Spiderman Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image – Thanks to Cloda on the Zen Studios Forums for the Image

1. Left Orbit
2. Mysterio Ramp
3. Middle Websling Ramp
4. Left Websling Ramp
5. Doc Ock Sink Hole
6. Right Websling Ramp
7. Captive Ball
8. Skill Shot Sink Hole
9. Jameson Mini – Orbit
10. Mary Jane Up – Kicker
11. Goblin Ramp
12. Right Orbit
13. Unpredictable Sink Hole

In this guide when I mention a Ramp 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



INTRODUCTION

This Table captures Spiderman's personality excellently as it has such a fast flow to it and a number of crazy twisting Ramps etc. The Table is also the easiest of the 4 core Marvel Pinball Tables (which includes - Iron Man, Wolverine & Blade) in my opinion.

***Notice*: This Guide is based off of the Zen Pinball 2 (PS3/Vita) version of the Table on default controls. Some of the controls and Stage objectives etc. (will be noted) may be different on the other versions (Pinball FX 2, Marvel Pinball, and Marvel Pinball 3D, etc...).**

Skill Shot -

The Skill Shot is quite unique in that you will notice that 1 of 3 Targets (Ramps etc.) will be lit, the one that is lit is where you need the Ball to drop through to gain a Skill Shot award. The 3 Targets will always be out of these –

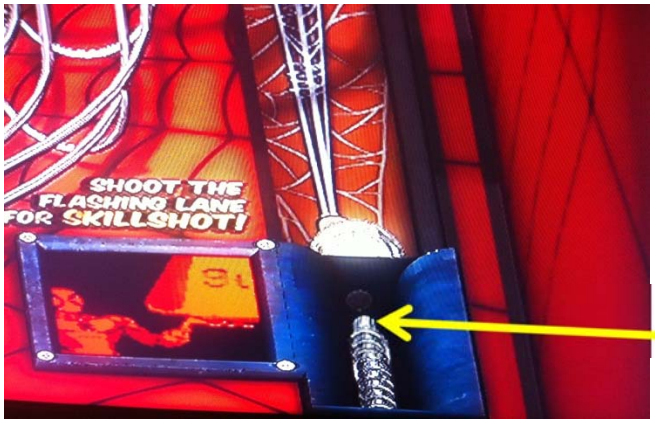
- ***Unpredictable Sink Hole (13) -***



Spring – As you pull back the Plunger (Analogue Stick on your Controller controls this) The Spring will decrease.

Pull it down as shown in the Image (Light Shot) and it should roll into the ***Unpredictable Sink Hole (13)***.

- ***Right Orbit (12) -***



Spring – As you pull back the Plunger (Analogue Stick on your Controller controls this) The Spring will decrease.

Pull it down as shown in the Image (Medium to Light Shot) and it should roll into the ***Right Orbit (12)***.

- ***Skill Shot Sink Hole (8) -***



Spring – As you pull back the Plunger (Analogue Stick on your Controller controls this) The Spring will decrease.

