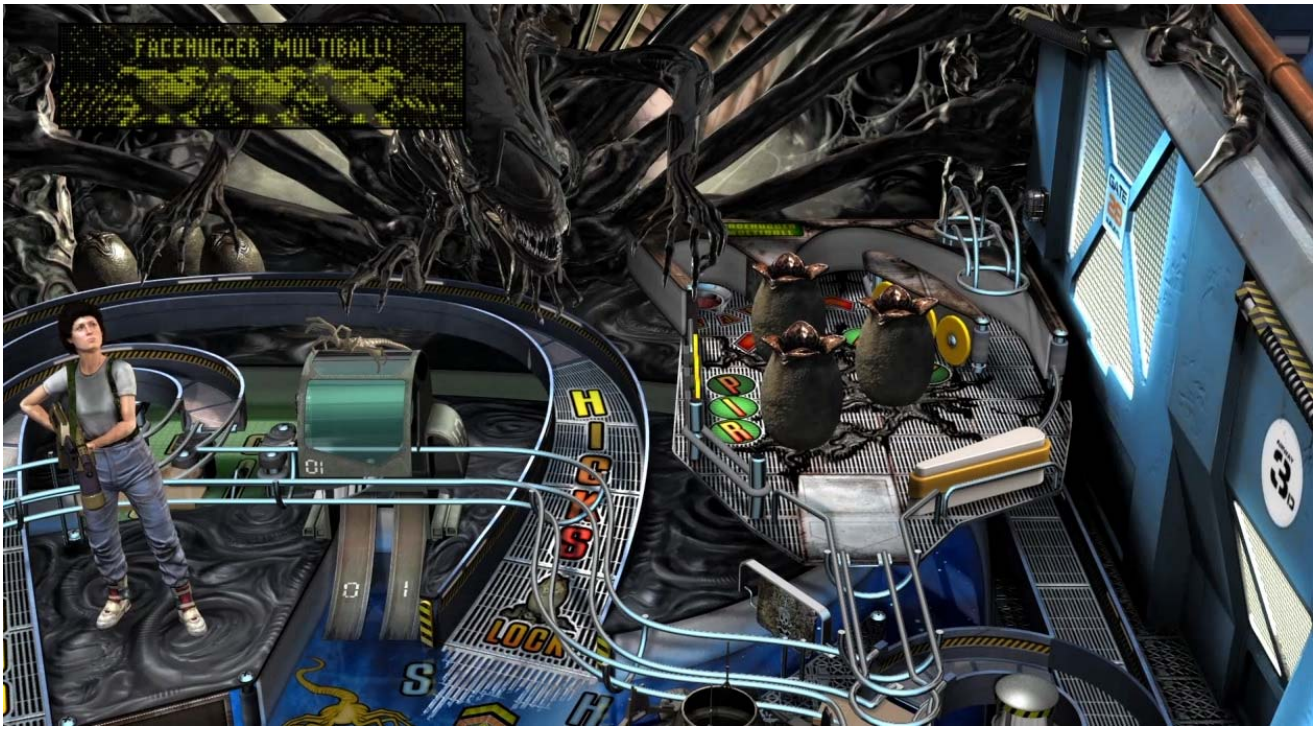
You can raise the **Jackpot** value within the Facehugger Multiball Mode like so –

- Once "EGG" is lit; instead of locking the Ball straight away, relight the "EGG" Rollovers again as this time it will raise the **Jackpot** value.

- Sending the Ball up the Facehugger Reverse Scoop (5) a total of 3 times. This will raise the **Jackpot** value.

Mode itself -

The 3 Ball Multiball will then begin:



Increase your overall score by shooting the flashing Lanes.



Now to claim a **Jackpot** award and in turn destroy a Facehugger, firstly send any Ball to the Mission Start Target (4). Ripley will then set the Ball ablaze with her Flamethrower.



Now that Ball will remain inflamed temporarily, hit the Ball as many times while it's inflamed up the Facehugger Reverse Scoop (5) to claim as many **Jackpot** awards as possible.



Once the flame extinguishes, relight the Balls as explained above, and try to gain more **Jackpots**.

