Plants vs. Zombies Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image Above

1. Flower Pot Sink Hole
2. Left Orbit
3. Mail Ramp
4. Challenge Sink Hole
5. Jack-In-The-Box Mini - Orbit
6. Brainz Up-Kicker
7. Brainz Ramp
8. Melon Pult Sink Hole
9. Repeater Ramp
10. Sun Sink Hole
11. Dr. Zomboss Ramp
12. Right Orbit
13. RIP Targets
14. Magna Save Target

In this Guide when I mention a Ramp etc. I will put a number in brackets which will correspond to the Key above, so that you know where on the Table that particular feature is located.

TABLE SPECIFICS



Introduction

This Table was released as the result of the collaboration between Zen Studios & PopCap Games; The Table was based upon the critical acclaimed PopCap Game known as Plants vs. Zombies. The Table features various audio cues from the original Game itself as well as the added vocals such as “Co – Co – Co - Combo!” the Artwork is inspired by the Game and its Theme is well represented in the Tables Playfield & mechanics.

I will try to explain the ins and outs of this Table, as with every Table it becomes more fun if you know what it is you are actually doing ☺

Make sure to try out the other classic Tables from Pinball FX 1, as well as the Tables from Pinball FX2 Zen Pinball 2 & Marvel Pinball.

Skill Shot – 500,000 Points

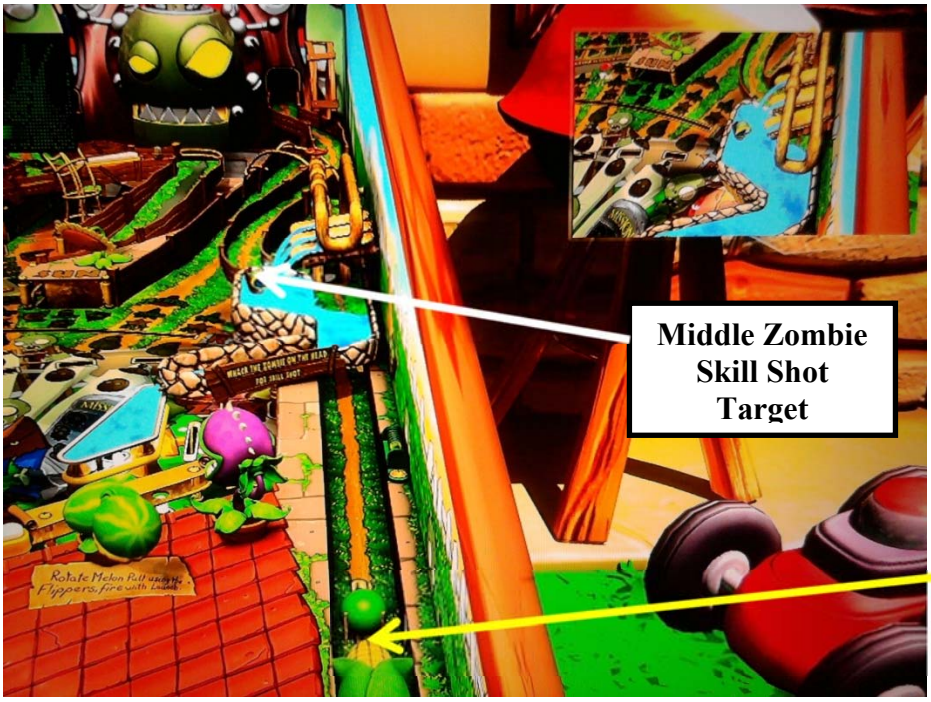


A Skill Shot award is attained on this Table by pulling down the Plunger (Analogue Stick on your Controller controls this) to adjust the right amount of power needed to launch the Ball then releasing, so that the Ball has just enough momentum to land on the Zombies Head thus resulting in a Skill Shot award if successful. The Zombie will randomly appear in 3 different places and thus depending where the Zombie appears you must adjust the Plunger accordingly –