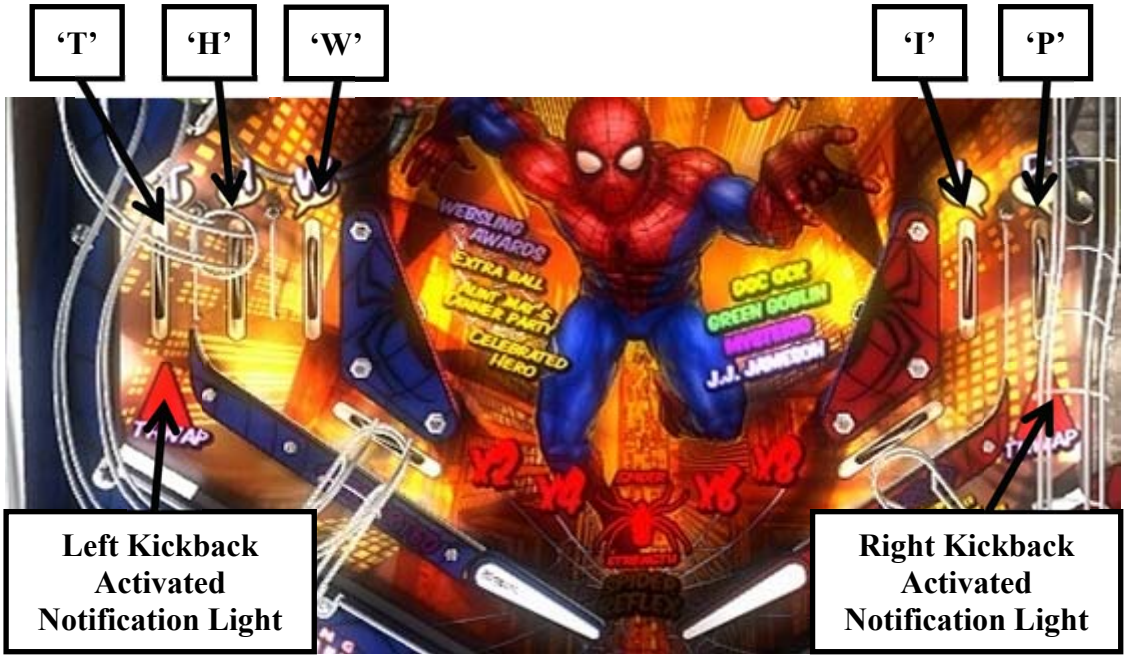
Pull it down as shown in the Image (Medium Shot) and it should roll into the ***Skill Shot Sink Hole (8)***.

Raise the Skill Shot award value* – you can do this by hitting the Skill Shot Sink Hole (8) within the game after you have launched the Ball onto the Playfield, shown in the Image below –



Kick Back & Ball Save

Kickback – To activate the Kickbacks you must light all of the 5 'THWIP' Rollovers on the In's & Outlanes; light all 5 up to activate the ***Left Kickback***, repeat to light up the ***Right Kickback*** and if you light them up again while both are activated then you will activate the ***Ball Save*** (explained below) –



****Note - This Table resets the Kickbacks earned if you lose a Ball****

Ball Save – To activate the Ball Save you need to light the 5 'THWIP' Rollovers (as shown in the Image above) while having both Left & Right Kickbacks activated.