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.

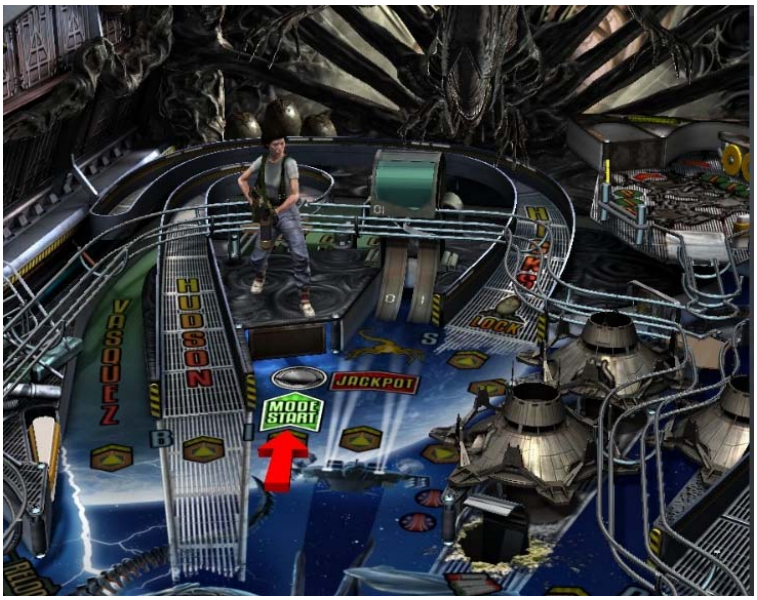
Stages

Note – At the start of the Game you will have 2 options available to you. This comes into effect when you activate the Stage activation process –

1. Play through the Stages in chronological order (1-6).
2. Select which Stage you want to play through. *

Starting all 6 Stages at least once will allow access to the Wizard Mode.

To start a Stage, you will need to hit the Mission Start Target (4) 3 times.



Alien Attacks

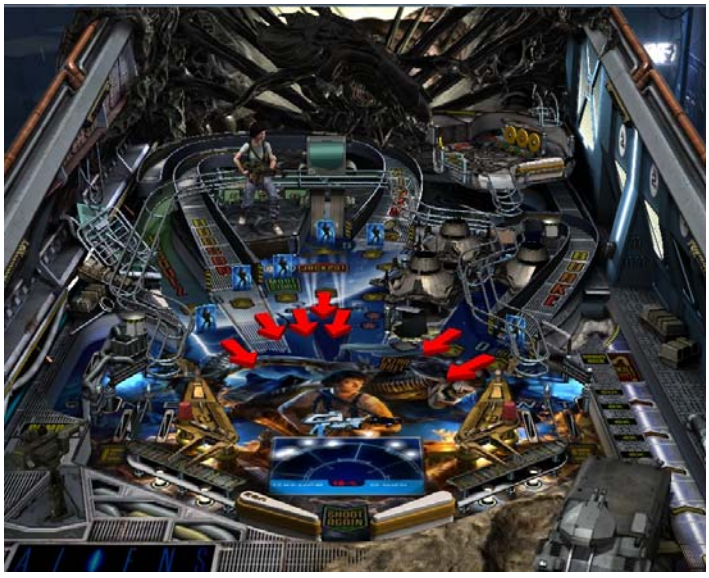
In most of the below Stages you will have sequences in which the Alien Queen will send her Hive (the Aliens) to attack you. Below I will explain ways in which you can successfully defend against them.

Remember if your Squad health reaches 0 then the Stage is automatically failed. Earlier in the Guide I explained the significance of the Squad Lanes. In this instance the Squad lanes for **Vasquez** (These help with improving the **Weapons** such as the Sentry Gun reload time etc.) & **Hicks** (These help with increasing the Squad overall **health**, and decrease the damage taken by the Aliens). Look earlier in the Guide under "Squad Lanes" for more information.

Tip – Send the Ball around the Reload Mini – Orbit (1) to quickly reload the Sentry Gun as this is really important in destroying the Alien Targets which you can't get, in time.

