# Rome Table Guide
## *By ShoryukenToTheChin*



**Key to Table Image Above *Thanks to Community Member - Cloda for the Overhead Image***

1. Left Orbit
2. Romulus Sink Hole
3. Left Conquer Ramp
4. Garrison Sink Hole
5. Caesar Mini - Orbit
6. Janus Sink Hole
7. Right Conquer Ramp
8. Captive Ball Target
9. Right Orbit

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 one of the first 4 Tables which were made available for Pinball FX2. It was and still is one of Zen Studios best works when it comes to original Table ideas; as it blends its Artwork and Music with the overall Theme perfectly. Although this Table is known for it's difficultly as it seems to be tilted at a far steeper incline than the previous Tables in the pack.

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 & Marvel Pinball.

## Skill Shot – 1 Million Points

A Skill Shot award is attained on this Table by pulling down the Plunger fully (Analogue Stick on your Controller controls this) then releasing, upon the Ball exiting the entrance of the Left Orbit (1) you must then time your shot with the Top Left Flipper to hit the Ball into the Janus Sink Hole (6) ***Note – when starting the Ball the Janus Sink Hole (6) will be turned to the Left, after attaining or failing to achieve a Skill Shot it will return to its original position.*** The Janus Sink Hole (6) will be just under the entrance of the Caesar Mini – Orbit (5).

**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 then release.




**Janus Sink Hole (6) –** Once the Ball is launched, you must hit it with the Top Left Flipper into that Sink Hole

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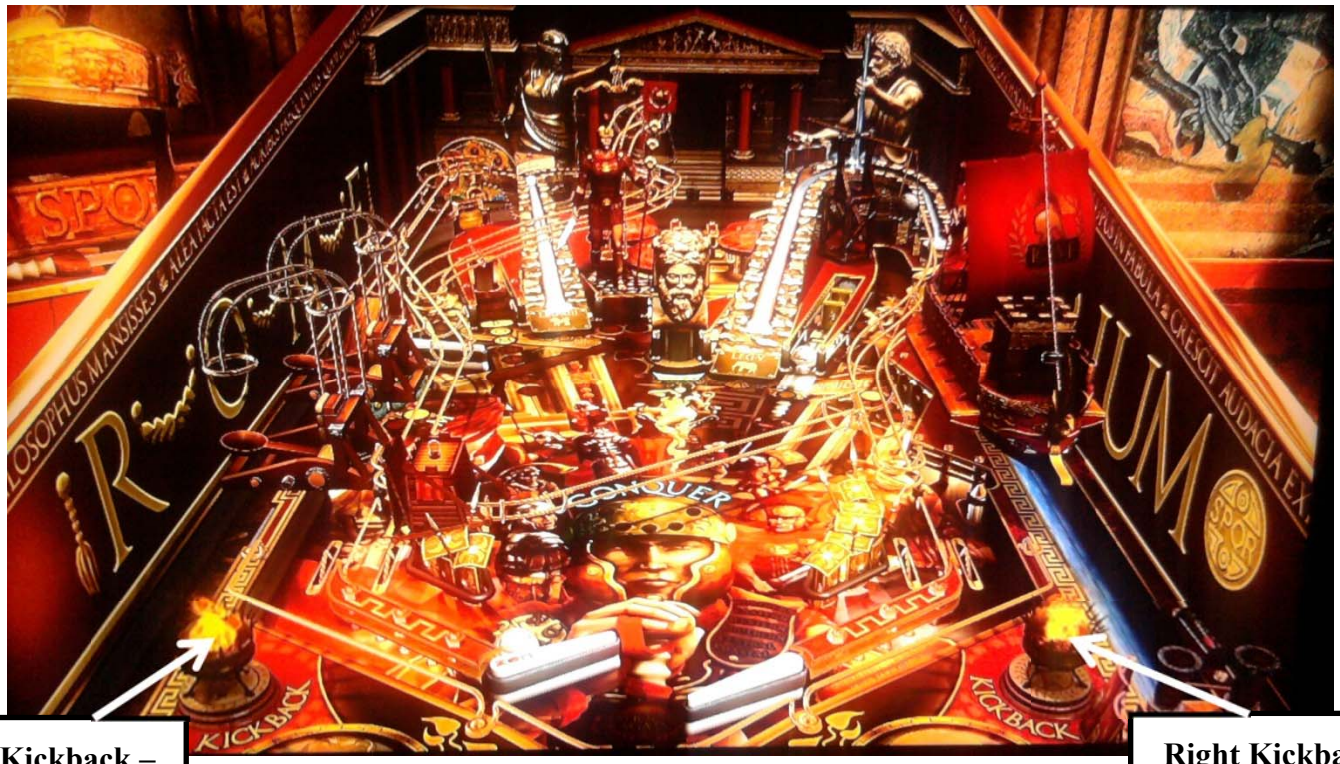

***Note – Skill Shot awards start at 1 Million Points.***

## Kick Back & Ball Save

**Kickbacks -** Both Kickbacks are activated by having the Ball roll down the 4 'ARMA' Rollovers on the Inlanes & Outlanes. Lighting them once will activate the Left Kickback then again to activate the Right Kickback –




