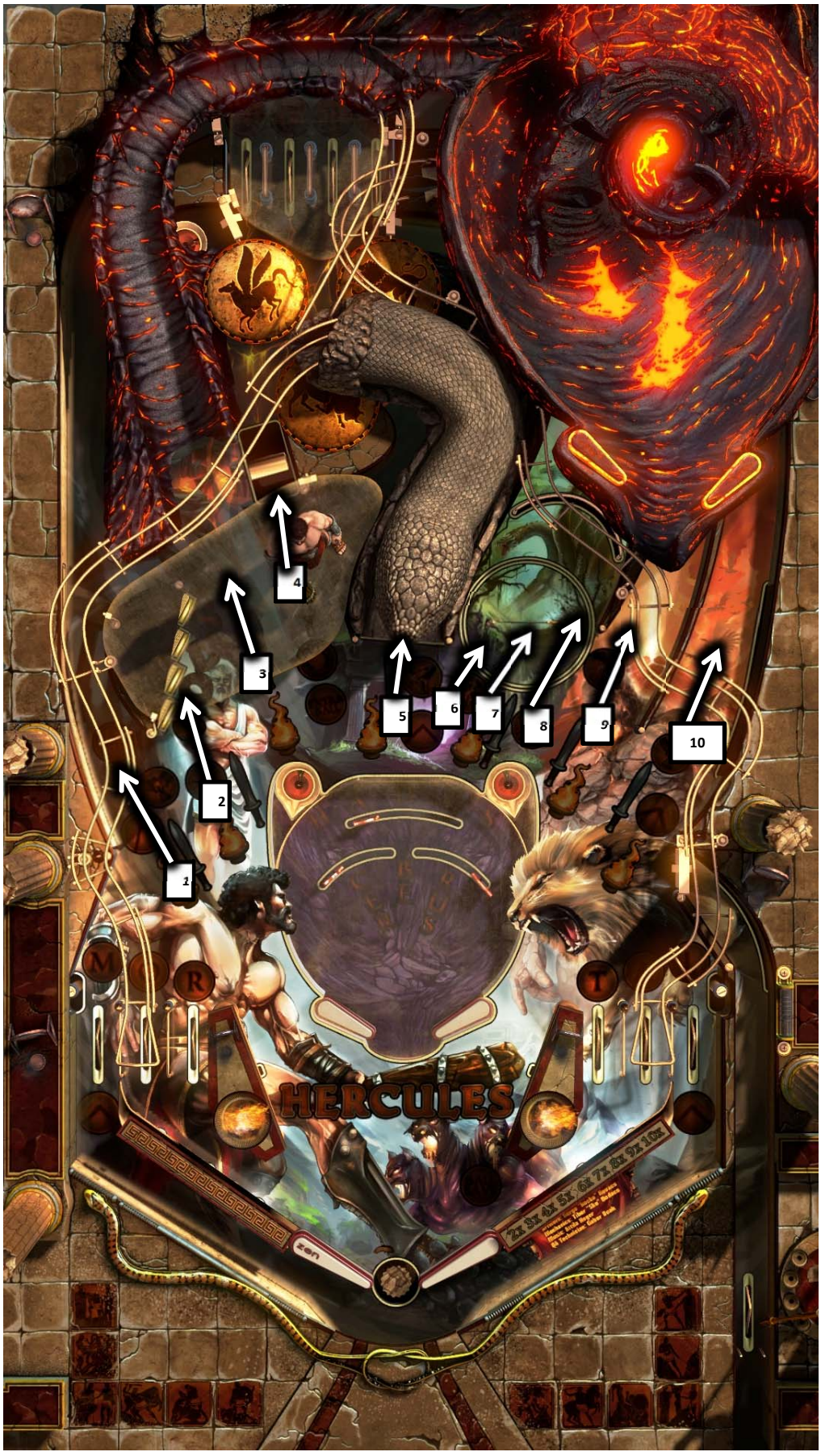
Son of Zeus Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Left Orbit
2. Gods Targets
3. Left Ramp
4. Sink Hole
5. Centre Ramp
6. Left Side of Sword Spinner
7. Sword Spinner
8. Right Side of Sword Spinner
9. Right Ramp
10. Right Orbit

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 feature is located.