Now to survive the Alien attack you can do various things such as;

- Hit the Ball at the oncoming Alien Targets.



- Send the Ball to the Mission Start Target (4). Ripley will use her Flamethrower to light the Ball on fire temporary. Now this will make the Ball destroy the Alien Targets far more efficiently.



- Hit the Ball into the Sentry Gun Sink Hole (3) a total of 3 times. This will then cause an explosion using the Grenade Launcher, therefore destroying any Alien Targets currently on the Playfield.



I will now list each how to complete each Stage in order:

Stage 1 – "Signals Detected" *Timed*

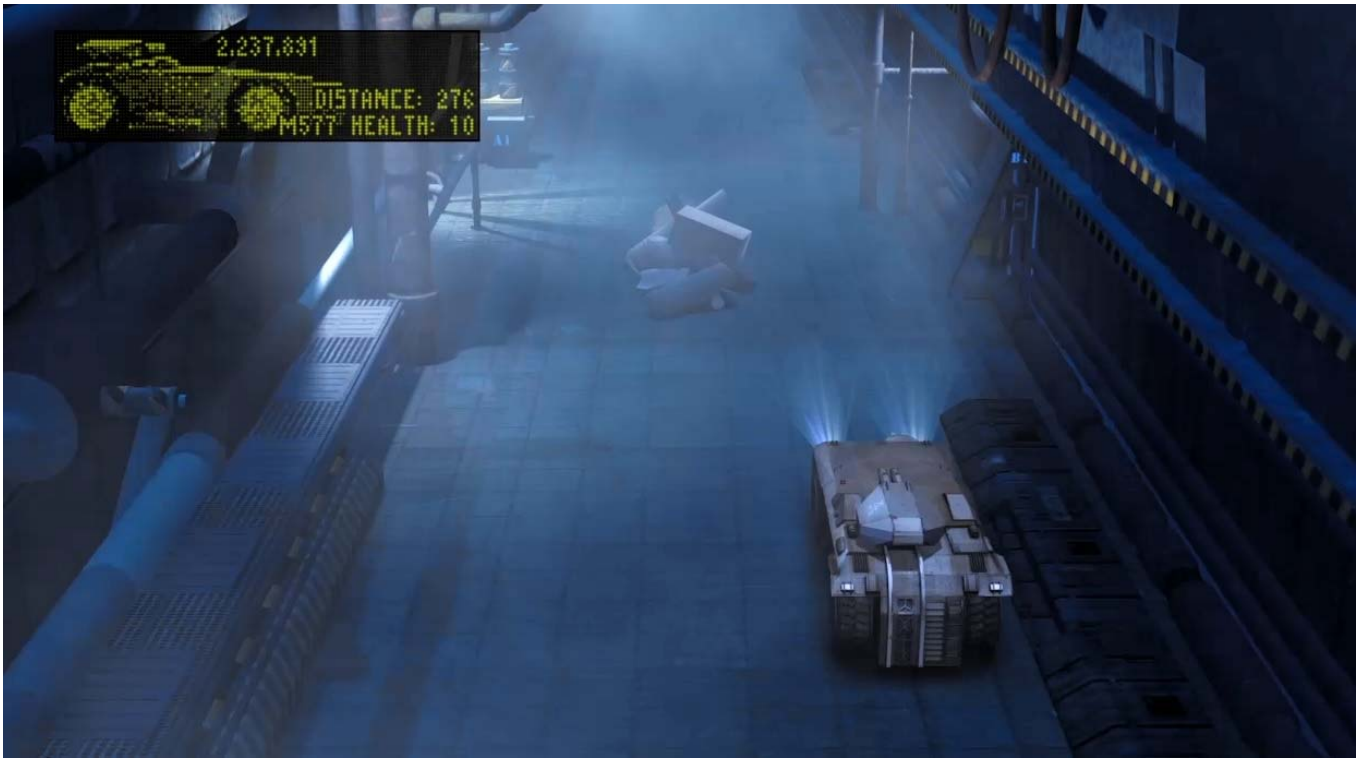
Upon this Stage starting you will first need to find Newt in 1 of the flashing Lanes. You have 20 seconds to do so.