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

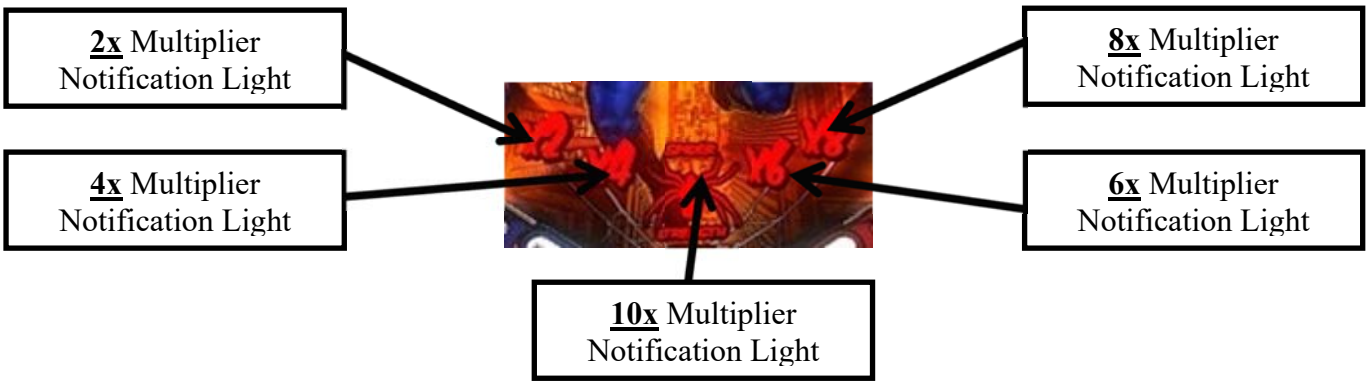
Extra Balls

The **2 Ways** to achieve an Extra Ball –

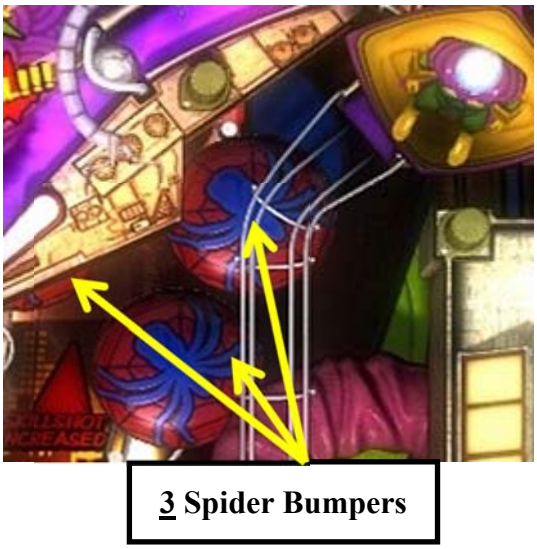
1. Hit the Ball up all of Websling Ramps – Middle Websling Ramp (3), Left Websling Ramp (4) & Right Websling Ramp (6) - **3** times each. Upon doing this a 3rd time you will be rewarded with an **Extra Ball**.

2. Light the 'SPIDEY' Letters at the entrance to the Left Orbit (1); this is done by repeatedly hitting the Left Orbit (1) & Right Orbit (12). Upon getting all of them the **Extra Ball** will be awarded.

Raising the Multiplier



You can raise the Multiplier Level on this Table by making the Ball hit the Bumpers (located in-between Skill Shot Sink Hole (8)) repeatedly –



After 30 or so Bumper hits the Multiplier Level will advance to 2x Multiplier, repeat the above again to reach 4x Multiplier and so forth. The max Multiplier Level is 10x Multiplier (Spider Strength).

Note – Multiplier Level resets upon draining the Ball.

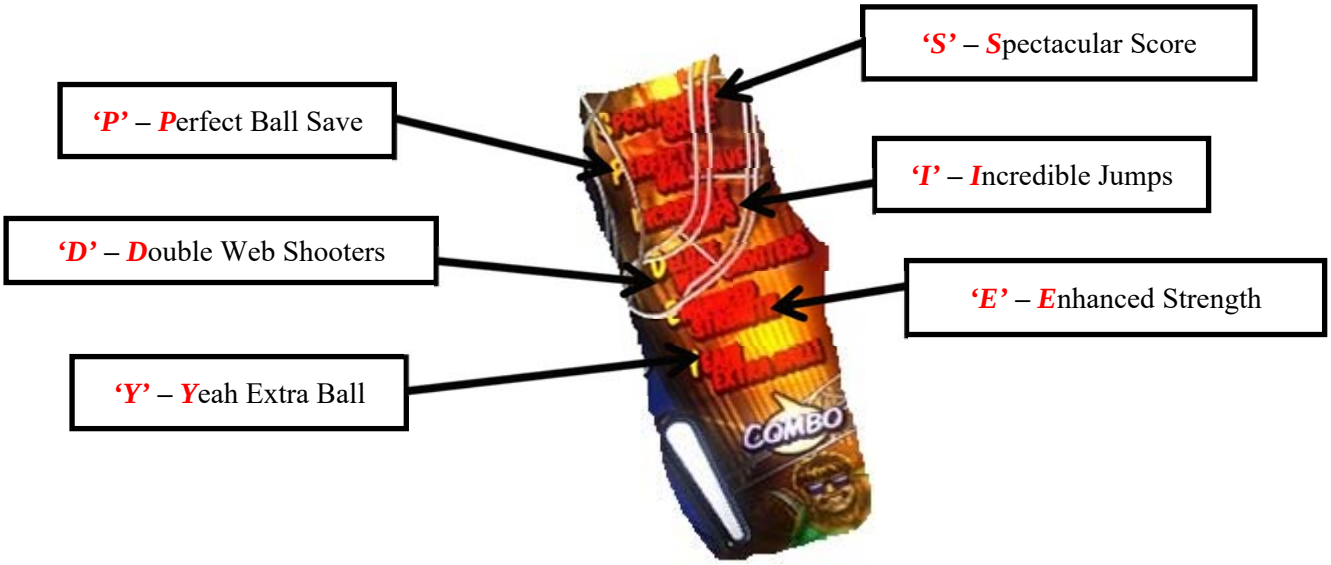
Unpredictable Sink Hole (13) – Random Awards



