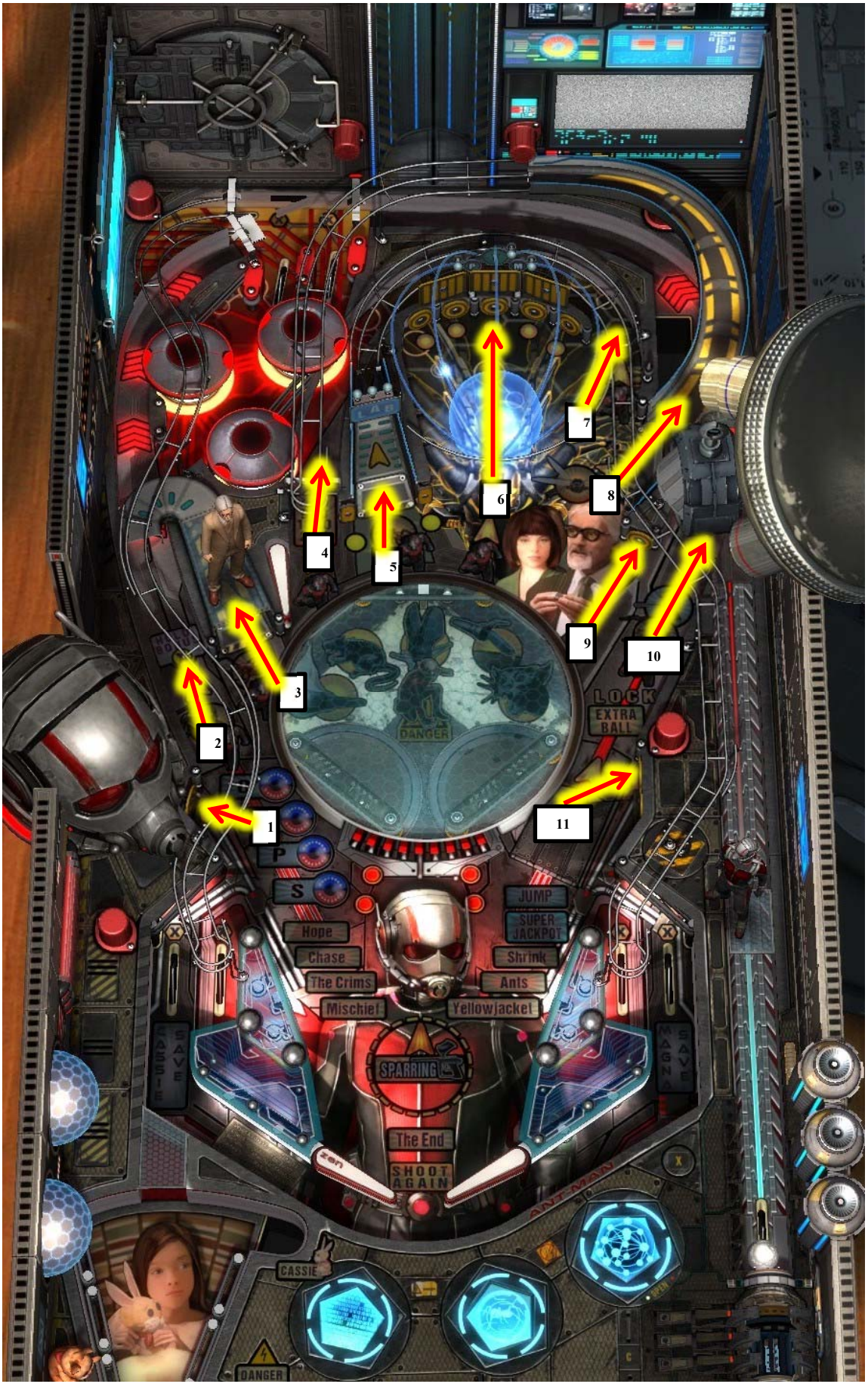
Ant-Man Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Cassie Target
2. Left Orbit
3. Mischief Lane
4. Left Sparring Orbit
5. Lab Ramp
6. Pym Particle Targets
7. Right Sparring Orbit
8. Right Ramp
9. Jackpot Target
10. Back Ramp
11. Magna Save 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

This Table is based on the Marvel Studios Blockbuster Movie, Ant-Man. Marvel & Zen Studios have once again teamed up to create a Table based on one of the many Marvel Comic Book Characters. This Character funny enough so happens to have his own Movie being released in the same week as this Table, great timing☺.