Once you find Newt you will to enter the APC via any Sink Holes – APC Sink Hole (12) or Sentry Gun Sink Hole (13).



Steer the APC by using the Flipper Buttons; Left Flipper moves the APC to the Left, and Right Flipper to the Right. The APC health is at 10 Points; this means if you hit 10 obstacles the Stage will be failed. The Goal here is to steer the APC safely to reach your destination (countdown can be seen on the Dot – Matrix).



Successfully piloting the APC to the destination will then lead to an Alien attack.



Defend against this attack by following the instructions detailed earlier in the Guide under "Stages – Alien Attack". If your Squad health goes down to 0, the Stage will fail.

If you survive the attack, you will then need to steer the APC (same as before) one last time. Avoid the obstacles until you reach safely. If you manage to do that, the Stage will be completed. Otherwise it will fail.

Stage 2 – "Setting Up Defences" *Timed*

Firstly, you will need to shoot all of the flashing Lanes to repair the compound's barricades. There is a timer here, 30 seconds, but it resets after each of flashing Lanes are hit.



Now you will need to also raise the Sentry Gun. This is done by hitting the Ball via the Spinner Mini – Orbit (7) repeatedly, until the Spinner has rotated 40 times.



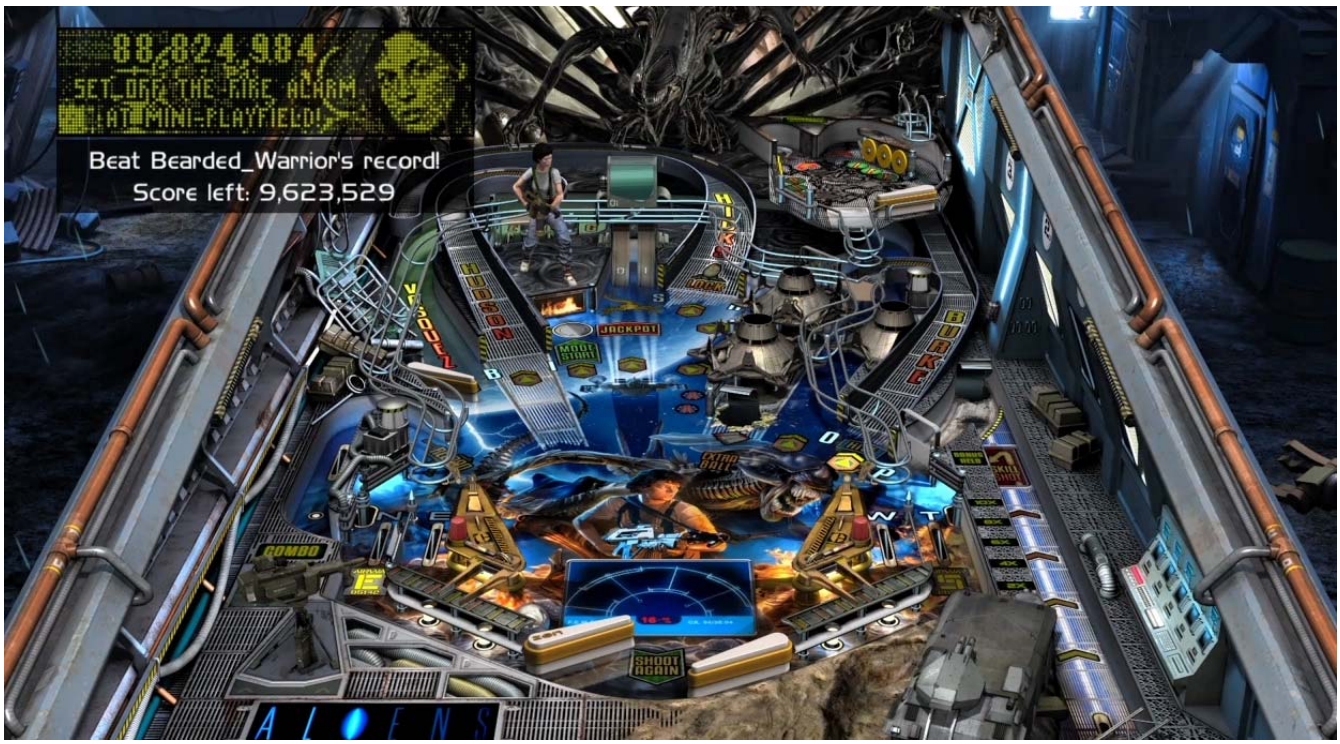
Defend against this attack by following the instructions detailed earlier in the Guide under "Stages – Alien Attack". Now if your Squad health goes down to 0, the Stage will fail. Survive the attack, and the Stage is completed.