Hitting the Ball into this Sink Hole will award you with a number of random awards such as – Advance the Multiplier to the next Level etc.

'SPIDEY' letters –

Below is an Image of what each of the 6 Letters represent and what reward they award you with, its located just below the entrance of the Left Orbit (1) –



The Letters of 'SPIDEY' are lit by repeatedly hitting the Ball round the Left Orbit (1) & Right Orbit (12), if you manage to light them all then you will be awarded an **Extra Ball**.

Websling Awards –

Websling awards are awarded every time you hit the Ball up all 3 of the Websling Ramps –

- Middle Websling Ramp (3)
- Left Websling Ramp (4)
- Right Websling Ramp (6)

Extra Ball – awarded after hitting each of the Websling Ramps 3 times.

Upon doing so you will be awarded with an **Extra Ball**.



Aunt May's Dinner Party – awarded after hitting each of the Websling Ramps 2 times.

This is a Hurry Up Mode (explained in more detail in the paragraph below).

Celebrated Hero - awarded after hitting each of the Websling Ramps once.

This is a score related bonus.

Aunt May's Dinner Party Hurry Up Mode

This is the **2nd** Websling award available; once this starts most of the Ramps & Sink Holes will award an incremental score – it starts at 200,000 Points and then each other shot adds another 200,000 Points for the Party score. The Mode usually remains active for 60 Seconds.

Jumps Hurry Up Mode -

Quickly hit the Mary Jane Up – Kicker (10) about 15 times to start up this mode. For about 30 Seconds, the Mary Jane Up – Kicker (10) will be worth 1 Million Points for each shot you make within the time limit.

Stages

Each of the Stages below has specific activation tasks which need to be completed in order to start up the Stage, whereas if you wish to start up a random Stage you can instead hit the 4 Spidey Tracer Targets which are located at the sides of the entrances of these Ramps etc. -

- Mysterio Ramp (2)
- Middle Websling Ramp (3)
- Skill Shot Sink Hole (8)



******BIG TIP FOR HIGH SCORING!!!*** -*** Completing the Stages multiple times will increase the score values in the Wizard Mode(s). Even better, the Game stores the number of times you completed each of the Stages and it carry over to your future games.

Front Page News Bonus: After completing any of the Stages below - the "Front Page" Icon will be lit on the Jameson Mini -Orbit (9) for a short time (about 30 Seconds). Hit the orbit to collect the bonus. The value will increase each time you collect it.

You are required to complete the below 4 Stages (located on the below Pages) at least once each to allow access to the Clone Chaos Locking Hurry Up and Wizard Mode -

J. Jonah Jameson Stage



'J. Jonah Jameson Stage Notification Light' – Completion of **Stage 1** required to light up.

Activation of this Stage requires you to hit the Ball through the Jameson Mini – Orbit (9);



Jameson Mini – Orbit (9); you can hit this Mini – Orbit by performing a semi - late Top Left Flipper hit.

After you have successfully hit that Mini – Orbit the Stage will begin (starts at **Stage 1**); you will see some Points on the Dot – Matrix quickly decreasing (this represents your time limit – starts at 1 Million Points for **Stage 1**), hit the Ball through the Right Orbit (12) before the timer runs out to complete.