Ant-Man Table will see you help Scott Lang become the Ant-Man. The Table will have you shrink Balls in the Shrinking Multiball Mode, as well as battling it out against Yellow Jacket, who unlike Hank Pym and Scott Lang wants to use the Pym Particles to wreak havoc! The Table incorporates various dialogue from the Movie, of course nothing spoiler heavy, and of course this just helps with the immersion that Zen has truly harnessed over their exploits.

I hope my Guide will help you understand the Table better. Be sure to watch Ant-Man in a Cinema near you. It's an awesome time, makes the Table ever more enjoyable and trust me… IMAX is stunning for this type of Movie!

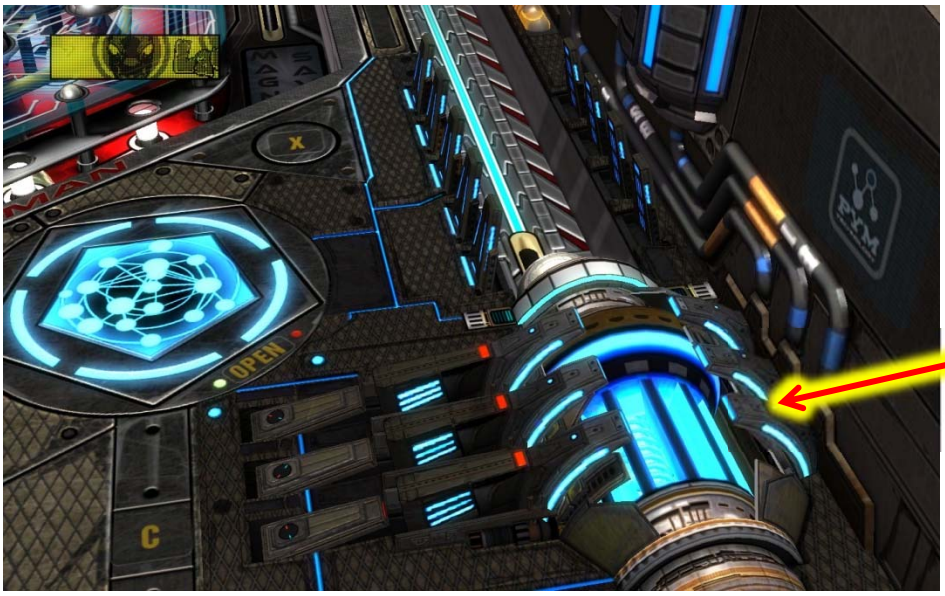
Skill Shots -

At the start of each Ball you will have the opportunity to score 3 different types of Skill Shot.

Skill Shot *500,000 Points* -

The 1st type involves the 2 Rollovers above the Bumpers (located at the Top Left of the Playfield). One of those Rollovers will be flashing, and you will need to have the Ball roll down that flashing Rollover to score a Skill Shot.

Below adjust the Plunger to have the Ball roll through the flashing Rollovers -



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

Right Rollover -



Left Rollover -



Super Skill Shot *3 Million Points* -

The 2nd type involves you holding down the Left Flipper Button while you launch the Ball onto the Table Playfield. Once the Ball reaches the Left Flipper you will need to hit it up the Lab Ramp (5) instantly, this can be achieved with a backhand hit (just as the Ball touches the top of the Flipper).



Hidden Skill Shot *1 Million Points* -

This is located at the top of the Right Playfield just behind the spinning Containment Pod. Launch the Ball with about less than half of the Plunger.

Kick Back & Ball Save

Kickbacks –

The Kickbacks mechanics on this Table are quite unique as both sides incorporate a different mechanic –

Left – Cassie Save

Activation of the Cassie Save is achieved by hitting the Cassie Save Target (1) –



