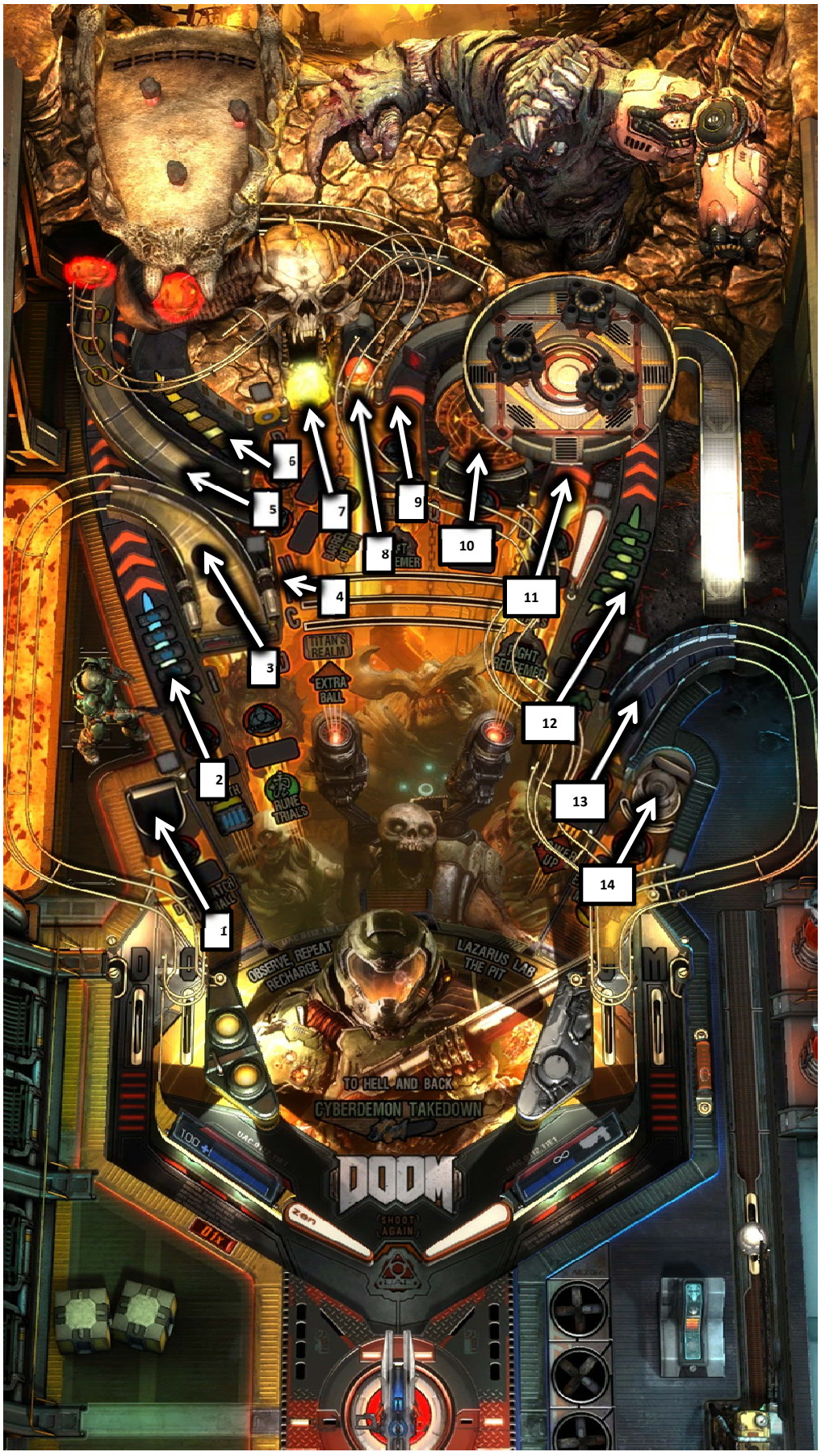
Doom Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Deathball Sink Hole
2. Health Orbit
3. Rune Ramp
4. UAC Targets
5. Cross Ramp
6. Ammo Mini - Orbit
7. Skull Sink Hole
8. Captive Ball
9. Left Loop
10. Pit Spinner
11. Right Loop
12. Armour Orbit
13. Power Up Ramp
14. Experimental Sink Hole

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 Bethesda to give us a new 3 Table pack called “Bethesda Pinball”. This is 1 of the 3 Tables released within the pack.

Doom Pinball sees you play through various Modes in homage to the Video Game series. The Table incorporates the art style of the Video Game Series, and various audio works from the characters to add that extra bit of authenticity.