Hitting the Ball through that in time to light up the 'J. Jonah Jameson Stage Notification Light' and award you the Points which were displayed on the Dot – Matrix when you completed the shot.

You can repeat the above Stage as many times as you want, but each time you complete it the next start-up will instead be **Stage 2** which you can gain 2 Million Points for completion. The Stage will increase by 1 & the Points available will increase by 1 Million Points each time you complete and start-up the Stage again.

Green Goblin Stage



'Green Goblin Stage Notification Light' – Completion of **Stage 1** required to light up.

This Stage is activated once you have hit the Ball up the Goblin Ramp (11) a total of 3 times, upon hitting it the 3rd time you will notice that the Goblin will now be floating on his Glider –



Goblin – on his Glider.

Goblin Stage Available Notification Light – hit the Ball up the Ramp to start the Stage.

Once the Stage (**Stage 1**) begins the Goblin will throw out a Pumpkin Bomb Ball which will then float on the Middle of the Playfield, you then need to hit that with your Ball to release it but remember there is a time limit in which you need to release it, otherwise the Ball will explode causing the Stage to fail –



Pumpkin Ball – hit the Ball to release it into play on the Playfield.

After the Pumpkin Ball is freed you will then have a 2 Ball Multiball (1 Normal & 1 Pumpkin Ball); losing any of those will cause the Stage to fail. Now you will notice that the Goblin will then routinely travel and stop on the Left & Right sides of the Tables Playfield. The goal here is to hit the Pumpkin Ball near him so that it can explode near him within the time limit, thus winning the Stage. Failure to do so will result in the Stage failing.

If the Goblin is on the Right Side of the Table Playfield – Hit the Ball up the Goblin Ramp (11), whereas if he is on the Left Side of the Table Playfield – Hit the Ball up the Middle Websling Ramp (3).

After you have done that the 'Green Goblin Stage Notification Light' will be lit and you'll receive some Completion Bonus points. Now repeating the above to restart the Goblin Stage will now instead start **Stage 2** which will give you 2 Pumpkin Balls, therefore a 3 Ball Multiball (1 Normal & 2 Pumpkin Balls). Just repeat the above process to complete the Stage, remember every time you complete a Stage the next Stage will go up by one there – **Stage 1** then **Stage 2** then **Stage 3** etc.

Dr. Octopus Stage



'Doc Ock Notification Light' – Completion of **Stage 1** required to light up.

To activate this Stage you are required to hit the Doc Ock Sink Hole (5) 2 times –