TABLE SPECIFICS

***Notice*: This Guide is based off the Pinball FX3 (PS4) version of the Table on default controls. Some of the controls will be different on the other versions (Steam, etc...), but everything else in the Guide remains the same.**



INTRODUCTION

Zen Studios has once again produced another awesome batch of original Tables. The latest of these, a new 2 Table pack called “Carnivals & Legends”. This is 1 of the 2 Tables released within the pack.

Son of Zeus Pinball sees you play through various Modes in homage to the Hercules 12 Labours. The Table incorporates the art style one would expect from Greek Mythology, and various audio works from the characters themselves to add that extra bit of authenticity.

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

Skill Shot -

The Gods Targets (2) will be opening and dropping between each other. Send the Ball out of the Plunger Lane (using the manual launch function) with enough momentum to hit the momentarily opened drop target for a Skill shot.



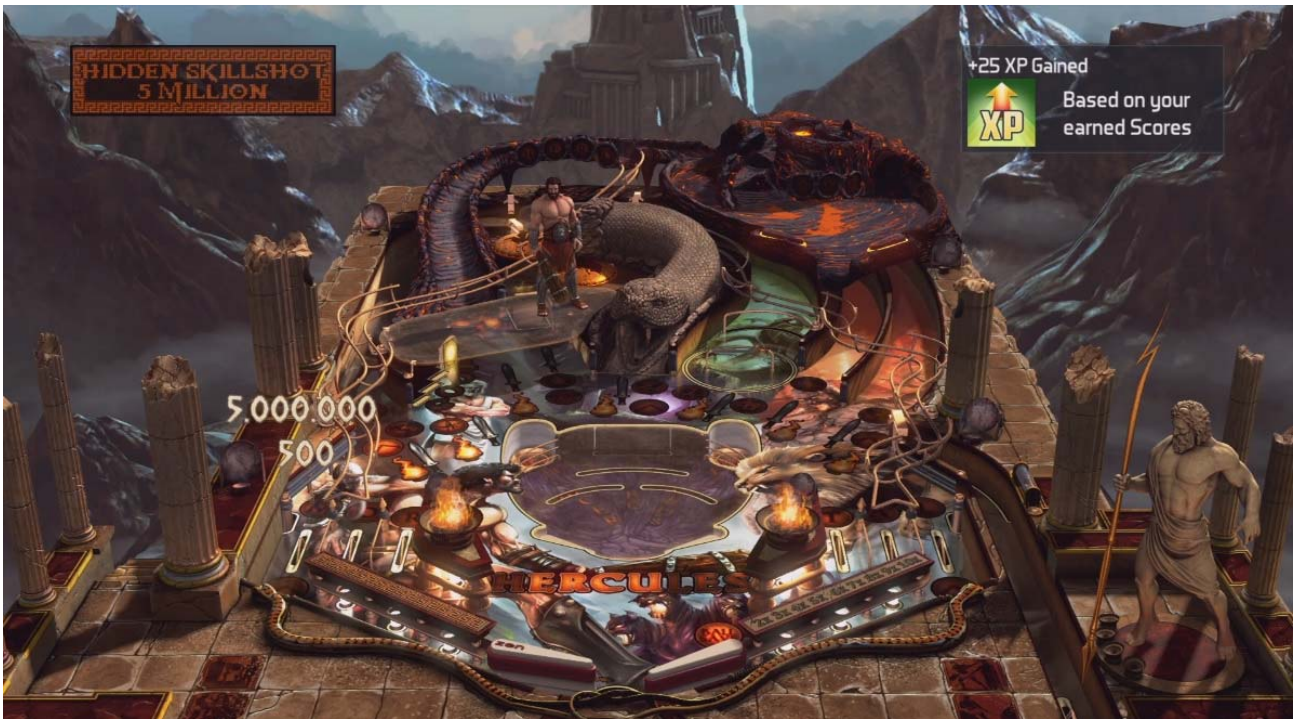
Super Skill Shot

Instead of the above, you can hold the Left Flipper up to open the Plunger Lane, and launch the Ball around the Orbit, then hit any flashing Lane for a Super Skill Shot!



Hidden Skill Shot

To score a Hidden Skill Shot you will need to send the Ball out of the Plunger Lane (using the manual launch function) with enough momentum for it to roll into the Left Outlane. Upon doing so, a Hidden Skill Shot will be awarded.