Top Zombie Skill Shot Target –



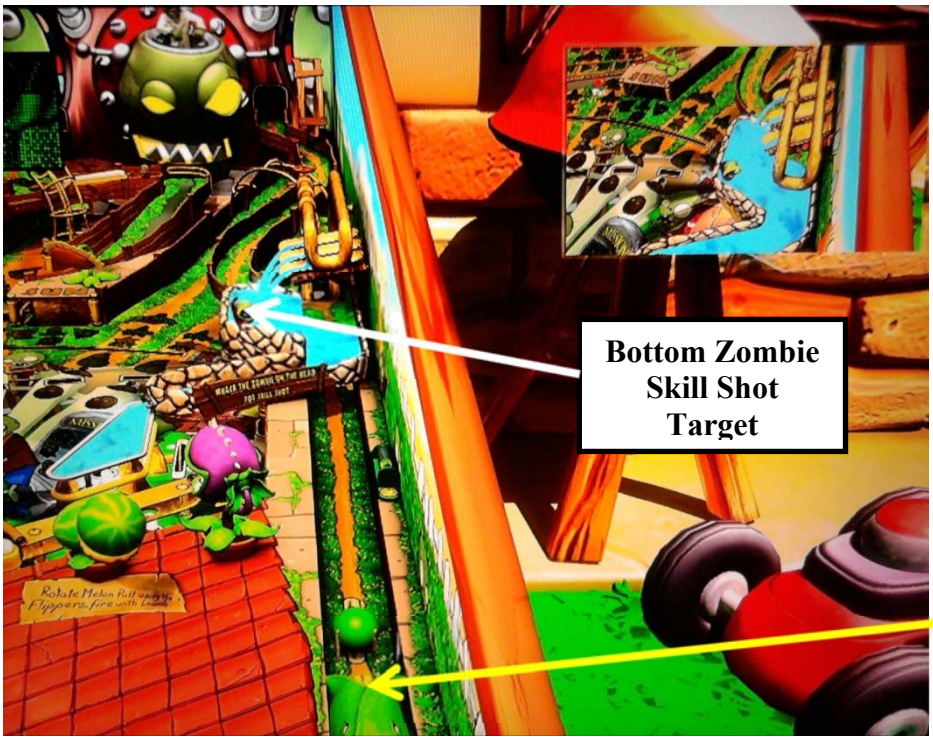
Middle Zombie Skill Shot Target –



Power Bar/Plunger – As you pull back the Plunger (Analogue Stick on your Controller controls this) The Spring will get smaller.

Pull it down as shown in the Image

Bottom Zombie Skill Shot Target –



Power Bar/Plunger – As you pull back the Plunger (Analogue Stick on your Controller controls this) The Spring will get smaller.

Pull it down all the way.

Super Skill Shot – 1 Million Points

If you manage to attain a Skill Shot then a Zombie will appear at the entrance of the Mail Ramp (3); you will have about 5 Seconds to hit that Zombie to be awarded a Super Skill Shot which is worth 1 Million Points.

Kick Back, Ball Save & Magna Save

Kickbacks – Upon starting this Table you will have Both Kickbacks activated; if you managed to lose 1 or both Kickbacks you can then reacquire them by sending the Ball round either of the Orbits – Left Orbit (2) or Right Orbit (12) a total of 4 times. Once you have done this then you will see a Notification Light (reads 'Kickback') which will be lit up below the Challenge Sink Hole (4), hit the Ball into that to acquire a random Kickback (if both Kickbacks are deactivated then it will randomly choose which one to activate etc.)



Kickback – Available Notification Light

Once both Kickbacks are activated the Table will look like this –



Left Kickback – Activated Notification Light

Right Kickback – Activated Notification Light

***Note** – This Table doesn't reset the Kickbacks earned if you lose a Ball**

Ball Save –

This can be activated in 2 different ways depending if you have both Kickbacks activated or not –

- Left & Right Kickback activated – you will then need to hit the Ball round either – Left Orbit (2), Jack-In-The-Box Mini – Orbit (5) or Right Orbit (12) a total of 4 times. Once you have done this then you will see a Notification Light (reads 'Ball Save') which will be lit up below the Challenge Sink Hole (4), hit the Ball into that to activate the Ball Save.



- 1or 0 Kickbacks activated – you will then need to hit the Ball round Jack-In-The-Box Mini – Orbit (5) a total of 4 times. Once you have done this then you will see a Notification Light (reads 'Ball Save') which will be lit up below the Challenge Sink Hole (4), hit the Ball into that to activate the Ball Save.



Note –Ball Save remains active until you lose the Ball or the Ball Save time limit runs out!

If you manage to go round either – Left Orbit (2), Jack-In-The-Box Mini – Orbit (5) or Right Orbit (12) a total of 4 times while both Kickbacks & Ball Save are activated. Then then you will see a Notification Light (reads '**Extra Ball**') which will be lit up below the Challenge Sink Hole (4), hit the Ball into that to collect the **Extra Ball**.