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

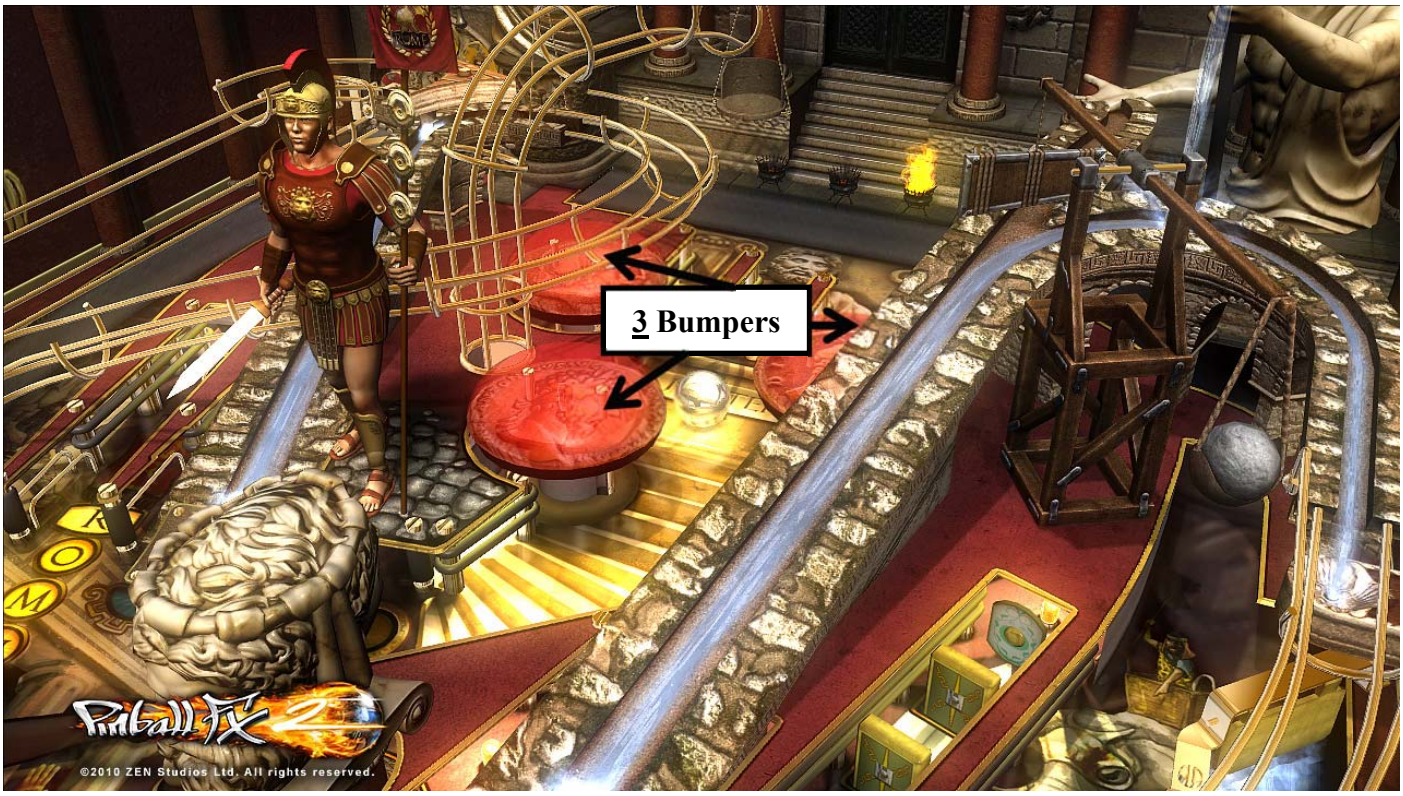



**Left Kickback –** Activated Notification Light

**Right Kickback** – Activated Notification Light

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

**Ball Save** – This is activated by lighting all the 'SCUTUM' Letters, to do this you must hit the Bumpers for every 4 Bumper hits you will gain a Letter of 'SCUTUM', therefore 30 Bumper hits will activate Ball Save.




The easiest way to gain all the Letters is to shoot the Caesar Mini – Orbit (5) as it will divert the Ball into the path of the Bumpers, also you should light up some Vedi Vidi Vici's (Multiplier Rollovers; explained later in the Guide under 'Raising The Multipliers' section) which will help when it comes to advancing the Tables Multiplier.

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

## Extra Balls

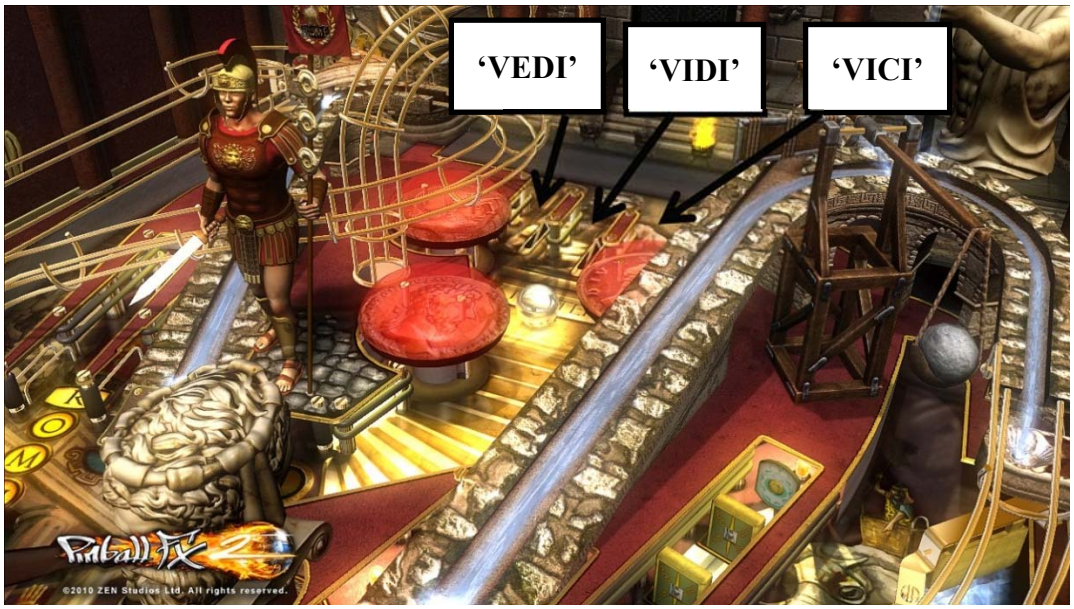
The **2** Ways to achieve an Extra Ball – the Extra Ball is always collected at the Janus Sink Hole (6).

- ***Method 1***: Complete a Super Combo; this means you must hit either of these Conquer Ramps – Left Conquer Ramp (3) & Right Conquer Ramp (7) and/or Orbits – Left Orbit (1), Right Orbit (9) etc. in quick secession meaning after you hit 1 of them you have about 5 Seconds to hit another etc. once you reach a Super Combo (about 5 hit Combo) then hit one more to light Extra Ball.