Stage 3 – "Ulterior Motives" *Non - Timed*

Firstly, you will need to hit the Ball at the Mission Start Target (4). Upon doing so Ripley with ignite the Ball with her Flamethrower.



Once the Ball is inflamed you will need to hit it up the Burke Ramp (15). This will send it onto the Hive Mini – Playfield, from there you will need to hit that Ball into the Saucer (9).



The Ball will only be lit temporary. So if you fail to get the Ball into that Saucer (9), then you will need to repeat the above process until you do.

Once the inflamed Ball is hit into the Saucer (9), the Table will move into an Alert! Mode and a 2 Ball Multiball (each Ball represents a Facehugger that you need to destroy) will begin.



To complete the Stage, you will need to destroy the Facehuggers. This is achieved by sending the Balls up the 3 flashing Lanes, then hitting the Facehugger Reverse Scoop (5).



Doing the above will destroy 1 of the 2 Facehuggers, also if you had 2 Balls activated before making a successful attempt at destroying the first Facehugger. Now there will be only 1 Ball on the Playfield. Repeat the above process again to destroy the last Facehugger, then the Stage will be completed.

Stage 4 – "UD-4L Cheyenne" *Timed*

In this Stage, help Bishop pilot the Ship. You will have about 20 seconds to hit the Ball up 1 of the 2 flashing Lanes. These Lanes will alternate between either the Left or Right side of the Playfield. Hitting a Left Lane moves the Ship to the Left, and so forth. Hitting the 1 of the 2 flashing Central Lanes will accelerate the Ship. Below is an example -



Repeatedly hit the flashing Lanes until the Stage is completed.

Stage 5 – "They Cut the Power" *Timed*

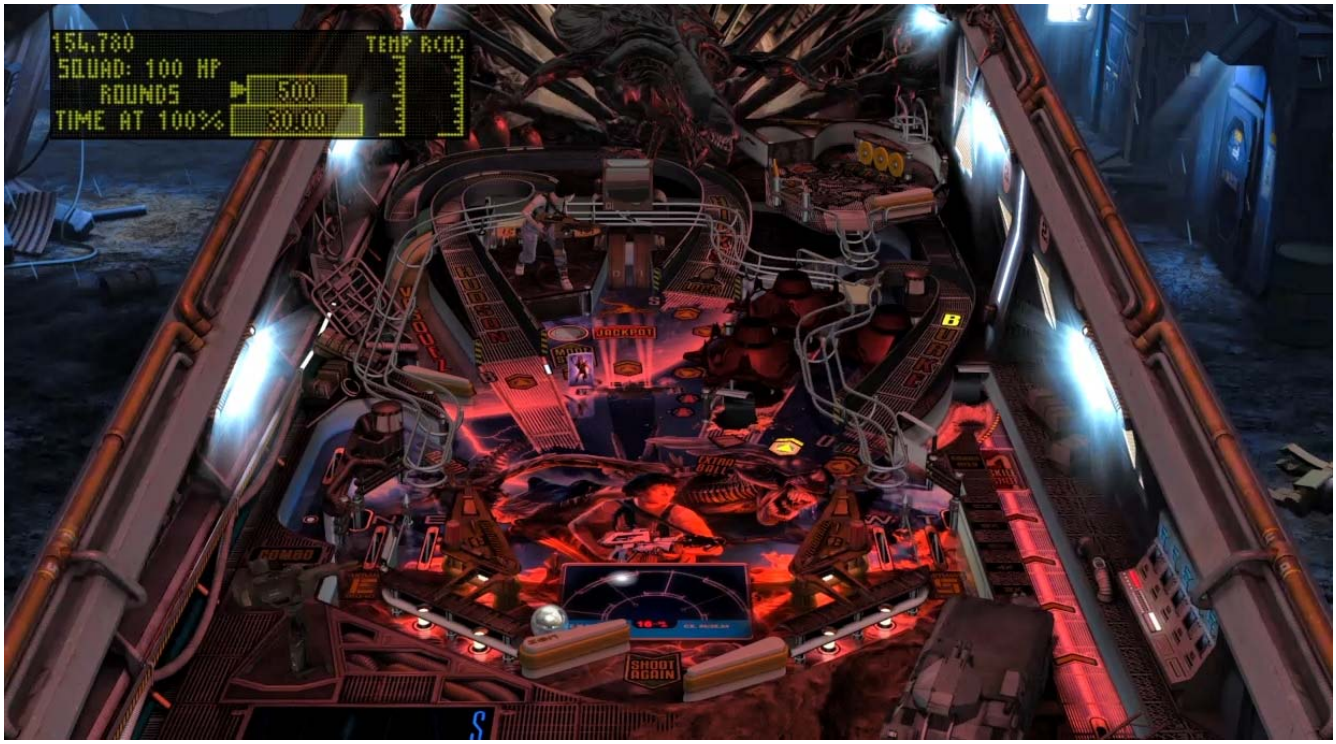
This Stage will plunge the Table into Alert! Mode. Now survive the Alien attack for 90 seconds.