Magna Save –

Magna Save - Available Notification Light (Press ‘Launch’ Button on your Controller to activate); this will magnetize the Ball potentially saving it from an unwanted drain.



To activate the Magna Save mechanic of this Table you must hit the Magna Save Target (14) about 2 times, upon which the Magna Save will be enabled and to activate it you must press the ‘Launch’ Button on your Controller.

Extra Balls

The **3** Ways to achieve an Extra Ball – the Extra Ball is always collected at the Challenge Sink Hole (4);



Extra Ball – Available Notification Light

- ***Method 1***: *Reward from the Challenge Sink Hole (4);* if you manage to go round either – Left Orbit (2), Jack-In-The-Box Mini – Orbit (5) or Right Orbit (12) a total of 4 times while both Kickbacks & Ball Save are activated. Then then you will see a Notification Light (reads '**Extra Ball**') which will be lit up below the Challenge Sink Hole (4), hit the Ball into that to collect the **Extra Ball**.

- ***Method 2***: *Random reward from the Jack-In-The-Box;* if you send the Ball round the Jack-In-The-Box Mini – Orbit (5) or hit the Ball into the Brainz Up Kicker (6) then the Ball will be sent to the Jack-In-The-Box Bumpers which will award some Points and sometimes a Random reward (More on this later in the Guide under 'Jack-In-The-Box' section).

- ***Method 3***: *Max out the Multipliers (10x times Multiplier);* Advancing the Multiplier on this Table is achieved by attaining the 'Advance the Multiplier' award from the Jack-In-The-Box Bumpers by repeatedly sending the Ball round the Jack-In-The-Box Mini – Orbit (5) or hit the Ball into the Brainz Up Kicker (6).

Note – You can only get 5 Extra Balls per Game, and you can collect all 5 on the same Ball if you wish!

Raising the Multipliers

Advancing the Multiplier on this Table is achieved by attaining the 'Advance the Multiplier' award from the Jack-In-The-Box Bumpers by repeatedly sending the Ball round the Jack-In-The-Box Mini – Orbit (5) or hit the Ball into the Brainz Up Kicker (6).

Max out the Multiplier to light **Extra Ball** at the Challenge Sink Hole (4).

Note – The Multiplier Level resets upon losing your Ball.

Sun Income Collection/Uses

Sun –

Collecting Sun is a very important mechanic of this Table as it helps you in the various Zombie Battles you will face while playing this Table; by collecting Sun you can purchase different Seeds which can do certain things like change your Ball abilities i.e. infuse the Ball with the **Torchwood Pea** (Fire Ball) this will cause more damage to the Zombies, and then the **Snow Pea** which infuses the Ball with Ice powers (Ice Ball) this will cause the Zombies to freeze for a few Seconds upon hitting them.

Now to collect Sun you must first hit the Sun Sink Hole (10); The Sunflower will then shoot out Sun Icons to various different Lanes on the Tables Playfield. ***Note – You will also be given 4 random Defensive Plants (Squash, Potato Mine & Walnut)*** Now to collect the Sun simply hit the Ball at the Sun Icon. Each Sun Icon you collect will add 25 Sun Points to your Sun income, but if you buy the **'Twin Sunflower'** from Crazy Dave's Trunk (explained later in the Guide under 'Crazy Dave's Twiddlydinks' section), this will double the Sun Point value so instead of 25 it will award 50 Points per Sun Icon collected.

Sun Frenzy –

You will also notice that each time you hit the Sun Sink Hole (10) you will light 1 of the 3 'SUN' Letters. After you have spelt out 'SUN', you will be able to activate the Sun Frenzy Mode with a final hit to the Sun Sink Hole (10).

During Sun Frenzy, the Sunflower will shoot out Sun Icons over every Lane and will immediately replenish any Sun Icons you collect for about 10 Seconds. You can reactivate Sun Frenzy as many times as you want and it is a quick way to increase your total Sun income.

Buying Seed Packets –

Once you have collected enough Sun from the above methods you then can spend that income on buying Offensive (Specials & Peas) and Defence Plants by hitting the Flower Pot Sink Hole (1) which will collect the Plant displayed (This can be seen just to the bottom of the Mail Box) if you have enough Sun Income that is. You can change which Plant Seed is available by hitting either of the Orbits - Left Orbit (2) or Right Orbit (12).