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

Difficulty Setting -

The first thing you will need to do is select which difficulty setting you wish to play on.



- **Hurt Me Plenty**: This is the normal Pinball support features that you are used to – Kickbacks, Ball Saves & Extra Balls.

- **Nightmare**: This will reward you with increased scores, but you won't have access to the mentioned aids above.

Skill Shot - *Starts at 1 Million Points, raised on each Ball*

The Skill Shot can be attained by having the Ball make it to the Bumpers below the Cyberdemon.



You will need to time the Ball launch perfectly, because the Cyberdemon will be shooting down the launch lane and if the Ball touches the Laser blast it will be destroyed.



If done right, the Ball will roll down into the Bumpers and you will firstly be awarded with 1 Million Points. Rotate the Bumpers using the Flipper Buttons to have the Ball bounce around them to gain some extra Points.

Character – Health, Armour, Weapons & Power Ups

Health, Ammo & Ammo

It is important to keep stock of these items because you will constantly be fighting off hordes of Demons. Small amounts of these are usually dropped upon your foes being vanquished, but to gain these items in greater amounts I would advise you to hit the below Orbits –



- **Health**: Health Orbit (2)
- **Ammo**: Ammo Mini-Orbit (6)
- **Armour**: Armour Orbit (12)

Weapons

You start out with just a normal Pistol which is serviceable but of course the weakest of the Weapons available for collection. To make defeating the various Enemies on Table easier it is advisable to gain access to the stronger Weapons. To collect Weapons, you will need to hit the Captive Ball (8) several times for a random Weapon to become available. After each Weapon is unlocked, the next Weapon adds 1 to the total Captive Ball (8) hits required.



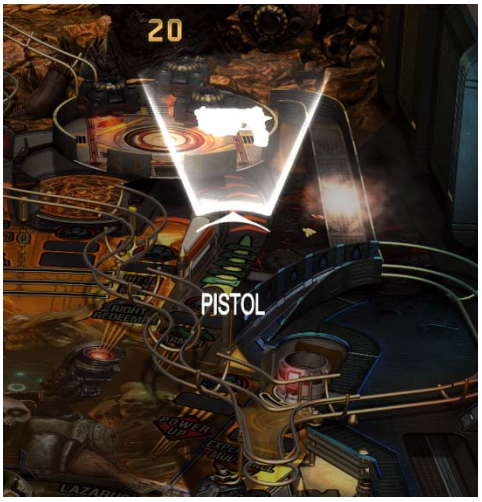
All Weapons will come with a considerable amount of Ammo, but if it runs out then you will revert back to the Pistol. Remember that defeated Enemies will drop Ammo & Health regularly.

The following Weapons can be collected:

- ***Plasma Rifle***: damage the drop Target Demons and the 3D Imp or Lost Soul as well.
- ***Super Shotgun***: will start a short 2 Ball Multiball where every score counts as double!
- ***Chaingun***: damage the drop Target Demons and the 3D Imp or Lost Soul as well.
- ***Lightning Gun***: can charge up the Ball if you shoot it through the beam so the Ball will do more damage to drop Targets for a while.
- ***Rocket Launcher***
- ***Gauss Canon***: with that you can shoot the Ball back to the Playfield at every ball save except during Multiballs.
- ***BFG9000***: destroys all enemies with only one shot except the Cyberdemon.

Each of the above Guns will have a different effect on the gameplay.

To change your current weapon, simply hold the “Launch” Button down to bring up the weapon select reel and then use the Flipper Buttons to cycle through the available weapons. Finally let go of the “Launch” Button to select the weapon.



Power Ups

You can spawn a random Power Up by shooting the Power Up Ramp (13) enough times.



The following Power Ups can be collected:

- ***Quad Damage***
- ***Invisibility***
- ***Haste***: it will make the Ball a bit faster for 30 seconds so watch out, especially with the Orbit shots!
- ***Mega Health***
- ***Invulnerability***
- ***Berserk***: you will do significantly more damage to drop Targets.
- ***Demon Rune***: will transform you into a Revenant floating above the Playfield aiming at enemy players and explosive barrels.

Apart from Mega Health, all Power Ups last for 30 Seconds.

Kick Back & Ball Save

Kickbacks –

The Kickbacks on this Table are activated by first hitting all 5 of the "IDDQD" Targets in order. If you drain the Ball before hitting all 5 Targets, your progress will be saved and you can continue where you left off with the next Ball.



Once that is achieved you will have a short amount of time to send the Ball around 1 of the Loops to activate the Kickback corresponding to which Loop was hit.