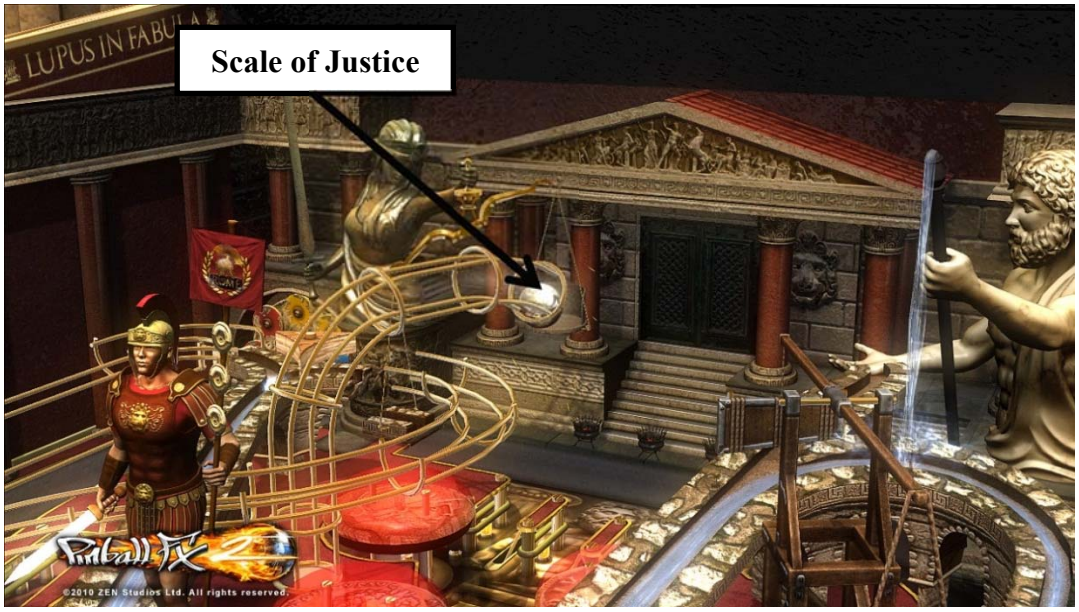
- ***Method 2***: Get it as a random award from Mock Warfare Mini – Game (explained later in the Guide under the 'Siege Tower Mini Games – Mock Warfare).

## Raising The Multipliers

To raise the Multiplier to the next Level you must light all of the 3 'VEDI VIDI VICI' Rollovers –




An easy way to do this is to hit the Garrison Sink Hole (4) which will then deliver the Ball to the Scales of Justice ***Note – Once you hit the Garrison Sink Hole (4); a Diverter will become activate on the Left Conquer Ramp (3); now if you hit the Garrison Sink Hole (4) before hitting the Ball up that Ramp it will then instead be diverted into the Romulus Sink Hole (2) and therefore you will need to hit the Ramp if you wish to continue to use the Garrison Sink Hole (4) as a way to gain the Multipliers faster (This will be explained in more detail later in the Guide under 'The Scale of Justice' Section).****-




The Ball will then always be dropped into the 1st Rollover which is 'VEDI' therefore you can rinse and repeat this, alternating the lit Rollovers (a Flame represents a lit Rollover) by using the Trigger Buttons on your Controller to make sure the Ball always rolls down an un – lit Rollover.

After you have lit all 3 of the 'VEDI VIDI VICI' Rollovers the Multiplier will advance to 2x times Multiplier; repeat the above process to further it even more to 4x, 6x, 8x and finally 10x Multiplier.

***Note – The Multiplier Level resets upon losing your Ball.****

## Janus – Hurry Up Mode

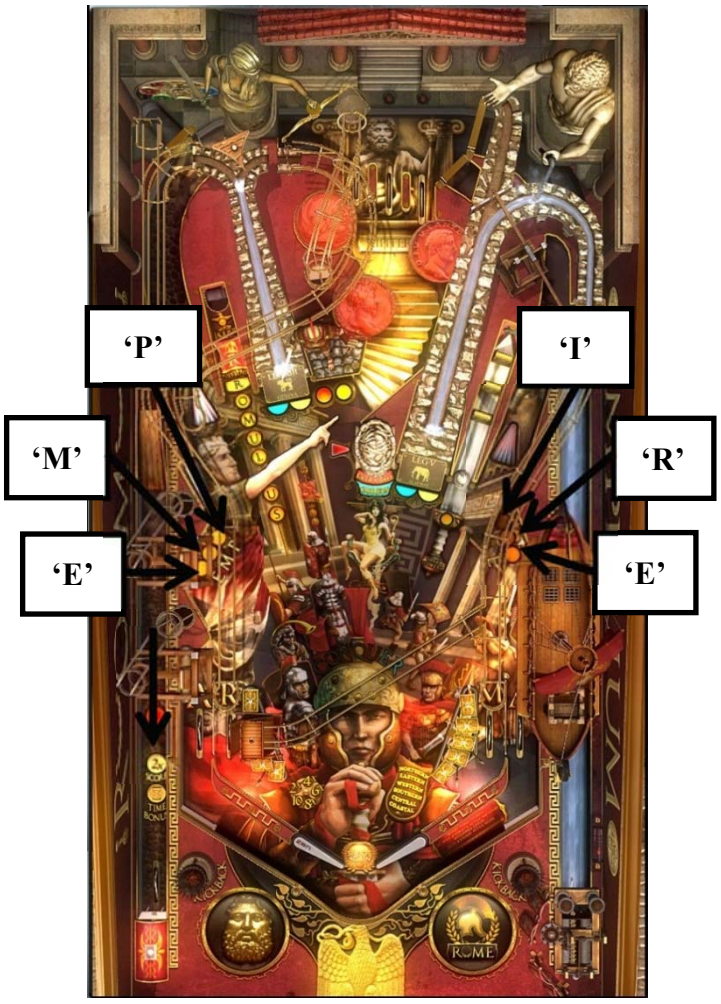
Hitting the Janus Sink Hole (6) when it's not lit will activate the Janus Hurry Up Mode; in this Mode you are given a 1 Million Point countdown in which you must hit in this order –

- Left Conquer Ramp (3)
- Right Conquer Ramp (7)
- Left Orbit (1)

If you manage to hit those above Lanes before the timer reaches 0 Points then whatever Points is displayed on the Dot – Matrix will be awarded to you.

## Empire – End of Ball Bonus

To gain this End of Ball Bonus you must hit the 6 'EMPIRE' Targets –



When you hit all of these 6 Targets you will increase your Empire Level. You Level can be seen on the Centurion Helmet located in the Middle of the Tables Playfield -




The max Level is 5; the End of Ball Bonuses increase the higher the Empire Level is – 250,000 Points, 500,000 Points, 1 Million Points, and 2 Million Points etc.