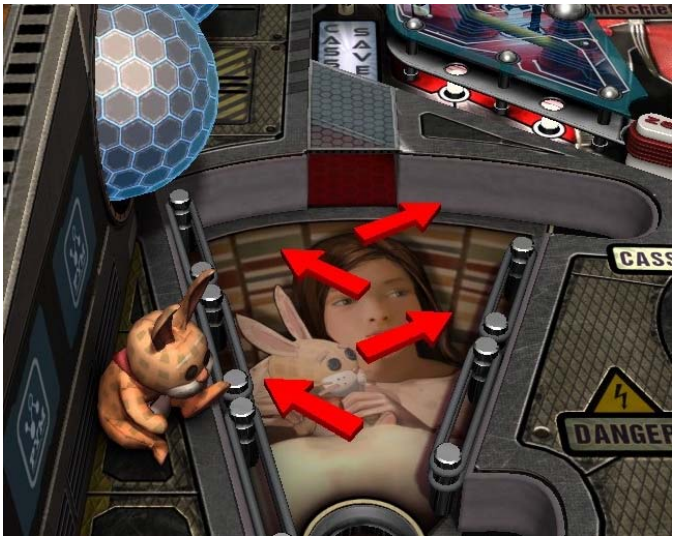
One hit to the Cassie Save Target will activate it with 3 tries. You can continue to hit the Cassie Save Target (1), with each hit another try will be added in your attempt to save the Ball while in the Cassie Save Mini – Game. Once it rolls down the Left Side Outlane you will enter the Cassie Save Mini – Game.



The Ball will then get trapped at the end of the “V” shaped Platform.



The Ball will then be shot up the Platform, and you will need to move the Platform Left to Right (using the Flipper Buttons). This will cause the Ball to bounce up the Platform –



The Goal is to bounce the Ball up to the Cassie Save Exit (located at the top Right of the Platform).



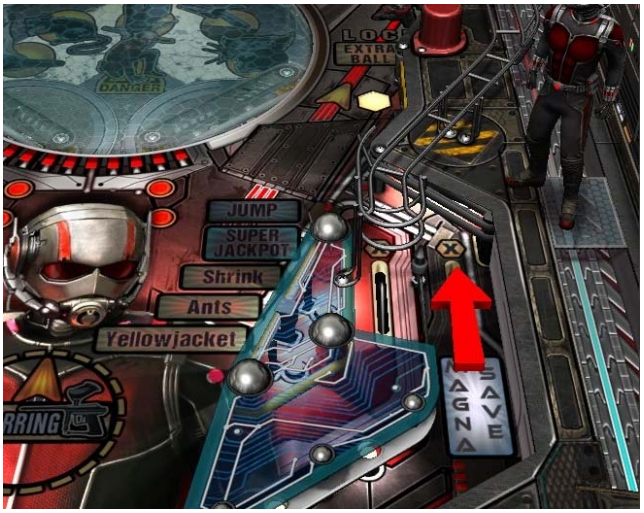
If the Ball falls back down, the Game will continue, but if you do so to many times then the Ball is lost.

Right – Magna Save

Activation of the Magna Save on the Right Outlane is achieved by hitting the Magna Save Target (11) –



This activates an automatic Magna Save function on the Right Outlane for a short time. When the Ball drains down there, a strong Magnet will activate causing the Ball to be saved.



You can extend the time that the Magna Save is activated by re-hitting the Magna Save Target (11).

**Note – The Pym Particle Ball in the Shrinking Multiball can't be saved with this Magna Save. **

Ball Save -

Ball Save can be manually activated when you need one more Rollover light to raise the Multiplier (the 4 Rollovers located on the In's and Outlanes) and it rolls down either Outlane. More information can be found at the "Raising the Multiplier" Section of the Guide.

Extra Balls

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

Collect the Extra Balls by hitting the Ball at the Back Ramp (10) -



- ***Method 1***: *Completing Super Jets Mode while Hold "X" is already lit;* view the below "Raising the Multiplier" Section on how to light this **Extra Ball** for collection.

- ***Method 2***: *Achieving a 5 hit Combo;* hitting Lanes within quick succession registers a Combo, just do this 5 times in single combo to light this **Extra Ball** for collection.

- ***Method 3***: *Achieving 20 hits in the Underfoot Mini - Game;* look later in the Guide at the section titled 'Underfoot Mini – Game" for information on how to get this **Extra Ball**.