Plant	Cost (Sun amount needed)	Description
Peas		
Snow Pea 	500	This turns your Ball to Ice. The **Snow Pea** will slow down Zombies wearing headgear if you hit them.
Torchwood Pea 	1,000	This sets your Ball on Fire. The **Torchwood Pea** will destroy Zombies wearing headgear with one hit and defeated Zombies drop more Money.
Defensive Plants Once you purchase a Defensive Plant Seed pack, lights will flash over every Orbit/Ramp. Shooting the flashing Lanes will plant the Defensive Plant and that light will no longer flash but remain lit. Dependent on your Sun Income you can hit all the Orbits/Ramps to have that particular Defensive Plant maxed out cover All the 5 Lanes.		
Squash 	2,000	**Squashes** must be planted on the Table Playfield. When a Zombie walks over the light **Squash** icon, a **Squash** will appear and automatically smash the Zombie.
Potato Mine 	1,750	**Potato Mines** must be planted on the Table Playfield just like the Squash. If a **Potato Mine** is planted, a Zombie will blow up when it walks over the lit **Potato Mine** light.
Walnut 	1,500	**Walnuts** must be planted like Squash and Potato Mines. A planted **Walnut** will temporarily stop a Zombie from advancing towards your Welcome Mat.

Specials (Offensive Plants)

Specials can be found in the lower Left corner of the Table. You start the Game will 2 Cherry Bombs and a Jalapeno. You can have a **total of 5 Specials.** Upon activating them they launch to where your Ball is o the Tables Playfield.



Here is where you can see the Specials you have collected - A light under the first Special will flash when a Ball is close to a Zombie; this in turn means you can activate it using the 'Launch' Button on your Controller.

Jalapeno 	500	Adds a **Jalapeno** to the Specials. Activating a **Jalapeno** will set a Lane on Fire killing all Zombies in that Lane.
Cherry Bomb 	1,000	Adds a **Cherry Bomb** to the Specials. Activating a **Cherry Bomb** will blow up Zombies in a small radius from where it is activated.

Money Collection/Uses

Money –

You will start the Game with $5000; you can increase that by defeating Zombies which will then drop Coins onto the Tables Playfield on the area that you defeated that Zombie. Then hit the Coin to collect the Money.

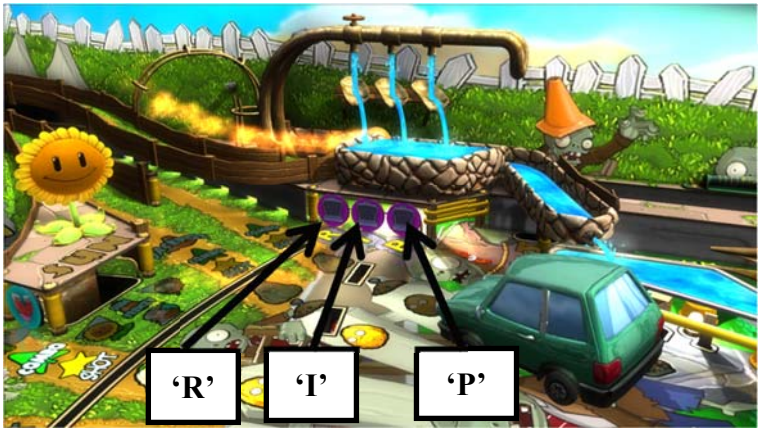
Zombies will attack after a certain number of Slingshot hits; a random Zombie appear on the Tables Playfield and begin marching towards your Welcome Mat –

You must defeat the Zombie before it reaches the top of the Welcome Mat –



You can also increase your Money Income by –

- Completing Challenges (Explained later in the Guide under the section 'Challenge').
- As a Fertilizer Bonus award (Explained later in Guide under 'Fertilizer Bonus' section).
- As a Jack-In-The-Box award (Explained later in Guide under 'Jack-In-The-Box' section).
- Hitting the 3 RIP Targets (13) then immediately shooting the Ball into the Sun Sink Hole (10) seems to collect Money –



Crazy Dave's Twiddlydinks –

You can spend your hard earned cash by making the Ball roll over the 5 'CRAZY' Rollovers located on the In's & Out Lanes of the Tables Playfield –



After you light the 5 'CRAZY' Rollovers then hit the Ball into the Sun Sink Hole (10), this will make Crazy Dave drive his Car onto the Tables Playfield and park at the entrance of the Dr. Zomboss Ramp (11).



You will then need to hit the Trunk of his Car a total of 3 times; the Trunk will then open and you will now need to hit the Ball into the Trunk. You will now have the option of buying something from Crazy Dave; these items will be displayed on the Dot – Matrix and you can cycle through them by using the Triggers on your Controller. Once you find the Item you wish to buy and have enough Money to buy it, simply press the 'Launch' Button on your Controller.