Defend against this attack by following the instructions detailed earlier in the Guide under "Stages – Alien Attack". Now if your Squad health goes down to 0, the Stage will fail. Survive the attack, and the Stage will be completed.

Stage 6 – "Vent Escape" *Timed*

In this Stage you will need to help Newt escape with Ripley. Hit the flashing Lanes. While defending against this attack by following the instructions detailed earlier in the Guide under "Stages – Alien Attack". Now if your Squad health goes down to 0, the Stage will fail.



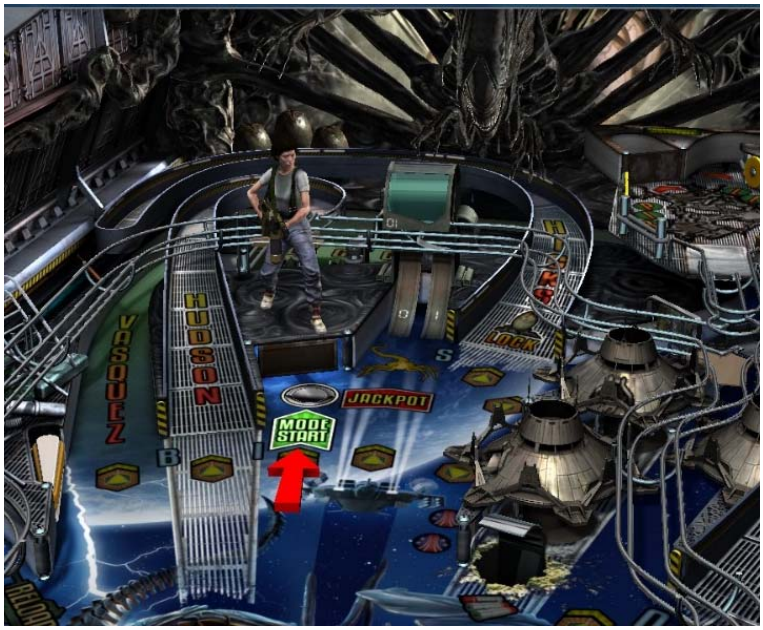
Once you have done the above a further 5 times, now you will need to sink the Ball into either the Sentry APC Sink Hole (12) or Sink Hole (13).



Once done, the Stage will be completed.

Wizard Mode – "The Final Countdown"
4 Ball Multiball

This Wizard Mode is available to start once you have at least started up all 6 of the Stages (Main Modes).