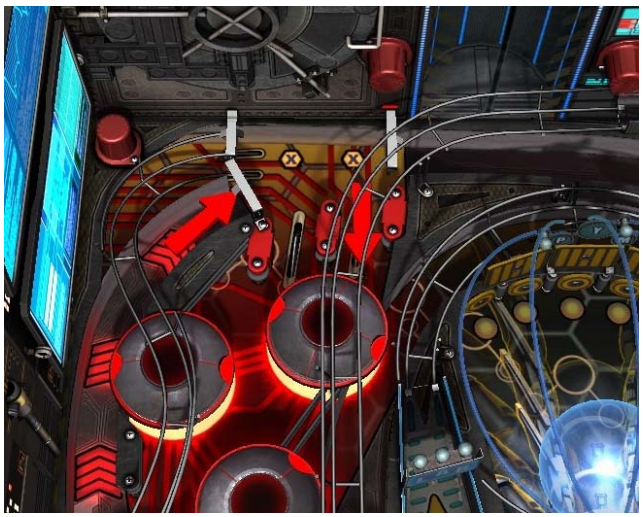
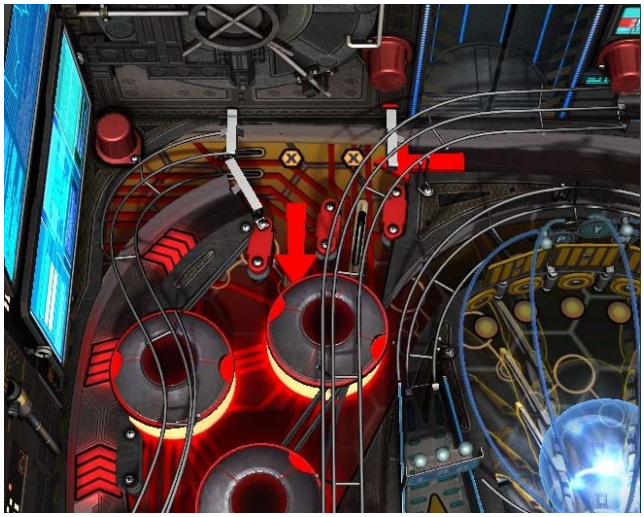
- ***Method 4***: *Maxing out the Multiplier to 10x times with one Ball;* view the below "Raising the Multiplier" Section on how to light this **Extra Ball** for collection.

- ***Method 5***: *Completion of all 4 Hurry Up Modes;* look later in the Guide at the section titled 'How to Start-Up the Wizard Mode "THE END" – Hurry Up Modes' for information on how to get this **Extra Ball**.

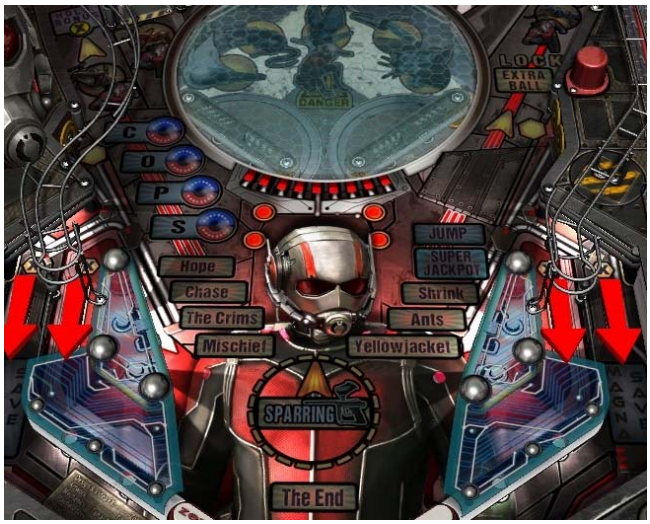
Raising the Multiplier

The Bonus Multipliers can be increased by completion of the "X" Lanes –

- Lighting both of the Rollovers about the Bumpers.

- Completing all of the Rollovers on the In's & Outlanes.



Upon doing the above 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.

An unusual feature is that they can be cycled by hitting the Flippers Buttons but act as if the 6 are connected and not a separate 2 and 4. By that I mean if say you only have 1 lit you will need to hit the flipper Button 6 times to cycle it right round to where it started.

Once you completely max out the Multiplier (10x times), you will light up **Extra Ball** at the Back Ramp (10).

Note – Multiplier Level resets upon draining the Ball. Unless you activate the Bonus Held Mechanic (more information on that can be found later in the Guide under 'Super Jets').

****TIP**** – ***Now if you manage to light up these Rollovers in the Multiball Modes. You will gain various bonuses such as Shrinking Jackpot, Jackpot Multiplier or the Wizard score.***

Super Jets



Once the Bumpers have been hit enough times, the Super Jets will activate. Here you will gain bonus Points for hitting the Bumpers. The Dot-Matrix will display how many hits required to complete the Super Jets. Managing to complete the Super Jets will result in you activating the “Hold Bonus” Mechanic. This will allow you to retain your Multiplier level even though you lose a Ball.

If you then complete the Super Jets again by following the above instructions you will light up **Extra Ball** at the Back Ramp (10).

Underfoot Mini - Game

To activate this Mini – Game you will first need to hit both of the Targets located on either side of the Lab Ramp (5).