- **Left Loop (9)**: Activated **Left Kickback**.
- **Right Loop (11)**: Activates **Right Kickback**.

***Note – Any Kickbacks activated will remain activate upon the Ball draining. ***

Ball Save -

Ball Save can be activated on this Table, for example as a Spin It Up Reward (look later in the Guide under "Spin It Up" 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 Skull Sink Hole (7) -



- ***Method 1***: *Raise the Multiplier level to 6x times;* look below this page at the section titled 'Raising the Multiplier" for information on how to get this **Extra Ball**.

- ***Method 2***: *Acquire the BFG9000 Weapon;* look earlier in the Guide under "Character – Health, Armour, Weapons & Power Ups – Weapons" section for information on how.

- ***Method 3***: *Complete Spin It Up for the 6th times;* look later in the Guide at the section titled "Spin It Up" for information on how to get this **Extra Ball**.

- ***Method 4***: *Collect 6 UAC Data Logs;* Find the Data Logs by hitting the 3 "UAC" Targets.

  Do this 6 times to get this **Extra Ball**.

- ***Method 5***: *Wizard Mode – During this Mode make the Cyberdemon destroy all 3 Bumpers;* look later in the Guide at the section titled "Wizard Mode" for information on how to get this **Extra Ball**.

Raising the Multiplier

To raise the Multiplier level you will spell out the 4 “DOOM” Rollovers in the In’s & Outlanes **twice**. Remember the Flipper buttons will alternate which Rollover is lit. shown in the Image below.



Once done, the Multiplier level will increase to 2x times. Repeat the above process to raise the Multiplier up to 4x, & so forth. Once the Multiplier reaches 6x times, an **Extra Ball** will become available to collect.

Spin It Up

Hitting the Ball around either of the Loops – Left Loop (9) &/or Right Loop (11) will cause the Spinner (located at the entrance of the Left loop(9)) to spin.



The rotations will in-turn fill up a Bar, and once the Bar is fully filled. A random award will be given out.

The rewards available are;

- Activate Ball Save.
- Health.
- Armour.
- Ammo.
- Ball lock for Experimental Multiball Mode.
- Point based value bonus.
- UAC Data Log.

Hurry Ups

Barrels of Fun:

Activation:

To activate this Mode, you will need to hit the Cross Ramp (5) enough times.



Completion:

Once the Mode starts, a bunch of Barrels will appear at the centre of the Playfield.



Hit them to cause a chain reaction, which will cause them all to explode.

After you will need to hit the flashing Lanes.



Another bunch of Barrels will appear, and you will need to hit them again.



Cyberdemon Frenzy:

Activation:

You will first need to hit the Bumpers relentlessly to charge them up.



Locking the Ball into a charged Bumper will draw the Cyberdemon's attention and start the Mode.

Completion:

Once the Mode starts, the goal will be to hit the Cyberdemon before it can fire its Weapon at you.



The sooner you hit the correct flashing Lane, the more Points you will be awarded.

Hell on Mars:

Activation:

To activate this Mode, you will need to hit the Right Loop (11) enough times.



Completion:

Once the Mode starts, the Table will turn Red and you will have to go through the opening Portals to advance.



You will also have to deal with Demonic attacks, remember to hit the flashing Lanes & the Demons which pop up in the centre of the Playfield. You lose health if they attack you, so try to be as efficient as possible.

Meltdown:

Activation:

To activate this Mode, you will need to hit the Left Loop (9) enough times.



Completion:

Once the Mode starts, hot Lava will start to pour down onto the Playfield which you can turn to your advantage.



If you shoot the Ball through the Lava, it will become ignited for a short period of time. This Fireball deals out more damage to your Enemies and rewards the user with increased Points with each successful shot.



Path of Evil:

Activation:

To activate this Mode, shoot the Ball into the Pit Spinner (10) repeatedly.



Completion:

Once the Mode starts, you will find that you have been taken to the Hell Mini – Playfield.



Use the Flipper Buttons to move the levitating Stone left to right, to stop the Ball from draining and to hit the Drop Down Targets at the top of the Playfield. The more you manage to hit before the Ball drains, will increase the number of Points awarded.

Rune Trial:

Activation:

To activate this Mode, shoot the Ball up the Rune Ramp (3) repeatedly.