Kick Back & Ball Save

Kickbacks –

To activate the Kickbacks, you will need to complete the below steps.

1. Collect all 4 of the "HERO" Rollover lights which are located above the Bumpers.



2. Once done, hitting either of the Orbits - Left (1) or Right (10) will activate the Left Kickback. To activate the Right Kickback, you will then have to repeat the above steps again. If both Kickbacks are already activated you will instead activate the Ball Saver mechanic.



***Note – Any Kickbacks that have been activated will remain as such upon the Ball draining. ***

Ball Save -

If both Kickbacks are already activated and you repeat the Kickback activation process, the Ball Saver will instead become active.

***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 at the Sink Hole (4) –



- ***Method 1***: *Random Mortal Award;* look later in the section titled 'Side Game Modes - Mortal award" for information on how to get this **Extra Ball**.
- ***Method 2***: *Collecting all the Gods & starting the Olympus Multiball Mode;* look later in the Guide under "Main Modes – The Allied Gods" section for information on how.
- ***Method 3***: *Completing 3 Main Modes;* look later in the Guide at the section titled "Main Modes" for information on how to get this **Extra Ball**.
- ***Method 4***: *Performing a 10-way combo;* 5 Lanes (Ramps & Orbits) are connected as combo shots on the Table, these can be hit consecutively for raising scores. Perform a 10-way combo to get this **Extra Ball**
- ***Method 5***: *Scoring a Titan Jackpot in the Chronos the Titan Multiball Mode;* look later in the Guide at the section titled "Main Modes – The Titan" for information on how to get this **Extra Ball**.

Raising the Multiplier

Hit the 2 stand-up Targets on the left side of the Centre Ramp (5).



Now hit the Centre Ramp (5) to raise the multipliers.



Side Game Modes

The Side Modes can be started multiple times during a playthrough on their corresponding Lane if it is not occupied by a Main Mode. As soon as the Mode ends on the given Lane, the Side Mode can be started on it again.

- **Labours of Hercules –**

  According to the legend, Hercules completed 12 labours from which there are 3 amongst the Main Modes (Hydra, Cerberus, Stymphalyan Birds). The other 9 labours can be started as smaller Hurry Up Modes on the already completed Main Mode Lanes (explained later in the guide under the "Main Mode" section). These can be 3 different Modes with differently flashing Lanes (flame lamps). Complete all for great scores!



- **Mortal awards –**

  Collect the "MORTAL" Letters on the In's and Outlanes



Once the above is done, the Sink Hole (4) will be lit for an award!



There are 6 Hurry Up Modes to start here and 6 different awards to get:

Hurry Up Modes:

- Wrath of the Gods:
Hit the Gods Targets (2) as much as you can for growing scores in a hurry up! The targets will reset after some time is passed, so hurry up to hit the Sink Hole behind them for a **Jackpot**!
- Power bumpers:
The Orbits are forwarding the Ball to the Bumpers, which will award higher scores.
- Magic sword:
Hit the Sword Spinner (7) for incredible scores!
- Underworld madness:
The Underworld Mini-Playfield unlocks where all Targets are worth great scores when hit.
- Volcano conquest:
The volcano gets accessible for a limited time, shoot the Ball to the top for raising scores.
- Snake frenzy:
The Snake closes its mouth for some time, and you can now hit it for increasing scores.

Awards:

- Raise Multipliers.
- Smaller and bigger scores.
- Light Kickback.
- **Extra Ball**.
- Raise the Bumpers level.
- Add some time for timed Modes.

Multiball Modes

There are 3 Multiball Modes (below only 1 is explained in this section, and the other 2 can be found later in the guide under the "Hercules Main Modes" section) available for activation on this Table;

Brawler Multiball Mode *2 Balls*

Activation –

Some Bumper hits light the Left Orbit (1) for a magnet lock on. Shoot there to capture a Ball with a magnet and get an additional Ball.



Once done, the Multiball Mode will begin.