Then you have to hit the Ball up that Ramp since an elevator will be activated there to take you to the Mini – Game. Make sure to do this as fast as possible because the timer is very strict and if you don't hit it up the Ramp fast enough then you need to repeat the process to try again.



If you manage to hit the Ball up the Ramp in time you will be transported to the Underfoot Mini – Playfield.



The Ball will then begin to bounce very fast in this area. You need to try and keep the Ball active in this area for as long as possible by using the two slingshots as Flippers (Flipper Buttons controls them). The amount of bounces corresponds to the amount of Points you will be awarded for this Mini – Game once it ends. These Points will be referred to as avoided obstacles.

If you manage to score 20 hits here you will light up **Extra Ball** at the Back Ramp (10).

******TIP*** – Now if you manage to get into the Underfoot Mini – Playfield while in a Multiball Mode then all hits within it will be used to multiply the next collected Jackpot.****

How to Start-Up the Wizard Mode "THE END"

To access the Tables Wizard Mode you will need to complete the Main 4 Hurry Up Modes & start up the 3 Multiball Modes. I will now explain these 7 Modes; their activation and completion processes.

******TIP*** – During these Hurry Up Modes; the Sparring Orbits - Left Sparring Orbit (4) & Right Sparring Orbit (7) will reset the Hurry Up Timer. Although if you active a Multiball Mode while a Hurry Up Mode is active, then it will pause the Hurry Up Mode's Timer and thus making this a great time to boost you score.****

Collecting PYM Capsules -

These are collected by hitting the lower 5 PYM Particle Targets (6) with the normal Ball (not hitting the huge PYM Particle Ball towards them, as this won't count). –



These Capsules work as an easy way to advance you progress in any of the 4 Main Hurry Up Modes (detailed below). You simply have to press the "Launch" Button to advance the Hurry Up. This is very useful for the Crims Hurry Up, which I find is the hardest to complete on a regular basis.

Hurry Up Modes

HOPE "Sparring Hurry Up" *Timed*

Activation –

To activate this Hurry Up Mode you need to send the Ball around the 2 Sparring Orbits – Left Sparring Orbit (4) & Right Sparring Orbit (7).



You need to repeatedly hit these Orbits in quick succession as over time the Sparring counter will decrease. Once the counter is maxed you can start the Sparring Hurry Up Mode by hitting the Ball up the Back Ramp (10).

Completion –

Completion of this Hurry Up Mode requires you to successfully hit 5 Targets within the time limit.



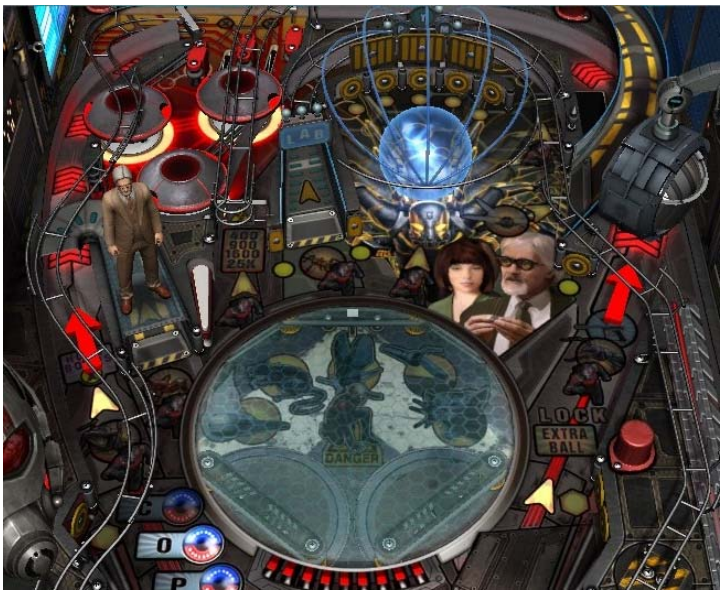
The Paintball Gun starts off with 3 Paintballs loaded, with a reload present between shots. If you missed your Target too many times then the Mode will fail as you will run out of Paintballs. The Mode will also fail if you run out of time.

Use the Flipper Buttons to move the Sparring turntable, as to position the Arrow towards your target and then press the ‘Launch’ Button to shot a Paintball once you fill the Arrow is correctly aligned with the Target.

CHASE "Police Chase" *Timed*

Activation –

Each time you send the Ball around the Left Orbit (2) or Back Ramp (10) you will gain a Letter of "COPS"



Once all the Letters of "COPS" have been collected, the Police Chase Hurry Up Mode will begin.