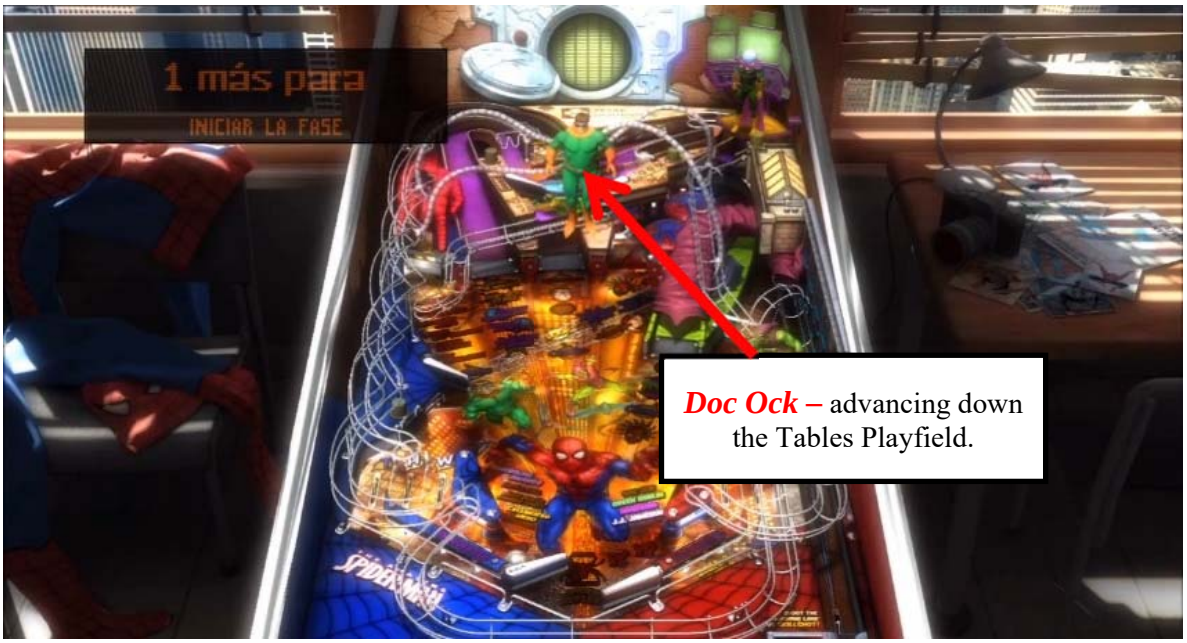


Dr. Octopus Sink Hole (5) – sink the Ball in that twice to start-up the Stage.

Easiest way to start this Stage is to send the Ball up the Mary Jane Up – Kicker (10) then with the Upper Top Right Flipper hit the Ball into the Sink Hole, repeat again until Stage begins.

Upper Top Right Flipper – use this to hit the Ball into the Sink Hole.

Once you have done the above the Stage (**Stage 1**) will begin and Doc Ock will begin advancing towards you –



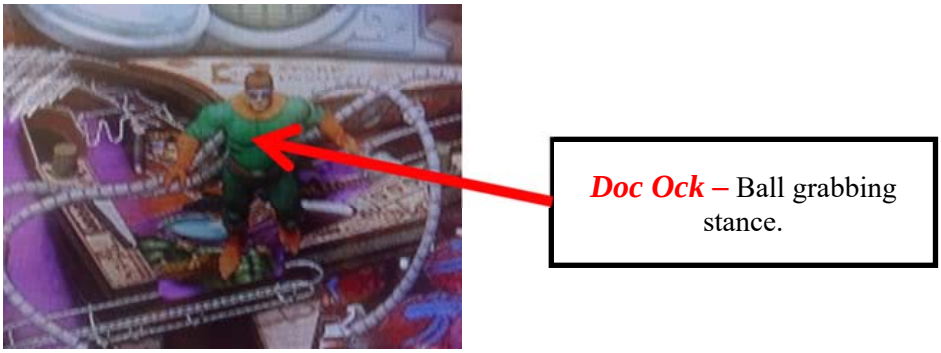
The goal here is to keep Doc Ock from advancing all the way forward; this is done by hitting the 3 Websling Ramps –

- ***Middle Websling Ramp (3)*** - ***Easiest to hit repeatedly****
- ***Left Websling Ramp (4)*** - ***Hit the Ball up the Mary Jane Mini – Orbit (6) then use the Upper Top Right Flipper to hit the Websling Ramp, or - you can hit the Ball up the Mysterio Ramp (3) then allow the Ball to drop down to the Top Left Flipper then hit it up the Mary Jane Mini – Orbit (6) which you can now use the Upper Top Right Flipper to hit the Websling Ramp.****
- ***Right Websling Ramp (6)*** - ***Hit the Ball up the Mysterio Ramp (3) then use the Upper Top Left Flipper to hit the Websling Ramp****

Repeatedly hit the Websling Ramps until you defeat Doc Ock, upon completion you will light the 'Doc Ock Notification Light' & be awarded some Completion Bonus Points.

Playing through the Stage again it will now be on **Stage 2** (after every completion the Stage goes up by 1) which you just need to follow the above instructions to complete, the only difference is that Doc Ock can catch the Balls and he moves fast towards you etc.