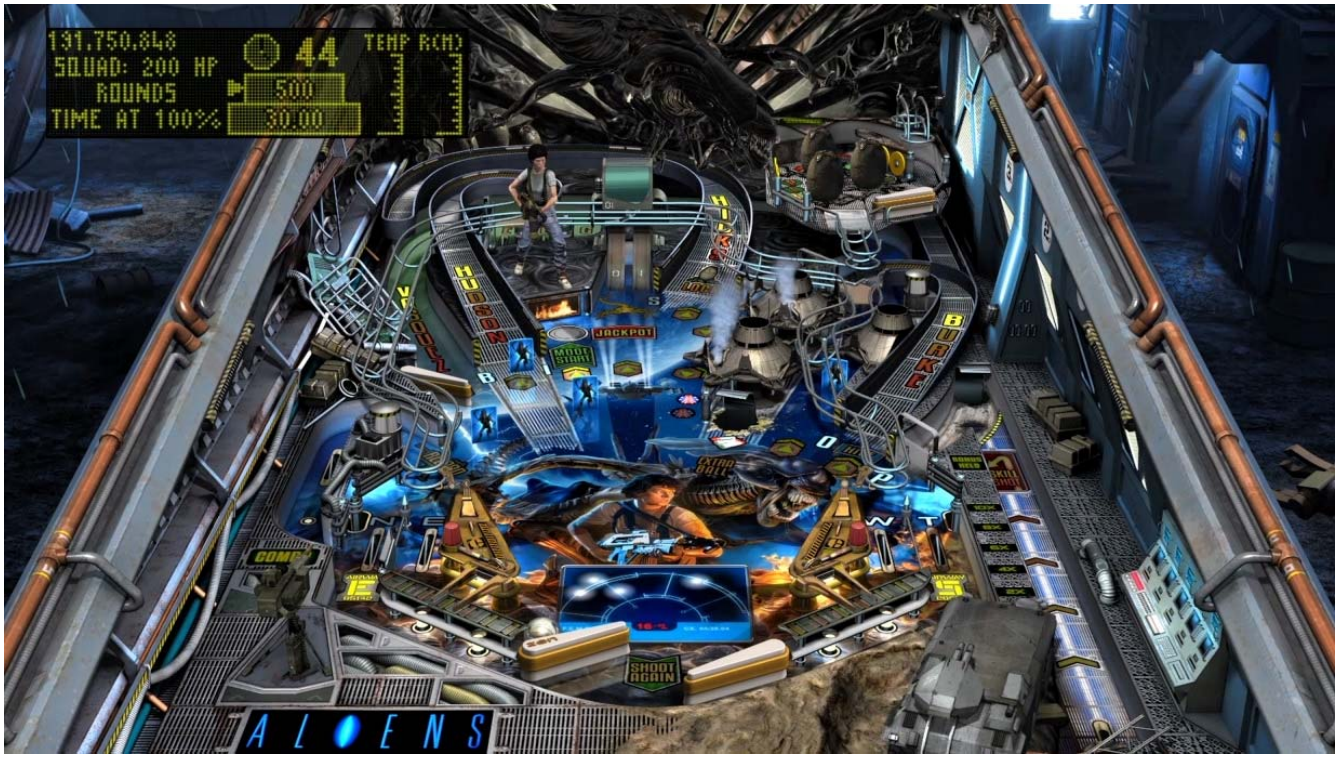


Wizard Mode itself –

This Wizard Mode is divided into 3 parts.

1st Part –

The first of those parts require you to survive an Alien attack for 45 seconds.



If you survive, the Wizard Mode will then enter its 2nd part.