Completion –

Once this Mode begins you will see on the Dot-Matrix a Points based countdown. You will need to hit the Ball around the Big Loop - either Left Orbit (2) or Back Ramp (10) before it reaches 0. Loops shots will collect and reset the Hurry Up to 2, 3, 4 Million Points.



If you manage to hit the Big Loop 4 times you will complete the Mode and enter a Bonus Round. Simply hit the Big Loop as many times as possible before the timer expires to collect some extra Points.



THE CRIMS *Timed*

Activation –

Activation of this Hurry Up Mode requires the Right Ramp (8) to be hit 3 times.



Completion –

Once the Mode begins you will see on the Dot-Matrix a Point based countdown. Objective here is to hit the Right Ramp (8) 3 times.



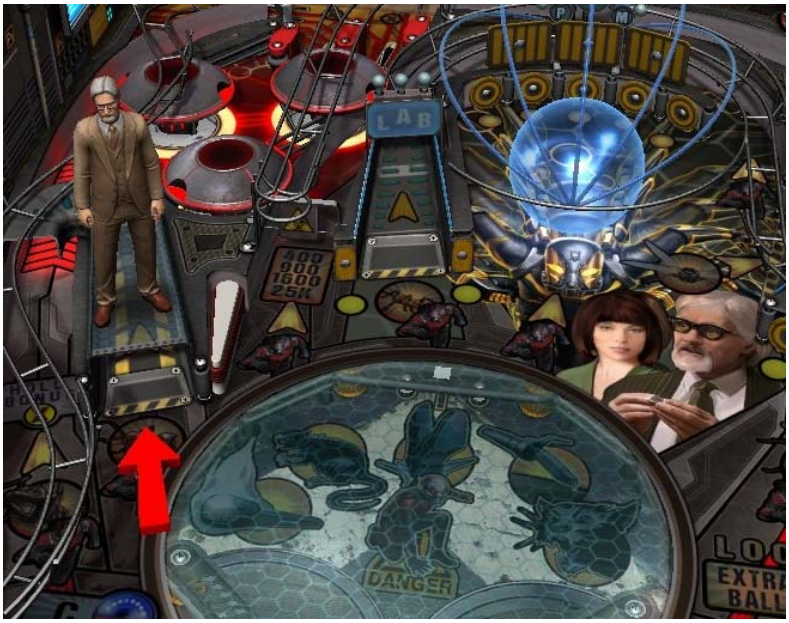
The Right Ramp (8) will score 1x, 2x and 3x times of the Hurry Up Value. Completing the Mode will enter a Bonus Round. Simply hit the Right Ramp (8) as many times as possible before the timer expires to collect some extra Points (the Hurry Up Value remains tripled!).



MISCHIEF *Timed*

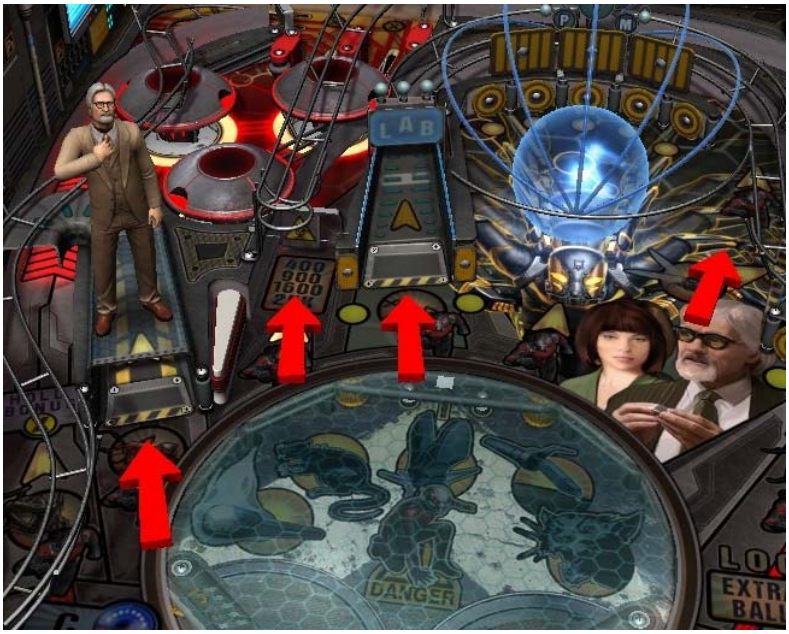
Activation –

Every shot through the Mischief Lane (3) will become worth more Points each time. Upon the fifth time the Lane is hit you will start the Hurry Up Mode and every fifth shot will reset the Ramp value to the next level.