***Note – The Empire Level resets upon losing your Ball.***

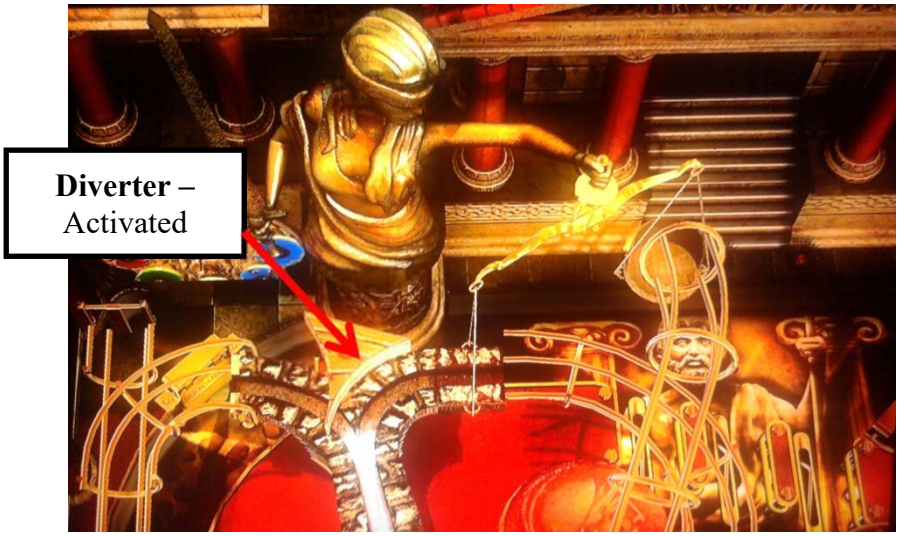
## The Scale of Justice

When you hit the Ball into the Garrison Sink Hole (4) it activates the Scale of Justice which will turn on a diverting mechanic at the top of the Left Conquer Ramp (3). The Garrison Sink Hole (4) will now divert into the Romulus Sink Hole (2) until you hit the Ramp.

This is how the Top of the Ramp looks normally –




Now when you hit the Garrison Sink Hole (4) the Diverter activates –



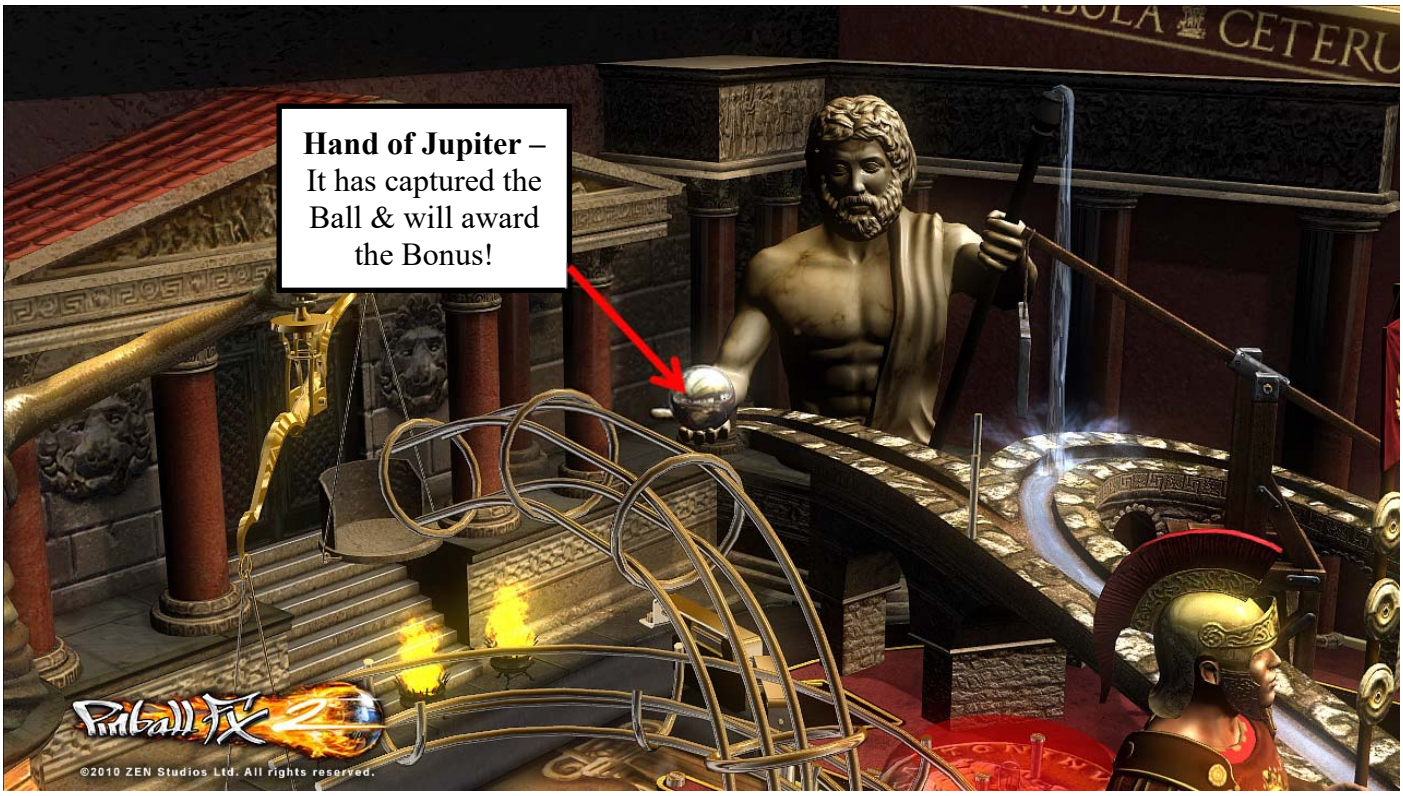

Once you hit the Garrison Sink Hole (4) then the Left Conquer Ramp (3) the Ball will then be dropped onto the Top Left Flipper you then need to hit the Ball into the Janus Sink Hole (6) which will be facing to the Left –




Therefore you can hit the Ball into it with the Top Left Flipper but remember you only get 1 chance to get the Ball into the Sink Hole otherwise you will need to repeat the above to try again.

## Hand of Jupiter – Score Multiplier

To activate the Hand of Jupiter you must hit the Caesar Mini - Orbit (5) twice consecutively (in a row) then the Hand will be available via the Right Conquer Ramp (7), hit the Ball up that Ramp within about 15 Seconds and the Hand will capture the Ball and you will hear the Table Announcer say "Blessed!" –




This will award you with a 2x Multiplier Bonus to Points you amass, but I don't think it counts Garrison Main Missions etc.