You will notice that he will go into a weird stance, this is when he will grab the Balls and throw them on Ramps etc. –



Mysterio Stage



'Mysterio Notification Light'– Completion of **Stage 1** required to light up.

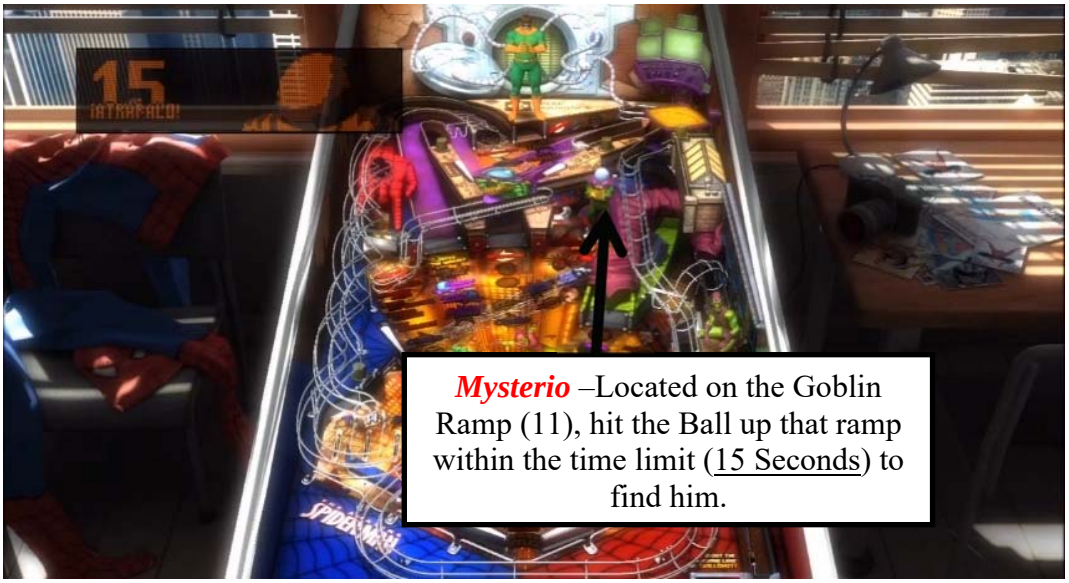
To start the Stage up you are required to hit the Captive Ball (7) once to make Mysterio move to one of the Ramps/Orbits/Sink Holes on the Playfield –



Captive Ball (7) – Hit this to begin hit Mysterio Hurry Up Mode.

Upper Top Left Flipper –Use this Flipper to hit the Captive Ball (7).

Once you hit the Captive Ball (7) Mysterio will randomly appear above a Ramp/Orbit, below is an example of this –



Mysterio –Located on the Goblin Ramp (11), hit the Ball up that ramp within the time limit (15 Seconds) to find him.

Hit the Ramp/Orbit that he is on to find him, repeat the above process a further 2 times and finally hit the Captive Ball (7) again to start the Stage.

Mysterio Stage start; upon the Stage starting the Playfield will become dim and duplicates of Mysterio will appear randomly onto of Ramps/Orbits around the Tables Playfield –

***NOTE** – The Flipper controls will be reversed; so – the Left Flipper Button will now control the Right Flipper, whereas the Right Flipper Button will control the Left Flipper.**

***BIG TIP!** – As soon as the Stage starts flip your Controller round since like this the reversed Flipper controls won't be a problem – since like this the Left Flipper Button controls the Left Flipper and so forth for the Right Flipper.**



***TIP** – You will have Infinite Ball Save while this Mission is active so don't worry about draining, concentrate on hitting the flashing (Purple Lights) Websling Ramps!**

You have 40 Seconds to hit 1 of the Flashing Websling Ramps, of which there are 3 –