Completion:

Once the Mode starts, you will be tasked to complete a trial which can include –

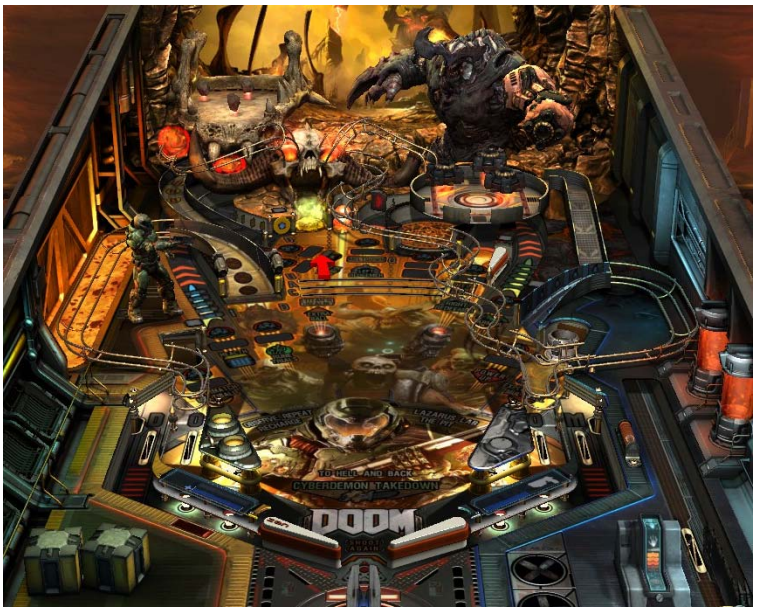
- Shoot Barrels.
- Death Imps (Enemies).
- Perform short combos in the given time.

You will be rewards with Points for completion.

Titan's Realm:

Activation:

To activate this Mode, shoot the Ball into the Skull Sink Hole (7) repeatedly.



Completion:

Once the Mode starts, 2 Hell Stones will begin floating just above the Slingshots.



The goal here is to destroy them by hitting the Ball at them. Also during this Mode, all combo shots are worth double the amount of Points.

Multiball Modes

There are 2 Multiball Modes available for activation on this Table;

Experimental Multiball Mode *3 Balls*

Activation –

First you will need to hit the Ball into the Experimental Sink Hole (14) enough times for the locking mechanism to become active, and then lock the Ball.



Repeat the above process again. Once done, the Multiball Mode will begin.

Mode itself -

The 3 Ball Multiball will then begin: each consecutive flashing **Jackpot** Lane shot will earn more Points.



Repeat the above to gather as much Points as possible before the Multiball Mode ends.

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.

Deathmatch Multiball Mode *3 Balls*

Activation –

This is activated by locking 3 Balls into the Deathmatch Sink Hole (1).



Once done, the Multiball Mode will begin.

Mode itself -

The 3 Ball Multiball will then begin: during the Multiball hit the Drop Down Targets to increase the number of Frags.



Every 3rd Frag collected will activate a **Jackpot** Lane, hit it to be awarded with a **Jackpot**.

Repeat the above to gather as much Points as possible before the Multiball Mode ends.

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

Completion of all 5 Main Missions at least **once** will allow access to the Wizard Mode.

To start a Main Mission, you will need to hit the Ball into the Skull Sink Hole (7).



The Main Missions can be played in any order.

This Table doesn't employ any timers to its Main Missions, so you can either complete them at your own pace or fail them if your health falls to 0. If you do fail a Mission, then you will be revived with 100 health points, and you can restart that Mission by hitting the Ball into the Skull Sink Hole (7). Even if you drain your Ball while a Mission is active, on the next Ball the Mission will in fact still be active.

After completion of any of the below 5 Main Mission, you will be rewarded with an Argent Cell and the opportunity to choose which of maximums of either health, armour or ammo you wish to increase.



“Observe, Report”

At the start of the Mission you will be shown 5 Hologram Targets.



The goal here is to send you Ball at those locations the Holograms revealed. There are 5 Targets which you need to produce. Remember that if you at any port you forget what the Holograms showed you, simply hit the Ball at the UAC Targets.



Once you have hit those 5 Hologram Targets, you will need to deal with some Enemies.



Hit the Enemy Drop Down Targets, and the flashing “SHOOT” Lanes to defeat the Enemies.

After that you will need to hit the Ball at the UAC Targets to reveal the Hologram Targets.



Once you have done the above, you will need to hit a further 5 Hologram Targets. Once this sequence is done, the Mission will be completed.

“To Hell & Back”

Once the Mission starts, you will find that you have been taken to the Hell Mini – Playfield.



Use the Flipper Buttons to move the levitating Stone left to right, to stop the Ball from draining and to hit the 7 Rune Drop Down Targets at the top of the Playfield. As shown on the Dot-Matrix you will need to hit 14 Runes.