## Siege Tower – Mini Games

You must first hit the Captive Ball Target (8) about 4 times and upon doing so the Right Conquer Ramp (7) will now divert into the Siege Tower. Hit the Ball up that Ramp to gain access to the Siege Tower; you then will have 5 Seconds to choose which Mini – Game you wish to play –

### Mock Warfare –

This is a short Hurry Up Mode of sorts; you will be taken to the Left Launch Lane which you will now see on the Dot – Matrix various awards constantly changing such as **Extra Ball**, you will also see a countdown timer which starts at 5. You will need to Launch the Ball (press the 'Launch' Button on your Controller) at the correct time to fire it at the Boat (located on the far Right of the Tables Playfield). I tend to Launch the Ball when the countdown reaches '3 Seconds' which always seems to work for me, you will then need to repeat this again and once you have hit the Boat 2 times the Ball will be returned to the Main Playfield.




Now you will have activated the locking mechanism of the Neptune Multiball; to lock a Ball simply hit the Captive Ball Target (8) then send the Ball up the Right Conquer Ramp (7) to lock the Ball. Repeat a further 2 times, thus locking 3 Balls to start the Neptune Multiball Mode (explained later in the Guide under 'Multiball Modes – Neptune Multiball').

**Justice -**

Again this will take you to the Left Launch Lane; you will then see a Wheel which is spinning at the end of the Launch Lanes Runway which has 8 Targets on it, in 4 different Colours. Press the 'Launch' Button on your Controller to Launch the Ball and hit one of the Targets –




These Targets represent what set of Lanes you must hit in the next Phase of this Mini - Game. Hit the flashing Ramp/Orbit then hit the Janus Sink Hole (6) which has been aligned to the Left (remember the Skill Shot section earlier in the Guide) with the Top Left Flipper. Once you have done the above you will get the Justias Gift which is worth 1 Million Points.

From what I remember hitting each of these colours –

***Remember – after hitting the lit Ramp/Orbit you must hit the Janus Sink Hole (6) which has been aligned to the Left (remember the Skill Shot section earlier in the Guide).***

- ***Green Target (Door displayed on Dot - Matrix - 'I')*** = hit the Janus Sink Hole (6) which is turned to the Left therefore you need to hit it with the Top Left Flipper.

- ***Blue Target (Door displayed on Dot - Matrix - 'II')*** = hit the Left Conquer Ramp (3) then immediately Janus Sink Hole (6).

- ***Yellow Target (Door displayed on Dot - Matrix - 'III')*** = hit the Caesar Mini – Orbit (5) twice.

- ***Red Target (Door displayed on Dot - Matrix - 'IV')*** = hit the Janus Sink Hole (6) which is turned to the Left therefore you need to hit it with the Top Left Flipper.

You can gain a better Bonus from this Mini – Game by completing each of the 4 Colours required shots – this means you hit a minimum of 4 different coloured Targets Green, Blue, Yellow & Red (explained earlier in the Guide in the first paragraph of Justice) then repeat the above process.

After each shot is made a Door with a number on it (displayed on the Dot – Matrix) will open up. After which you will be awarded with the Justias Favor Bonus which I believe is something like 5 Million Points, not sure.

I find this Mode far too hard so I actually try not to play it at all and the reward for completion doesn't make it worth it to me.

## Multiball Modes

There are 2 Multiball Modes on this Table –

**Neptune Multiball *3 Balls* –**

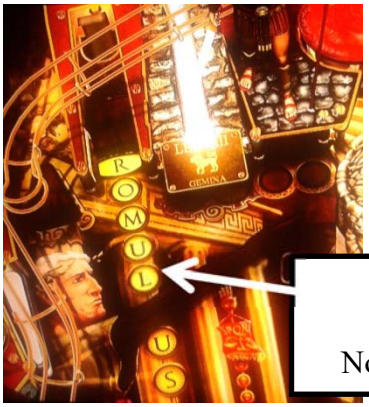
To start this Multiball Mode you must first complete the Siege Tower Mini – Game know as Mock Warfare (explained earlier in the Guide under 'Siege Tower Mini Games – Mock Warfare) then you must lock 3 Balls by hitting the Captive Ball Target (8) then hitting the Ball up the Right Conquer Ramp (7), repeat a further 2 times to lock the 3 required Balls.

The Multiball Mode will then begin; you will have 3 Balls to play with, Ramps/Orbits etc. will increase the Jackpot and hitting the Romulus Sink Hole (2) will collect the Jackpot raised (dependant on how many Ramps/Orbits etc. you hit before).

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.

**Romulus Multiball *2 Balls* –**

To start this Multiball Mode you must first hit the Romulus Sink Hole (2) a total of 7 times then hit the Ball up the Right Conquer Ramp (7) to begin the Mode. Each time you hit the Romulus Sink Hole (2) you will gain a Letter of 'ROMULUS' –




**Romulus – 7** 'ROMULUS' Notification Lights.

Once the Mode starts you will see a Countdown displayed on the Dot – Matrix counting down from 100 Million Points; the objective here is to constantly hit the Captive Ball Target (8) until the Janus Sink Hole (6) is turned to a 90 Degree Angle to the left –



**Janus Sink Hole (6) –** fully aligned to the Left.

7 or so hits to the Captive Ball Target (8) should do it, and then you will need to hit the Ball into it with a late Flipper shot with the Top Left Flipper. Dependant on the Points left on the Countdown on the Dot – Matrix is what you will receive as a Completion Bonus.

If the Countdown reaches 0 Points then the Mode will fail or if you go down to 1 Ball, you will then have to repeat the above process again if you wish to re-enter this Multiball Mode again.

# Garrison Main Missions

To start the Garrison Main Missions you must first hit either the Left Conquer Ramp (3) or Right Conquer Ramp (7); each time you successful hit one of those you will lit a Letter of 'CONQUER' you will need to repeat the process till all 7 Letters of 'CONQUER' have been collected –




You then will need to hit the Ball into the Janus Sink Hole (6) to select which Garrison Main Mission you wish to play (cycle through the Missions with the Trigger Buttons on your Controller) –




I will now detail how to complete each of the 6 Garrison Main Missions successfully -

## Northern Garrison




The Objection of this Mission is to successfully defeat 3 Waves of Enemy Attacks; upon starting this Mission you will see 5 Ramps/Orbits that are flashing –




- Left Orbit (1)
- Left Conquer Ramp (3)
- Caesar Mini – Orbit (5)
- Right Conquer Ramp (7)
- Right Orbit (9)

***Tip - Avoid the Sink Holes – Romulus Sink Hole (2), Garrison Sink Hole (4) & Janus Sink Hole (6)****

Each time you hit any of the above some Ramps/Orbits will stop flashing, therefore just continue to hit the flashing Ramps/Orbits and once you have hit about 5 you will defeat 1 Enemy Wave. Repeat the process a further 2 times to successful complete this Garrison Main Mission and you will be awarded with some Completion Bonus Points.