Twiddydinkies Item	**Cost ($ - Money needed)**	**Description**
Twin Sunflowers	5,000	Doubles the amount of Sun income received for collecting each Sun Icon from 25 to 50.
Gold Magnet	5,000	Doubles the amount of Money income received for collecting each Coin Icon from 250 to 500
Watering Can	8,000	+1,000 Points to future Scores. I believe this adds +1000 Points to the base value of every Ramp etc. shot.
Gatling Pea	10,000	Double future Score, Permanent Score Multiplier & Doubles the Mission Completion Bonus.
Bacon	1,000 (increases each time purchased)	Receive 10x times the cost of the Bacon in Points. In other words, the first time you buy the Bacon it costs $1,000 so you will receive $1,000x10 = 10,000 Points the 1st time you buy this. Cost of Bacon increases each time you purchase it.
Stinky the Snail	1,000	Collect this Twiddydink 3 times to receive 1 Million Points. Collect this another 3 times to receive 2 Million Points, and so on. The Point value will double by already having the Gatling Pea (See earlier in the Guide, under the section 'Sun Income Collection/Uses – Buying Seed Packets').
Visit Bonus	0	Receive 5,000 Points.

Jack-In-The-Box

Attaining Jack-In-The-Box random rewards can be done by sending the Ball round the Jack-In-The-Box Mini – Orbit (5) or hit the Ball into the Brainz Up Kicker (6) then the Ball will be sent to the Jack-In-The-Box Bumpers which will award some Points and sometimes a Random reward such as –

- ***Bonus Sun*** – awards Sun Income.
- ***Bonus Money*** – awards Money Income.
- ***Light* Extra Ball** – lights the Extra Ball light at the Challenge Sink Hole (4).
- ***Advance Multiplier*** – advances the Multiplier to the next level i.e. 2x times Multiplier will become 4x times Multiplier.
- ***'Stray Zombie'*** - spawns a single Zombie, which you can defeat to earn Money.
- ***Ball Save*** – activated the Ball Save mechanic.
- ***Kickbacks*** – activated one of the Kickbacks.
- ***'A Point!'*** – awards 2,002 Points.
- ***'Huge Score'*** – awards 2,812,782 Points.
- ***'Hit Locker'*** - locks a Ball in the Mailbox (Mail Multiball activation process).

There may be more rewards…

Fertilizer Bonus

To achieve this bonus you must follow these steps –

1. Hit either the Left Orbit (2), Jack-In-The-Box Mini – Orbit (5) or Right Orbit (12)

2. This will cause a little Yellow Star to appear at the entrance of one of the Lanes on the Tables Playfield.

3. Quickly hit that Lane before that Yellow Star disappears, if you do this then you will be awarded with the Fertilizer Bonus.

Bonuses include –

- ***'Jackpot Increase! New Value: 200,000.'*** - Increases Jackpots in 100,000 Point increments.
- ***'Plenty Money.'*** - Adds Money to your Money income.
- ***'Mission Bonus Up! New Value: 5,500,000.'*** - Increases Mission Completion Bonuses in 500,000 Point increments.
- ***'Plenty Sun.'*** - Adds Sun Points to your Sun income.

There may be more Bonuses….

Challenge

If you hit the Challenge Sink Hole (4) a total of 4 times then you will enable what is called a Challenge Mode on this Table –



Shown below is an Image of Challenge Level 2 -



Zombies will begin to march towards the Welcome Mat and you will have a set time limit which is displayed on the Dot – Matrix to hit a certain amount of Zombies. If you manage to hit the required Zombies then the Challenge is completed, I believe you earn some Money income from this.

Now if you re-engage the Mode then the Challenge Level will now be at Level 2 which will be slightly more difficult, therefore each time you complete and re-engage the Mode the Level will increase as well as the difficulty.

Melon Pult

To start this Mode must first hit the Ball into the Melon Pult Sink Hole (8); to get to this you must first send the Ball up the Brainz Ramp (7) using either the Top Left Flipper or by hitting the Ball into the Flower Pot Sink Hole (1), once you have done this you will then need to use the Top Right Flipper to hit the Ball into the Melon Pult Sink Hole (8). You may need to hit this multiple times to start the Mode; it will display how many times needed on the Dot - Matrix.