2nd Part –

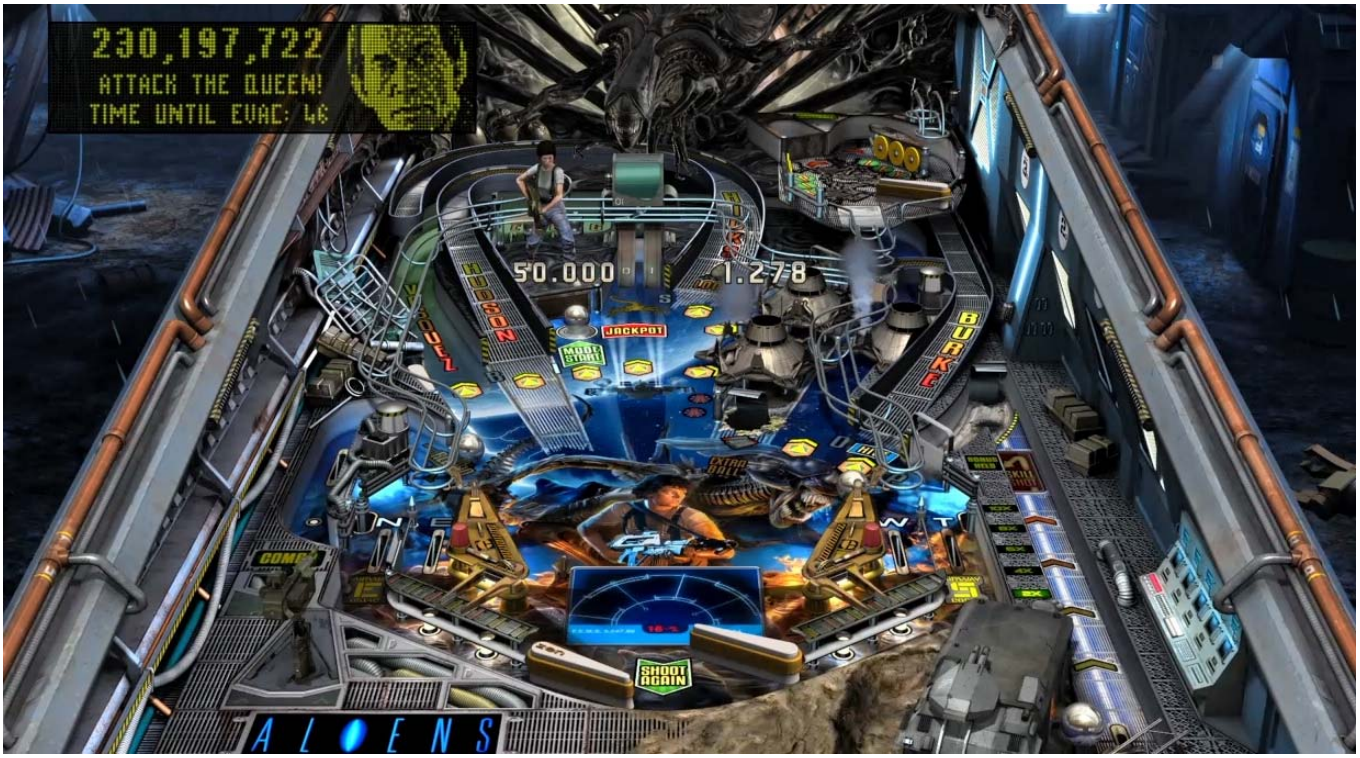
You will need to set all 3 Eggs (located on the Hive Mini – Playfield) on fire. This is done by sending the Ball towards the Mission Start Target (4). Ripley will then set the Ball ablaze with her Flamethrower. Now the Ball will remain inflamed temporarily, while it is still aflame hit it up the Burke Ramp (15). The Ball will then land onto the Hive Mini – Playfield. Now hit the Ball at the Eggs using the Top Right Flipper to light the Eggs on fire.



Remember there is no time limit to this part of the Wizard Mode. So take your time. If the Ball loses its flame, simply send it back towards the Mission Start Target (4). Rinse and repeat till all the Eggs are on fire. Once they are on fire, the 3rd & Final part of the Wizard Mode will begin.

Final Part (4 Ball Multiball Mode) *lasts for 60 Seconds* –

Immediately a 4 Ball Multiball will begin.



The goal here is to hit the flashing **Jackpot** Lanes as many times as possible. So hit as many Lanes etc. as possible to make the highest possible score you can. Now if you hit a flashing Lane with an inflamed Ball, then the **Jackpot** value awarded will be doubled.

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. 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 -

"GAME OVER MAN! GAME OVER!!!"

Yours
ShoryukenToTheChin