## Eastern Garrison *Timed 15 Seconds per shot*




The Objection of this Mission is to successfully defeat 5 Waves of Enemy Attacks; upon starting this Mission you will see 5 Ramps/Orbits that are flashing –




- Left Orbit (1)
- Left Conquer Ramp (3)
- Caesar Mini – Orbit (5)
- Right Conquer Ramp (7)
- Right Orbit (9)

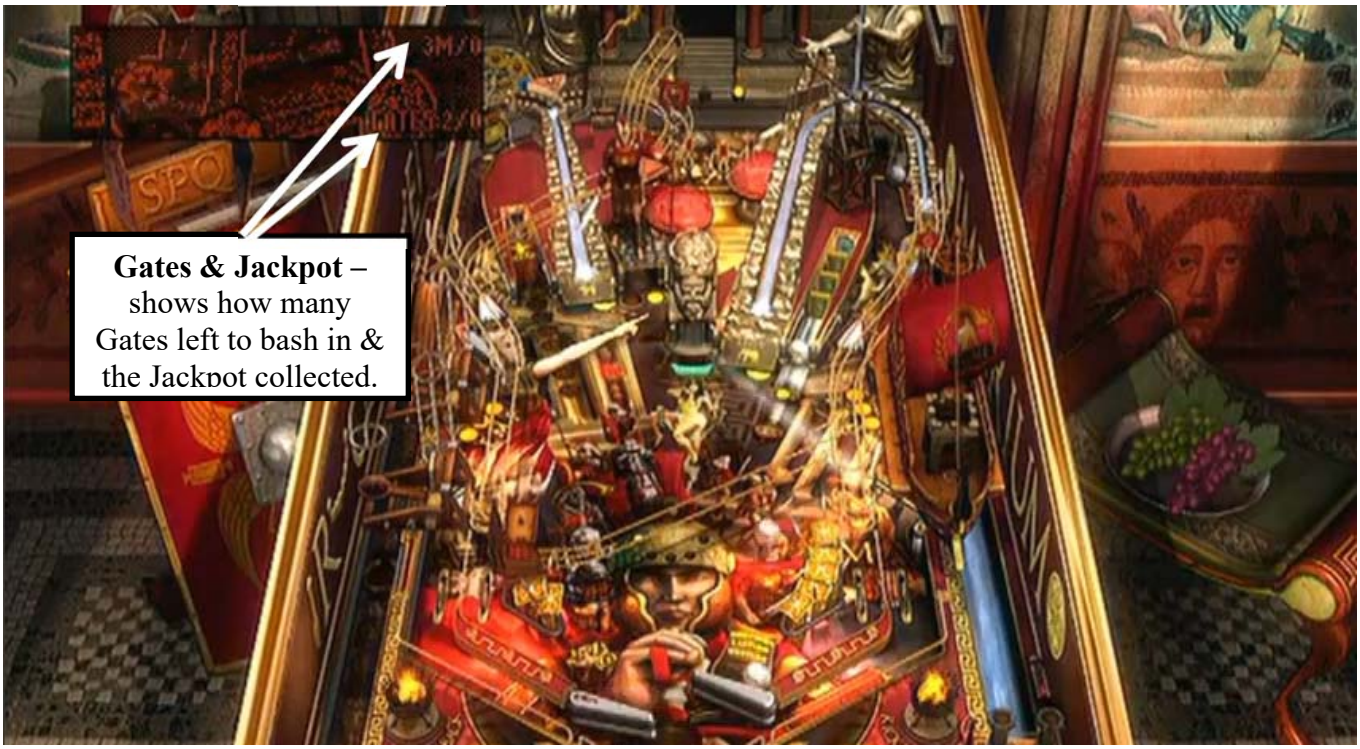
***Tip - Avoid the Sink Holes – Romulus Sink Hole (2), Garrison Sink Hole (4) & Janus Sink Hole (6)****

Each time you hit any of the above; some Ramps/Orbits will stop flashing therefore just continue to hit the flashing Ramps/Orbits and once you have hit about 3 you will defeat 1 Enemy Wave. You get about 15 Seconds between hits to hit another, repeat the process a further 4 times to successful complete this Garrison Main Mission and you will be awarded with some Completion Bonus Points.