Mode itself -

The 2 Ball Multiball will then begin: A new Ball will be launched onto the Playfield and with a hit to the locked Ball on the entrance of the Left Orbit (1) you will score a **Jackpot**. The 1st Ball will be pushed into the Bumper area, which will then award great scores by hitting the Bumpers. Bumper hits will also relight the **Jackpot** sequence; this sequence will allow you to lock one of the Balls at the entrance of the Left Orbit (1). The **Jackpot** will get higher after each time the Ball is hit.

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

The Multiball Mode will continue if 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.

Hercules Main Modes

All the Main Modes can be started with a few shots to a designated Lane of the Table.



The Main Modes cannot be stacked (with one exception), only Multiballs and smaller Modes can be started during Main Modes. The Main Modes won't end with a Ball out, only pause; they will continue after the next Ball is launched onto the Playfield. In every Main Mode, Hercules confronts a creature, or must get out of some trouble. These Modes have partially random Lanes to shoot.

The time out of the given Mode won't end the Mode immediately, instead it just triggers a "FINAL SHOT" (except in Birds mode), which lights all the main Lanes, and a hit up one of these Lanes counts towards the progress of the Mode. In other words, if you have 1 shot left and the time is up, you will complete the Mode no matter what (however you get lower score).

The Wizard Mode (God Mode) can be started when all the Main Modes have been finished, so completing them is not mandatory (only in the **1st** walkthrough, they **must** be completed from the **2nd** time), but the more completed Modes will result in higher Wizard scores and more Balls on the Playfield.

“H” – The Giant Snake:

Activation –

You will need to send the Ball up the Centre Ramp (5) several times to collect all the letters of “SNAKE” (displayed on the Dot-Matrix each time a successful Ramp shot is made).



Mode itself -

Hit the Snake 3 times via the Centre Ramp (5) to daze it and escape from its grasp, then Hercules can attack.



Hit the 5 lit Sword Lanes to force the Snake back to its nest (to the ramp).



Once done, the Snake will be defeated and the Mode will be completed.

“E” – The Medusa:

Activation –

You will need to shoot the Ball at the Left Side of Sword Spinner (6) several times to collect all the letters of “MEDUSA” (displayed on the Dot-Matrix each time a successful Ramp shot is made).

Mode itself -

At start, Medusa will turn Hercules and the Ball into Stone. While the Ball is made of Stone it can’t hurt the Medusa. Hit the Bumpers or the Slingshots to break down the Stone from the Ball, and Hercules!



Make sure to avoid her sight because if the Ball remains in it for some time, then the Ball & Hercules will be turned into Stone again. You would then need to repeat the above method to break out of the Stone.

Shoot the Medusa's head directly.



After hit the random flashing Sword Lanes & Medusa head to kill the Medusa.



Once you have done the above a total of 10 times, the Mode will be completed.

“R” – The Hydra:

Activation –

You will need to shoot the Ball at the Right Side of Sword Spinner (8) several times to collect all the letters of “HYDRA” (displayed on the Dot-Matrix each time a successful Ramp shot is made).

Mode itself -

The Spindisk elevates, and 3 heads from the Hydra come out from below and spread onto the Playfield.



You must hit each of the heads then quickly a randomly lit attack lane to help Hercules defeat them!



After the 3 smaller head has been defeated, the main head comes out. You must hit it at all the 3 positions to destroy the Hydra.



“C” – The Stmpyhalian Birds:

Activation –

You will need to send the Ball around either of the Orbits – Left (1) &/or Right (10) several times to collect all the letters of “BIRDS” (displayed on the Dot-Matrix each time a successful Ramp shot is made).

Mode itself -

First Hercules attacks them for a short time. Hit the flashing sword lanes.



After that, a hit to the Sword Spinner (7) defeats a Bird from the 5.



When the attack timer runs out the Bird's attack and Hercules must defend himself via hitting other flashing Sword Lanes in a timeframe.



The more Birds are alive, the harder to defend Hercules, who has a life bar in this Mode and if it depletes, the Mode fails.

“U” – The God of The Underworld:

Activation –

You will need to shoot the Ball into the Sink Hole (4) several times to collect all the letters of “HADES” (displayed on the Dot-Matrix each time a successful Ramp shot is made).

Mode itself -

You must shoot down all the heads of Cerberus which are moving cardboard targets on the mini playfield.



then hit the 4 “HAES” targets couple of times.



Once done, hit the “D” Target to open the gate and finally send the Ball through it to escape from the Underworld.