Completion –

The goal here is to hit these 4 - Mischief Lane (3), Left Sparring Orbit (4), Lab Ramp (5) and Right Sparring Orbit (7) before the timer expires.



Completing the Mode will enter a Bonus Round. Simply hit those 4 flashing Lanes as many times as possible before the timer expires to collect some extra Points

Multiball Modes

There are 3 Multiball Modes available on this Table –

******TIP****** *– Remember that while a Multiball Mode is running, if you complete the "X" lanes (look earlier in the Guide under section "Raising the Multiplier" for more info) it advances the Jackpot multiplier by 10x for ridiculously unbalanced Points.*

During the Army of Ants Multiball Mode you can also shoot under the Playfield into the Underfoot Mini – Playfield (detailed earlier in the Guide under "Undefoot Mini – Game" section) to advance the Jackpot multiplier for each target hit. Whereas during the two other Multiball Modes, you can also activate this Multiball. Thus allowing you to accumalate vast sums of Points very quickly.*

Shrinking Multiball Mode *2 Balls *

Activation –

Activate of this Multiball Mode will require you to hit the huge PYM Particle Ball towards the 3 upper PYM Particle Targets –



Once that is done the PYM Particle Ball will shrink in size a bit. Repeat the above process again to shrink it again, once this is done the PYM Particle Ball will release onto the Playfield, thus starting the 2 Ball Multiball Mode.

Mode itself -

Shoot the PYM Particle Targets (6) with the normal Ball to collect a **Jackpot**, this then causes that Ball to shrink in size and now if you manage to hit the targets with the shrunken Ball before it disappears (timer here is very tight) to collect a Super Jackpot worth **10x** the **Jackpot Value**. This can be awarded several times depending on how many Targets you hit in one go. To collect a **Jackpot** award again you will need to shoot the PYM Particle Targets (6) using the PYM Particle Ball.

******TIP*** – During the two other Multiball Modes, you can also activate this Multiball. Allowing you to accumalate vast sums of Points very quickly.****

******TIP*** – The base PYM Jackpot Value can be raised by hitting the Jackpot Target (9).****

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.

Also, if you lose the PYM Particle Ball you will need to sink the normal Ball into the area where that PYM Particle is vacant.

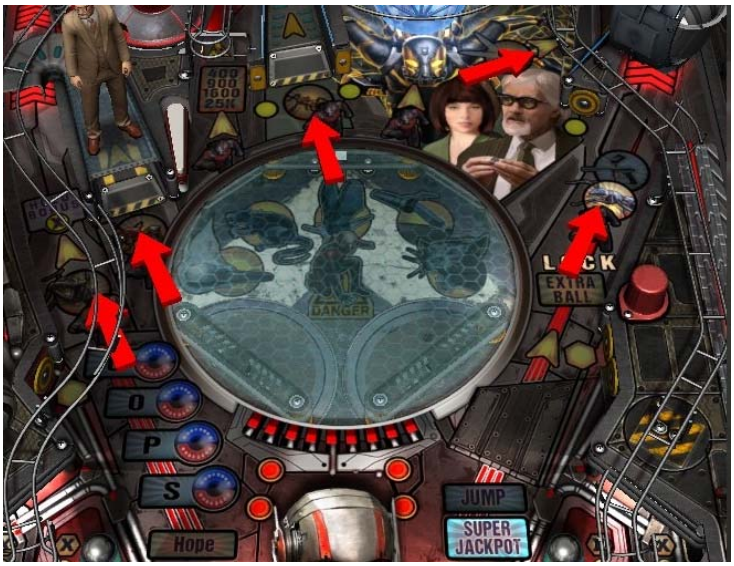


Once done the huge PYM Particle Ball will return, allowing you once again to begin the process of re-activation of the Multiball Mode and of course awarding you with some Points.

Army of Ants Multiball Mode *3 Balls *

Activation –

To activate this Multiball Mode you will need to lock 3 Balls into the Ant-Man Helmet. To engage the locking process at the Back Ramp (10) you first need to gather the 5 Ant types. These are represented on these 5 Lanes –



- Left Orbit (2)
- Mischief Lane (3)
- Lab Ramp (5)
- Right Ramp (8)
- Back Ramp (10)

***Note – if the Ants are collected in the above order, then you will be rewarded with a hidden bonus. ***

You can also activate the fast lock mechanic by shooting the Back Ramp (10) 3 times in quick succession, producing a 3 hit combo.