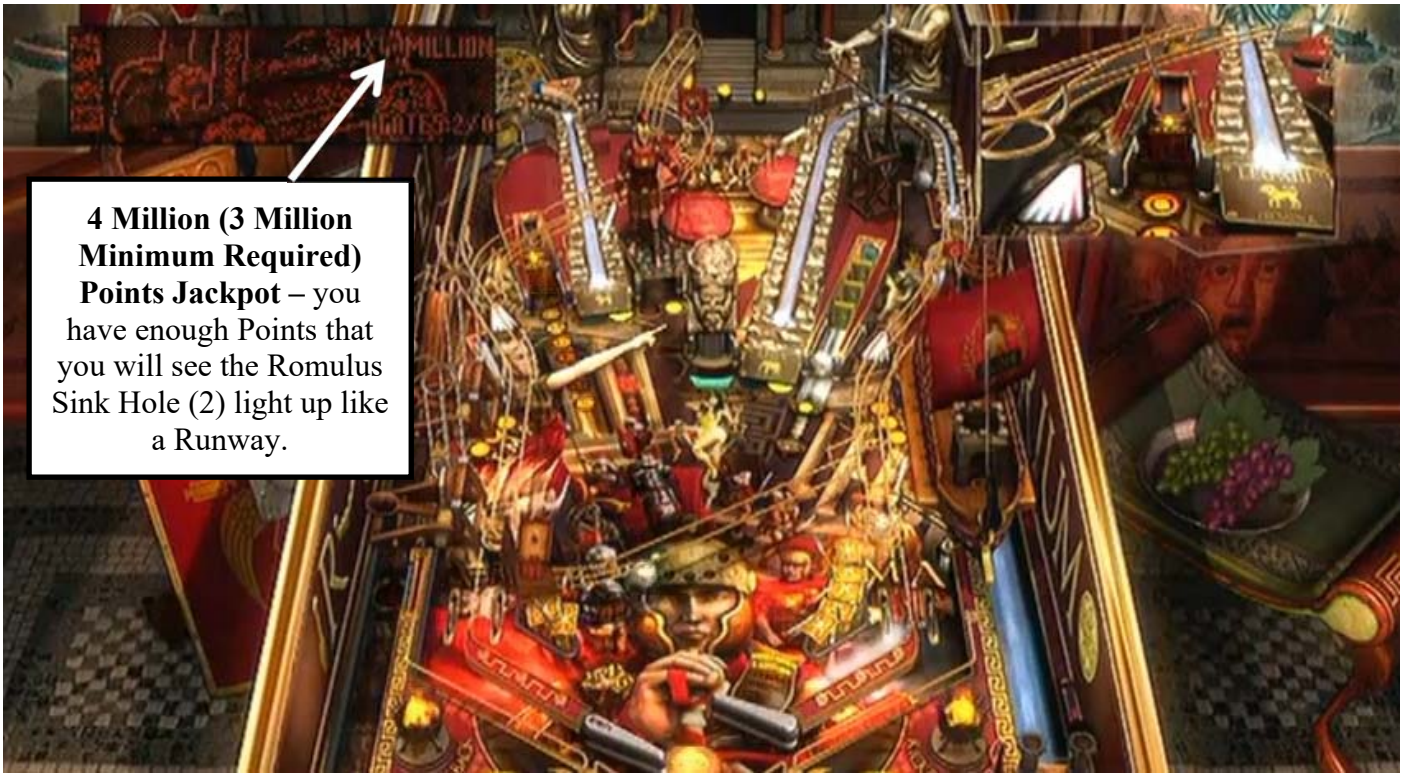
## Western Garrison




The Objection of this Mission is to successfully bring down the 2 Gates; you bring down a Gate by earning at least 3 Million Points then hit the Romulus Sink Hole (2). Upon starting this Mission you will be given a 2 Ball Multiball and see all the Targets/Ramps/Orbits & Sink Holes flashing –



Now to raise the Jackpot you must hit those and each hit will raise the Jackpot slightly, continue till you see that the Romulus Sink Hole (2) begins to flash like a Runway –



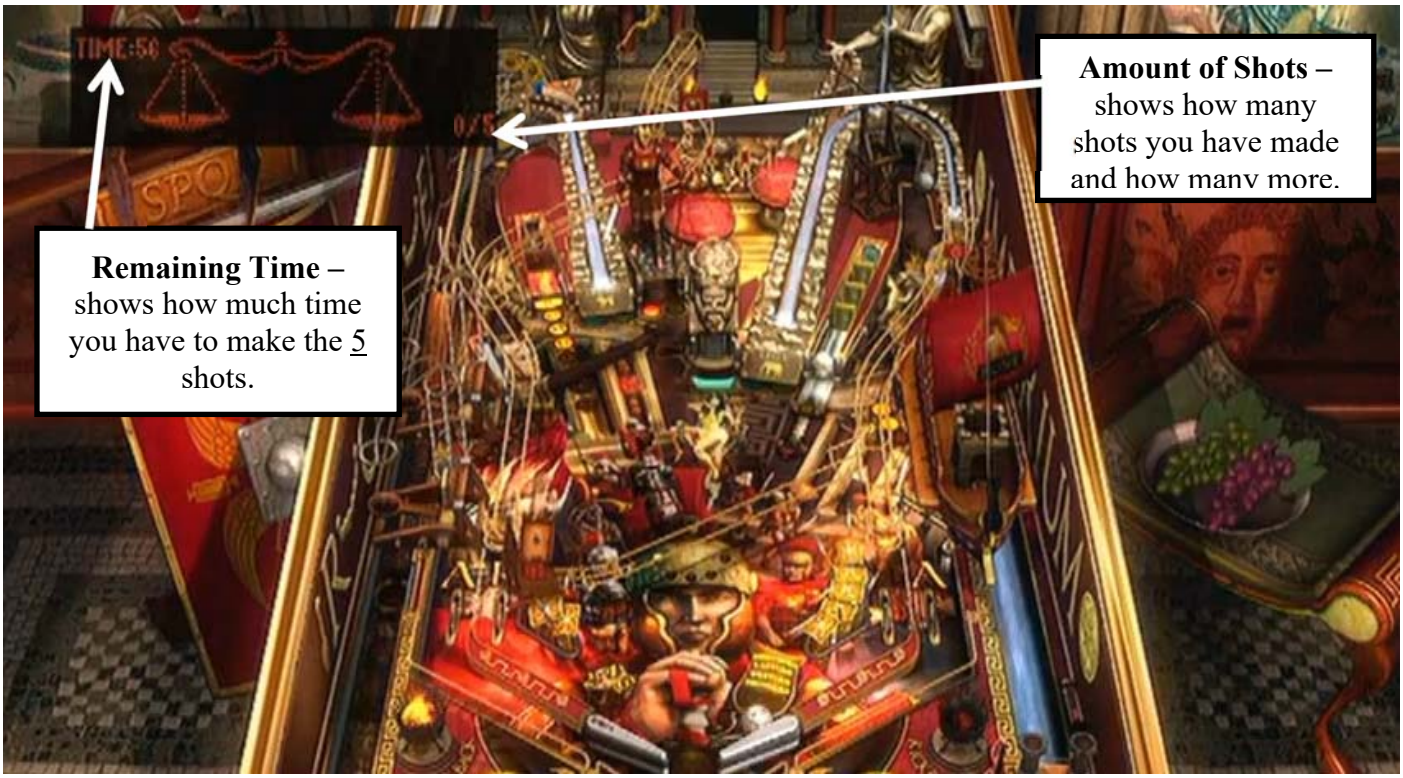

Then hit the Ball into it to collect the Jackpot and bash in the 1st Gate, now repeat the above process to bring down the 2nd Gate thus completing the Mission and you will be awarded with some Completion Bonus Points.