- ***Middle Websling Ramp (3)*** - ***Easiest** to hit repeatedly**
- ***Left Websling Ramp (4)*** - ***Hit the Ball up the Mary Jane Mini – Orbit (6) then use the Upper Top Right Flipper to hit the Websling Ramp, **or** - you can hit the Ball up the Mysterio Ramp (3) then allow the Ball to drop down to the Top Left Flipper then hit it up the Mary Jane Mini – Orbit (6) which you can now use the Upper Top Right Flipper to hit the Websling Ramp.**
- ***Right Websling Ramp (6)*** - ***Hit the Ball up the Mysterio Ramp (3) then use the Upper Top Left Flipper to hit the Websling Ramp***

Upon doing so the timer will reset back to 40 Seconds. Repeat this further 2 Times to complete the Stage.

Upon completing **Stage 1** of this you will be awarded some Completion Bonus Points and the 'Mysterio Notification Light.'

Repeating this Stage will then start **Stage 2** which is more difficult to complete etc. basically for every Stage you complete the next one will go up by 1 Stage.

CLONE CHAOS *2 Part - WIZARD MODE (FINAL MISSION)*

To start the Clone Chaos Wizard Mode you must first complete **Stage 1** of the 4 Stages available –

- Doc Ock
- Green Goblin
- J. Jonah Jameson
- Mysterio

Now after you have done that you will notice that all of the Notification Lights will be lit –



You will also notice that on the Doc Ock Sink Hole (5) there is a Notification Light called ‘FINAL’ which is lit –



This means that the 1st phase of the Clone Chaos Wizard Mode – ‘Clone Chaos Wizard Mode Multiball Lock Hurry Up’ is available for activation –

Wizard Mode 1st Phase - Clone Chaos Wizard Mode Multiball Lock Hurry Up -

Now you will need to lock a total of 3 Balls into the Doc Ock Sink Hole (5); you are given a 35 Second time limit to lock a Ball into the Sink Hole -

Note - some versions of the Game (Pinball FX 2 on the 360 and Marvel Pinball on the PS3) don't have the 35 Second timer and the mode will last until you lock all 3 Balls or you drain the ball.



Each time you successfully lock a Ball that timer gets rest. Lock the Ball by sending the Ball round the Right Orbit (12) then with a late Top Left Flipper shot hit the Ball up the Mary Jane Up – Kicker (10), from there you will have to hit the Ball into the Doc Ock Sink Hole (5) using the Upper Top Right Flipper (The Ball will be released just behind that Flipper (Captive Ball (7)) so be ready).

Now hit the Ball as soon as it releases (Semi – Early shot); it should go into the Sink Hole, if you fail to hit it in there let the Ball drain out of the Upper Playfield as it will land just above the Top Left Flipper and you can repeat the shoot up the Mini – Orbit etc.

Repeat the above until all 3 Balls are locked, and upon doing so the 2nd phase of Wizard Mode will begin –

- Explained on the next Page.

Wizard Mode 2nd Phase - Clone Chaos Multiball *4 Balls*

After completion of the above (**Stage 1** of the 4 Stages, and the Clone Chaos Wizard Mode Multiball Lock Hurry Up) the Clone Chaos Wizard Mode will begin –

This is a 4 Ball Multiball;



Basically it's a reward Multiball Mode where the objective is to farm as many Points as possible by hitting the flashing Ramps/Orbits etc. and depending on how many times you completed each of the 4 Stages will increase the score values on the Ramps/Orbits.

The Wizard Mode continues as long as you have a minimum of 2 Balls in play, if you go down to 1 Ball then the Wizard Mode completes and the Table will reset therefore you will need to complete 1 Stage of each of the 4 Stages again to re-enter this Wizard Mode etc. Although this time each Stage will start off at a minimum difficulty of **Stage 2**.

Special Thanks to all the Zen Studios Forum Community! Members such as **Cloda, shogun00 & YouTube Member - StOrMtRoOpErMx19** 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.

Thanks for viewing my Guide, Mortals

"Go Be Amazing Web Heads!!!"

Yours
ShoryukenToTheChin