Once the Mode activates you will be taken to the Melon Pult and you will see some Zombies which have erected in the Middle of the Tables Playfield; you need to defeat these Zombies by using the Melon Pult, adjust the Melon Pults direction with the Triggers on your Controller (Left moves it Left whereas Right moves it Right) when you are happy with the Puts position press the 'Launch' Button on your Controller to send a Melon out to try and hit the targeted Zombie. Hit all the Zombies to complete this Mode, you are allow to miss a Zombie about 3 times and if you do it will fail… thus you will need to repeat the above process to re-engage the Melon Pult Mode.



Multiball Modes

There are 3 Multiball Modes on this Table –

Raise the **Jackpot & Super Jackpot** **(*Collecting this doubles the Jackpot award*)** awards of the Multiball Modes; by collecting the Fertilizer Bonus (Explained earlier in Guide under 'Fertilizer Bonus' section) known as –

- *'Jackpot Increase! New Value: 200,000.'* - Increases Jackpots in 100,000 Point increments.

Another way to raise the **Jackpot** - For every Ramp/Orbit you shoot with one of the Balls that is not the lit Jackpot ramp you add 100,000 Points (200,000 Points if you have Crazy Dave's – Gatling Pea; explained below) to the **Jackpot** you will get once you hit the lit Ramp.

You can also get Crazy Dave's; Gatling Pea (Explained earlier in the Guide under 'Crazy Dave's Twiddlydinks' section) which will double the **Jackpot** awards –

- *Gatling Pea* - Double future Score. Permanent Score Multiplier. Doubles the Mission Completion Bonus.

Mail Multiball **3 Balls** –

To start this Multiball Mode you must first hit the Mail Ramp (3) a total of 4 times, upon hitting it a 4th time the Ball will be locked and the Game will launch another. Lock a further 2 Balls into the Mail Ramp (3) by simply hitting the Ball up that Ramp.

Upon locking 3 Balls into the Mail Ramp (3) the Mail Multiball will begin. Claim **Jackpot** awards by hitting the 2 lit Ramps - the Mail Ramp (3) & Dr. Zomboss Ramp (11), but note that only one of those 2 Ramps is lit at any given time. When you have hit about 3 of those therefore attaining 3 **Jackpot** awards you will then have access to the **Super Jackpot** award which needs to be collected by hitting the Brainz Ramp (7). You can get up that Ramp by using either the Top Left Flipper or by hitting the Ball into the Flower Pot Sink Hole (1). After you get the **Super Jackpot** award you need to go back to the first step of hitting the lit Jackpot Ramps etc. continue this for as long as you can.

The Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

Repeater Multiball **2 Balls or 3 Balls (Becomes Threepeater Multiball)** –

To start this Multiball Mode you must first hit the Ball into the Repeater Ramp (9) - this is done by hitting the Brainz Ramp (7). You can get up that Ramp by using either the Top Left Flipper or by hitting the Ball into the Flower Pot Sink Hole (1). Then you need to use the Top Right Flipper to hit the Ball up the Repeater Ramp (9) a late Flipper hit usual does the trick.

You then will need to hit the Ball into the Flower Pot Sink Hole (1) but be aware that you only have about 5 Seconds to do so, the Ball will be returned to your Bottom Right Flipper upon hitting the Repeater Ramp (9) so it sets you up to hit the Flower Pot Sink Hole (1) first time.

If you manage to do this you will be given a 2 Ball Multiball called Repeater Multiball; the objective here is to hit all the flashing Orbits/Ramps, once you do this you will be given another Ball thus it will become a **3 Ball Multiball called Threepeater Multiball**.

Just continue to hit the lit Orbits/Ramps to gain **Jackpot** Awards and hit the Brainz Ramp (7) - you can get up that Ramp by using either the Top Left Flipper or by hitting the Ball into the Flower Pot Sink Hole (1) to collect **Super Jackpot** awards.

The Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

Gotta Dance Multiball ** 3 Balls** –

To start this Multiball Mode you must first hit the Ball up the Dr. Zomboss Ramp (11) a total of 10 times; each time you do so you will add either a Back Up Dancer or a Disco Dancer, and after you have hit the Ramp about 10 Times the Multiball Mode will engage.

This Multiball Mode is a 3 Ball Multiball; the objective here is to hit the flashing Ramps/Orbits to attain **Jackpot** award, but note that the flashing Ramp/Orbit will alternate between the Ramps/Orbits randomly. The **Super Jackpot** shot is always available at the Brainz Ramp (7) - you can get up that Ramp by using either the Top Left Flipper or by hitting the Ball into the Flower Pot Sink Hole (1).

The Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

Brainz Main Missions

To start the Brainz Main Missions you must first light the 5 'BRAINZ' Notification Lights which are located just outside the Brainz Ramp (7) this is done by hitting the Ball up the Brainz Ramp (7) 5 times - you can get up that Ramp by using either the Top Left Flipper or by hitting the Ball into the Flower Pot Sink Hole (1). You can also hit the Brainz Up Kicker (6) 5 times since that also awards you with a letter of 'BRAINZ', I tend to activate the Mail Multiball (Earlier in Guide under 'Multiball Modes – Mail Multiball' for more info) as it makes attaining all the Letters easier.

'BRAINZ' Letters – Notification Light



After you have attained all letters of 'BRAINZ' a final hit up the Brainz Ramp (7) is required - you can get up that Ramp by using either the Top Left Flipper or by hitting the Ball into the Flower Pot Sink Hole (1). Upon doing so you will now see on the Dot – Matrix a choice of 4 different Brainz Main Missions, alternate which one you want to play by using the Trigger Buttons on your Controller then select with the 'Launch' Button. You have a time limit to select so be quick if you want to start on a particular Mission.

Zombie Types –

- *Normal Zombies* - take 1 hit to kill.



- *Cone head Zombies* - take 2 hits to kill.



- *Bucket head Zombies* - take 3 hits to kill.



I will now detail how to complete each of the 4 Brainz Main Missions successfully -

***Big Tip** - If you have difficulty with any Mission etc. then plant Squashes, Potato Mines, and/or Walnuts to slow or kill Zombies while you focus on the Missions Objectives. (See the section earlier in the Guide 'Sun Income Collection/Uses – Buying Seed Packets')**

Welcome Committee *Non Timed*

The objective of this Mission is to kill 18 Zombies it's similar to any Zombie Battle which I'm sure you have experienced by now, simply hit the Zombies with your Ball to kill them. The Mission fails if you let any Zombie reach your Welcome Mat. Upon killing 18 Zombies you will be rewarded with a Completion Bonus roughly 5 Million Points dependent on if you have increased the Mission Completed Bonus via things like the Fertilizer Bonus (Explained earlier in the Guide under 'Fertilizer Bonus').

***Big Tip** - You can activate the Mail Multiball during this Mission which makes it much easier to complete.**

Zombies Love Football *Timed*



You will see that a Zombie wearing Football Gear will erect from the Middle of the Tables Playfield and begin moving from Left to Right; the Objective here is to hit the 4 lit Ramps/Orbits before the time runs out making sure to avoid the Zombie as it will block the Ball going up the Ramp/Orbit and can lead to unwanted Ball drains. The Time gets refreshed a bit each time you successful hit a lit Ramp/Orbit, but for me this is the toughest Main Mission so I tend to start this one first out of the rest of the Main Missions.

Upon hitting the 4 lit Ramps/Orbits you will be rewarded with a Completion Bonus roughly 5 Million Points dependent on if you have increased the Mission Completed Bonus via things like the Fertilizer Bonus (Explained earlier in the Guide under 'Fertilizer Bonus').

***Big Tip** - You can activate the Mail Multiball during this Mission which makes it much easier to complete.**

Digger Zombies *Non Timed*



The objective is to kill 11 Digger Zombies by shooting the Ball up the flashing Orbits/Ramps 11 times as each successful hit kills a Digger Zombie. The Mission fails if a Digger Zombie reaches the Welcome Mat.

Upon killing 11 Digger Zombies you will be rewarded with a Completion Bonus roughly 5 Million Points dependent on if you have increased the Mission Completed Bonus via things like the Fertilizer Bonus (Explained earlier in the Guide under 'Fertilizer Bonus').

***Big Tip** - You can activate the Mail Multiball during this Mission which makes it much easier to complete.**

Going Nutz *Timed survive 1 Minute*



This Mission begins with Zombies marching towards your Welcome Mat through a thick blanket of Fog; you are tasked with keeping them away from the Welcome Mat for 1 Minute with a 3 Ball Multiball which the Balls will be Coconuts (The Ball will be slightly heavier so Watch Out!).

The Mission will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Mission again.

Upon surviving 1 Minute you will be rewarded with a Completion Bonus roughly 5 Million Points dependent on if you have increased the Mission Completed Bonus via things like the Fertilizer Bonus (Explained earlier in the Guide under 'Fertilizer Bonus').