***Note – if at any point during this Mode, the Ball drains out to the Main Playfield. Simply send the Ball around the 2 Orbits – Left (1) & Right (10) or the Sink Hole (4) to get back to the Mini-Playfield. ***

“L” – The Allied Gods (Olympus Multiball):

Activation –

Shoot the 4 “GODS” Targets (2) to spell “GODS”.



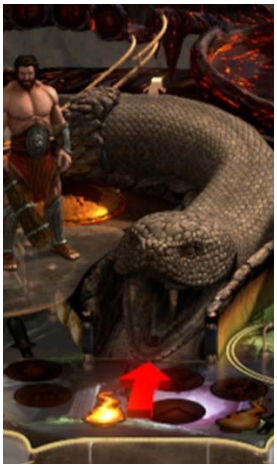
Once done, shoot the Ball into the Sink Hole behind the drop Targets to collect 10 of the Greek Gods. After the second collected God, a Dot-Matrix chooser will prompt you to choose between “starting the Multiball” or “collecting more Gods.” The more Gods you have collected, the more Balls (up to 8 on Steam, XBO, and PS4) and bigger **Jackpots** you get in the Multiball! The collected Gods will reset if the Multiball starts.

Mode itself -

After **Jackpots** on the Left (3) and the Right (9) Ramps.



The Centre Ramp (5) will then light up for a **Super Jackpot**. Hit it to relight the single **Jackpots**.



Collecting the Gods Targets (2) then sinking a Ball into the hole behind those Targets (this has a short-hidden timer). You can have as many add-a-balls as how many gods you collected previously, or else a Ball saver column will be activated instead.



This Main Mode will continue if 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.

“E” – The Titan (Chronos the Titan Multiball *3 Balls*):

Activation –

You will need to shoot the Ball up the Left Ramp (3) several times to collect all the letters of “TITAN” (displayed on the Dot-Matrix each time a successful Ramp shot is made).



Once that is done you will gain access to the Volcano Mini-Playfield. Hit the drop targets on the Volcano's Spiral Ramp and make it to the top.



This makes the Volcano erupt and Chronos enters the Mini-Playfield. Now you will need to hit his head till he opens his mouth, then shoot into it to lock a Ball.



Note that if you take too long to lock the Ball into his mouth, he will close his mouth and you will need to hit him again to open it back up.



Once you lock 1 Ball, lock a further 2 more balls to start Chronos Multiball.

Mode itself -

Chronos goes back down, and the Volcano will erupt the 3 locked Balls out onto the Playfield. The Left Ramp (3) is worth single **Jackpots**, the Targets and the Orbits on the Volcano Mini-Playfield raise the **Jackpot** value.



Chronos comes up again, and he can be hit again for **Super Jackpot**, and eventually a **Titan Jackpot** with a successful mouth hit.



This Main Mode will continue if 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.

“S” – The Storm:

Activation –

You will need to shoot the Ball up the Right Ramp (9) several times to collect all the letters of “STORM” (displayed on the Dot-Matrix each time a successful Ramp shot is made).

Mode itself -

You must find shelter for Hercules in the storm by hitting the flashing Sword Lanes.



When a Sword Lane gets hit, Hercules finds shelter, but an additional timer will start. With that 3 other Sword Lanes will begin flashing and if you can’t hit all of them in the timeframe, 1 more Lane will be added to the total that need to be hit and the winds will divert the Ball on the playfield for a while.

Wizard Mode – "God Mode" *4 Ball Multiball*

This is the Wizard Mode of the Table, that lights after every Main Mode of the Table have been started at least once ("HERCULES" Notification lamps will be lit on Playfield). It can be started in the Sink Hole (4). All the features will be activated in this 2-8 Ball (depends on completed Modes) Multiball Mode at the same time, and must be completed within a time limit for massive scores.



If the Mode ends, the Table will reset and the Main Modes need to be completed (except the 2 Multiball Modes) to start the Wizard Mode again.

The Wizard Mode will continue until the time limit reaches 0 or you complete it, whichever comes first. 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 (without his help this guide wouldn't have been possible!), 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 -

"For a true hero isn't measured by the size of his strength, but by his skills as a Pinball player!!!"

Yours
ShoryukenToTheChin