Mode itself -



Once the Mode begins you will be given a 3 Ball Multiball. Now to collect **Jackpots** shoot the flashing lanes, then shoot the Back Ramp (10) to collect the **Super Jackpot**, worth 5x the base **Jackpot Value**. Collecting the **Super Jackpot** will also light the **Ant-thony Jackpot** at the Right Ramp (8) for the duration of the Multiball, think it's worth 3x the normal **Jackpot Value**.

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.

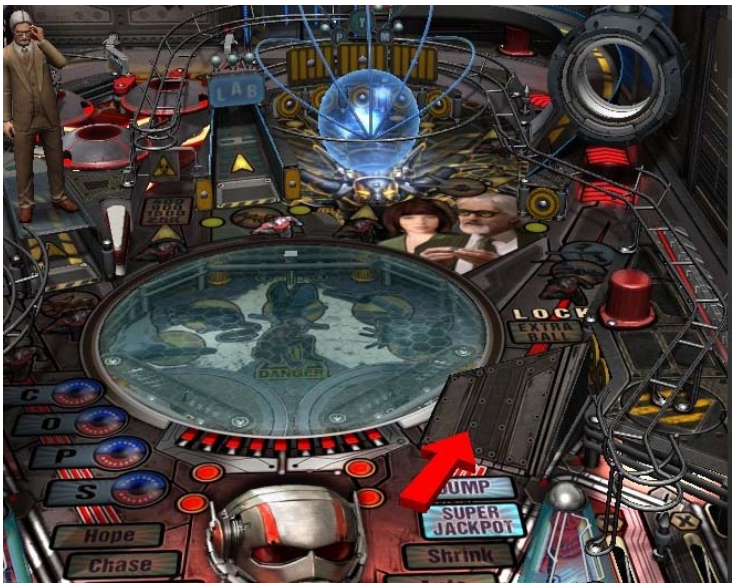
Yellowjacket Multiball Mode *3 Balls *

Activation –

You will need to lock 3 Balls into the Containment Pod (located above the Back Ramp (10)). To activate the locking process you will need to send the Ball up the Lab Ramp (5) a total of 3 times, each time a letter of "LAB" is collected.



Once that is done the Containment Pod will stop rotating and the Jump Ramp will rise up in front of the entrance of the Back Ramp (10) whenever the Ball rolls down an Inlane within this phrase.



Shoot the Ball up the Jump Ramp with enough force to have the Ball land in-between the Containment Pod. Once that is achieved, Ball 1 will be locked and you will be taken to the Launch Lane to launch out another Ball. Repeat the above process a further 2 times to lock the required number of Balls, upon doing so the Multiball Mode will immediately begin.

Mode itself -

This is a 3 Ball Multiball, and upon starting this Mode you will notice that the Mischief Lane (3) is lit for a **Double Jackpot**, but only for 5 Seconds.



Once that time is up, it will change to a normal **Jackpot**. When you collect the **Jackpot**, it will also light up the **Super Jackpot** at the Jump Ramp for **5x** the last **Jackpot Value** collected.



After collecting a **Jackpot**, you will need to perform 3 hits to the PYM Particle Targets (6) since this will relight the **Jackpot** in another Lane.

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.

Wizard Mode – "The End" *4 Ball Multiball*

The Wizard Mode (The End) will be available as soon as the Main 4 Hurry Up Modes are completed and the 3 Multiball Modes have been activated as least once.

To start the Wizard Mode, you will need to hit the Ball up the Back Ramp (10).



Wizard Mode itself –

This is a 4 Ball Multiball reward mode. The huge Wizard Score will be multiplied by the number of completions of the Main Modes (completion of Hurry Up Modes, and starting of Multiball Modes).



Also if you hit them with the PYM Particle Ball it will be 4x your multiplied Wizard Score.



All of the major shots – Ramps etc. will score that **Wizard Score**. Ant-Man will attack Yellowjacket whenever a magnetized Ball is hit with another Ball in the big Loop (Left Orbit (2) or Back Ramp (10)), this will award you with a **Double Wizard Score**.





The Wizard 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 activation process to re-enter the Wizard Mode. The Table will then **reset**.

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Cloda, Captain B. Zarre, 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 -

"Reader! I need you to become… The Pinball Man!!!"

Yours
ShoryukenToTheChin