***Big Tip** - You do not need to kill every Zombie, simply survive for 1 Minute. If you only have 10-15 Seconds Left to go and no Zombies on the lower Playfield, just trap and hold your Balls and let the time expire because the Zombies don't walk fast.**

WIZARD MODE (Final Mission)

First you must complete 4 Brainz Main Missions to be allowed access to this Tables Wizard Mode/Frenzy known as Dr. Zomboss –

You must first light the 5 'BRAINZ' Notification Lights which are located just outside the Brainz Ramp (7) this is done by hitting the Ball up the Brainz Ramp (7) 5 times - you can get up that Ramp by using either the Top Left Flipper or by hitting the Ball into the Flower Pot Sink Hole (1). You can also hit the Brainz Up Kicker (6) 5 times since that also awards you with a letter of 'BRAINZ', I tend to activate the Mail Multiball (Earlier in Guide under 'Multiball Modes – Mail Multiball' for more info) as it makes attaining all the Letters easier.

'BRAINZ' Letters – Notification Light



After you have attained all letters of 'BRAINZ' a final hit up the Brainz Ramp (7) is required - you can get up that Ramp by using either the Top Left Flipper or by hitting the Ball into the Flower Pot Sink Hole (1).

Continued on the next page…..

Dr. Zomboss -



When the Wizard Mode starts you will be greeted by an endless wave of Zombies and Dr. Zomboss will shoot an Ice or Fire Ball at you and it will slowly make its way down the Dr. Zomboss Ramp (11) –



Big Tip** - If you have difficulty with this Wizard Mode then plant Squashes, Potato Mines, and/or Walnuts to slow or kill Zombies while you focus on the giant Ice/Fire Balls. **(See the section earlier in the Guide 'Sun Income Collection/Uses – Buying Seed Packets')*

There are 2 objectives which need to be fulfilled to complete this Wizard Mode –

***Note** – You can't let any Zombie (They are endless so just kill the ones closest to the Welcome Mat) or Projectile touch the top of your Welcome Mat as the Wizard Mode will Fail!**

1. Destroy 4 of the Fire or Ice projectiles that Dr. Zomboss shoots out – This is done by hitting the Projectile with its polar opposite i.e. Ice Projectile needs to be hit with the Fire (Torchwood Pea) Ball etc. You will always start the Wizard Mode with the Ball needed, so just hit the Projectile, now you will need to change the Ball as Dr. Zomboss will shoot out another Projectile this is done by hitting the Flower Pot Sink Hole (1) or you can simply keep hitting the Projectile with the same coloured Ball i.e. Ice (Snow Pea) Ball hit the Ice Projectile until the Game gives you the Ball required.

   Once you have done the above 4 times (Progress is shown on the Dot – Matrix) you will need to finish Dr. Zomboss off, which now leads to Objective number 2….

2. Hit the Ball up the Brainz Ramp (7) this must be done by using the Top Left Flipper as the hitting the Flower Pot Sink Hole (1) trick won't work. I find it easier to send the Ball round the Right Orbit (12) then I hit the Ball with the Top Left Flipper as it exits the Left Orbit (2) entrance. You could also hit the Ball through the Jack-In-The-Box Mini – Orbit (5) and hit the Ball up the Brainz Ramp (7) as it comes round.

Failing the Wizard Mode at any point will result in relighting the 5 'BRAINZ' Notification Lights as show in the first paragraph in this section of the Guide; therefore this Table doesn't reset the Mission progress if you fail the Wizard Mode.

Once you do the 2nd Objective the Wizard Mode will be completed and you will be awarded some Wizard Mode Completion Bonus Points, you then will be given a **3 Ball Multiball Victory Mode** which will have all the Ramps/Orbits etc. giving out 1 Million Points for every successful hit so it's worth trying to last as long as you can.

The Wizard Mode Victory Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to complete the Main Missions and Wizard Mode again to re-enter this Mode.

After completion, the progress of the Table will be reset thus Table Reset!

After you have done all the Missions & the Wizard Mode the Main Missions/Zombies etc. will get slightly harder i.e. more Zombies will use head gear resulting in them needing more than 1 Hit to kill.

Special Thanks to all the Zen Studios Forum Community! Members such as **Cloda, surf1der, shogun00 & E113** 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 etc.

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.

Also make sure to check out PopCaps other games such as Plants vs. Zombies, Peggle and so much more as they available on most Platforms.

Thanks for viewing my Guide,

"Brainz! Brainz!! BRAINZ!!!"

Yours

ShoryukenToTheChin