***Note -You can continue to hit the flashing Lanes etc. to raise the Jackpot even more but only 3 Million Points is needed to complete the Mission.***

## Southern Garrison *Timed 60 Seconds*




The Objection of this Mission is to successfully tilt the Scale of Justice in your favour a total of 5 times; upon starting this Mission you will see all 3 Sink Holes flashing –




Hit either of those Sink Holes to tilt the Scale of Justice in your favour but remember you have 60 Seconds to hit 5 Sink Holes or the Mission will fail; I tend to go for the Garrison Sink Hole (4), yes it's the hardest to hit but it awards 1 Million Points for each hit.

After you have hit 5 Sink Holes the Mission you will then have to hit either the Caesar Mini – Orbit (5) (hitting this earns you 2 Million Points) or the Janus Sink Hole (6) which is turned to the Left (hit this with a late Top Left Flipper shot to earn a bigger Bonus!) –

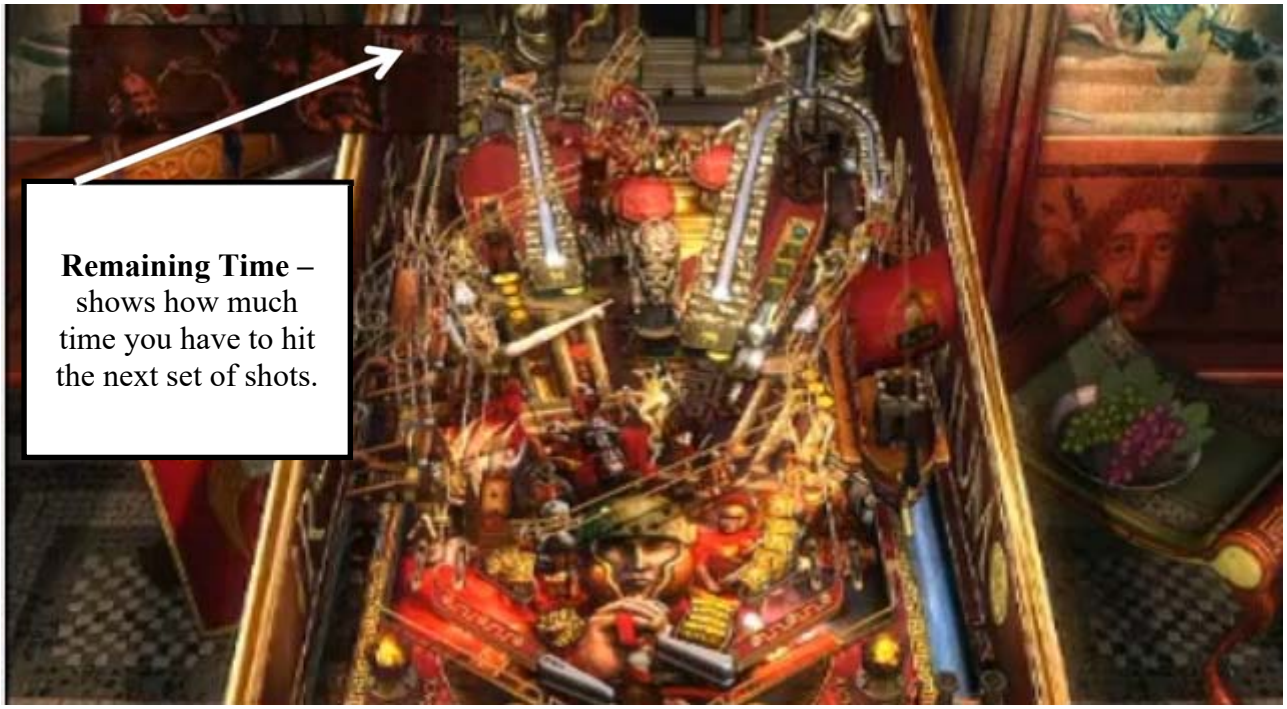



Upon hitting either of those the Mission will be completed and you will be awarded some Completion Bonus Points.

## Central Garrison *Timed about 30 Seconds per set of shots*




The objective of this Mission is to defeat 4 Enemy posts; this is done by hitting 4 of the 5 flashing Ramps/Orbits a total of 2 times, one to aim and the other to fire at the Enemy –




They are –

- Left Orbit (1)
- Left Conquer Ramp (3)
- Caesar Mini – Orbit (5)
- Right Conquer Ramp (7)
- Right Orbit (9)

After you have hit 4 of the 5 Ramps/Orbit 2 times the Mission will be completed and you will be awarded some Completion Bonus Points.

## Coastal Garrison *Timed 60 Seconds for each Cannon Ball*




The objective of this Mission is to sink the Boat (located on the far Right side of the Tables Playfield); therefore you need to send 5 Cannon Balls to the Boat this is done by hitting 1 of these –




- Romulus Sink Hole (1)
- Garrison Sink Hole (4)
- Janus Sink Hole (6)
- Captive Ball Target (8)

After hitting any of the above you will then need to hit the Ball up the Right Conquer Ramp (7) then the Ball will be changed into a Cannon Ball and fired at the Boat.
Once you hit one of the above it will no longer be flashing for the next attempt to send a Cannon Ball to the Boat for example you hit the Romulus Sink Hole (2) for when you sent the 1st Cannon Ball this means that for the 2nd Cannon Ball the Romulus Sink Hole (2) won't be available etc. Repeat this process a further 3 times to successful sink the Boat, then for the final Cannon Ball you will see only the Right Conquer Ramp (7) is flashing and once you hit that you will send the final Cannon Ball to the Ship thus you will complete the Mission. You will be awarded some Completion Bonus Points.

# WIZARD/FRENZY MODE (Final Mission)

First you must complete 6 Garrisons Main Missions (you can repeat the same Garrison Main Mission if you wish!) to be allowed access to this Tables Wizard Mode/Frenzy –




**6 Garrison Main Missions –** Completed, the Name of each Mission will remain lit.

Once that is done hit the Right Conquer Ramp (7) to start the Frenzy –



You will be given a 3 Ball Multiball; everything on the Table will be lit – Ramps/Orbits/Targets/Sink Holes etc.

Hit as many things as possible since in this Mode you will amass a great deal of points rather easily.

Upon doing down to 1 Ball the Frenzy will end and the Garrison Main Missions will reset.

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

*Special Thanks to all the Zen Studios Forum Community!* Members such as **Cloda, Blue, Logic_FTW, Flynn74 & E113** also YouTube Member - **DrPurple1979** 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 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,*

***"Kneel Before Me!!!"***

*Yours*

*ShoryukenToTheChin*