If the Ball drains 3 times you will be taken back to the Main Playfield where you will first need to battle some Enemies.



After they have been defeated, hit the Ball into the Skull Sink Hole (7) to return to the Hell Mini – Playfield to continue hitting the Targets. Once those 7 Rune Drop Down Targets are hit, another set of 7 will pop up and you will need to hit those. Once that is done the Mission is completed, although you can gain some extra Points by hitting the Ball into the right Portal at the top of the Hell Mini-Playfield.



“The Pit”

You will need to hit the Pit Spinner (10) to move up to the higher levels.



After that you will need to send the Ball around either of the Orbits – Health Orbit (2) &/or Armour Orbit (12) 6 times.



After that is done, hit the Pit Spinner (10) again. You will have to now deal with some Enemies. Hit the Enemy Drop Down Targets, and the flashing “SHOOT” Lanes to defeat the Enemies.



Once the Enemies are vanquished, hit the Ball into the Pit Spinner (10) again. You will now need to hit either of these Ramps – Rune Ramp (3) &/or Power Up Ramp (13) 6 times.



Finally hit the Pit Spinner (10) to complete the Mission.

“Recharge”

In this Mission you will need to do turn the power back on. To achieve that you will need to cause the Spinner at the entrance of the Left Loop (9) to rotate 100 times by hitting the Ball around either the Left Loop (9) &/or Right Loop (11).



You will also need to hit the Bumpers 60 times. The Bumpers can be access via the Skull Sink Hole (7) at most times.



You will also have to contend with Enemies since they will interrupt the recharging process, until you defeat all of them on the Playfield. Remember - Hit the Enemy Drop Down Targets, and the flashing “SHOOT” Lanes to defeat the Enemies. These sequences will occur throughout your play through of the Recharge Main Mission.



Once both the Spinner & Bumpers have been rotated/hit the required number of times. The Mission will be completed.

“Lazarus labs”

This Mission requires you to send the Ball through the Portals located throughout the Playfield. This needs to be done 30 times. You will note as you get closer to that number, the less Portals will be available.



Once 30 Portals have been hit. The Mission will be completed.

Wizard Mode – "Cyberdemon" *4 Ball Multiball*

This Wizard Mode is available to start once you have at least started up all 5 of the Main Missions. Otherwise, all the Main Missions must be completed prior.

To start-up the Wizard Mode, just repeat the same process you had been doing to start the Main Missions previously.

Wizard Mode itself:

This Wizard Mode is divided into 2 parts.

1st Part:

The first part of the Wizard Mode requires you to hit the flashing "SHOOT" Lanes to cause damage to the Cyberdemon.



Once all of the Cyberdemon health bar is depleted, the Wizard Mode will then enter its 2nd part.

2nd Part:

Again you will need to hit the flashing “SHOOT” Lanes to cause damage to the Cyberdemon. This time however some Enemies will try to protect him. Hit the Enemy Drop Down Targets, and the flashing “SHOOT” Lanes to defeat the Enemies. Although personally I concentrated on hitting the flashing Lanes.



Once all of the Cyberdemon health bar is depleted, the Wizard Mode will then enter its 3rd part.

3rd Part:

Again you will need to hit the flashing “SHOOT” Lanes to cause damage to the Cyberdemon. Some Enemies will still try to protect him. Hit the Enemy Drop Down Targets, and the flashing “SHOOT” Lanes to defeat the Enemies. Although personally I concentrated on hitting the flashing Lanes.



Once all of the Cyberdemon health bar is depleted, the Wizard Mode will then enter its 4th part.

4th Part:

Again you will need to hit the flashing “SHOOT” Lanes to cause damage to the Cyberdemon. This time however some Enemies will try to protect him. Hit the Enemy Drop Down Targets, and the flashing “SHOOT” Lanes to defeat the Enemies. Although personally I concentrated on hitting the flashing Lanes. Also watch out for the 2 Hell Stones will begin floating just above the Slingshots (as seen earlier in the Guide under “Hurry Up – Titan’s Realm” section).



Once all of the Cyberdemon health bar is depleted, the Cyberdemon will finally be defeated and the Wizard Mode will then enter its Reward Mode.

Reward Mode:

In this part, just repeatedly hit the flashing “JACKPOT” Lanes to score **Jackpots**.



Repeat the above to gather as much Points as possible before the Wizard Mode ends.

The Wizard 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 Table will also **reset**.

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 -

"You Know What To Do Now!!!"

Yours
ShoryukenToTheChin