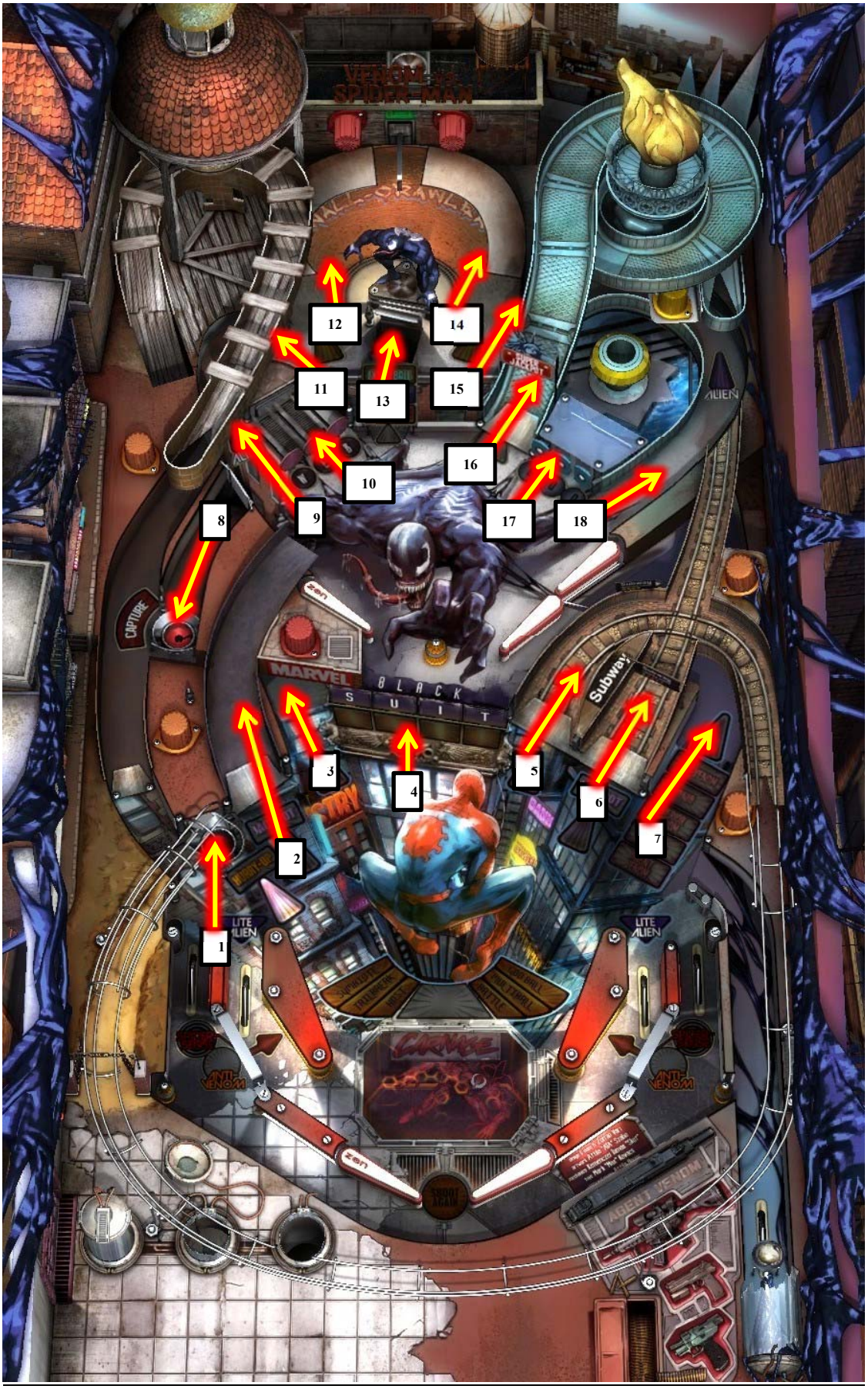
Venom Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Carnage Saucer
2. Left Ramp
3. Bell Tower Ramp
4. Suit Targets/Saucers
5. Subway Ravencroft Institute Ramp
6. Subway Liberty Island Ramp
7. Hurry Up Lane
8. Webbed Ball Saucer
9. Lower Left Alien Orbit
10. Web Targets
11. Upper Left Alien Orbit
12. Left Wall-Crawler Orbit
13. Venom Sink Hole
14. Right Wall-Crawler Orbit
15. Upper Right Alien Orbit
16. Statue Ramp
17. Goo Targets
18. Lower Right Alien 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 particular feature is located.

TABLE SPECIFICS

***Notice*: This Guide is based off of the Zen Pinball 2 (PS4/PS3/Vita) version of the Table on default controls. Some of the controls will be different on the other versions (Pinball FX 2, etc...), but everything else in the Guide remains the same.**



INTRODUCTION

This Table came about as a result of the partnership between Zen Studios and Marvel; this license allows Zen to produce a whole range of Tables based on Marvel Comics vast library of Characters.

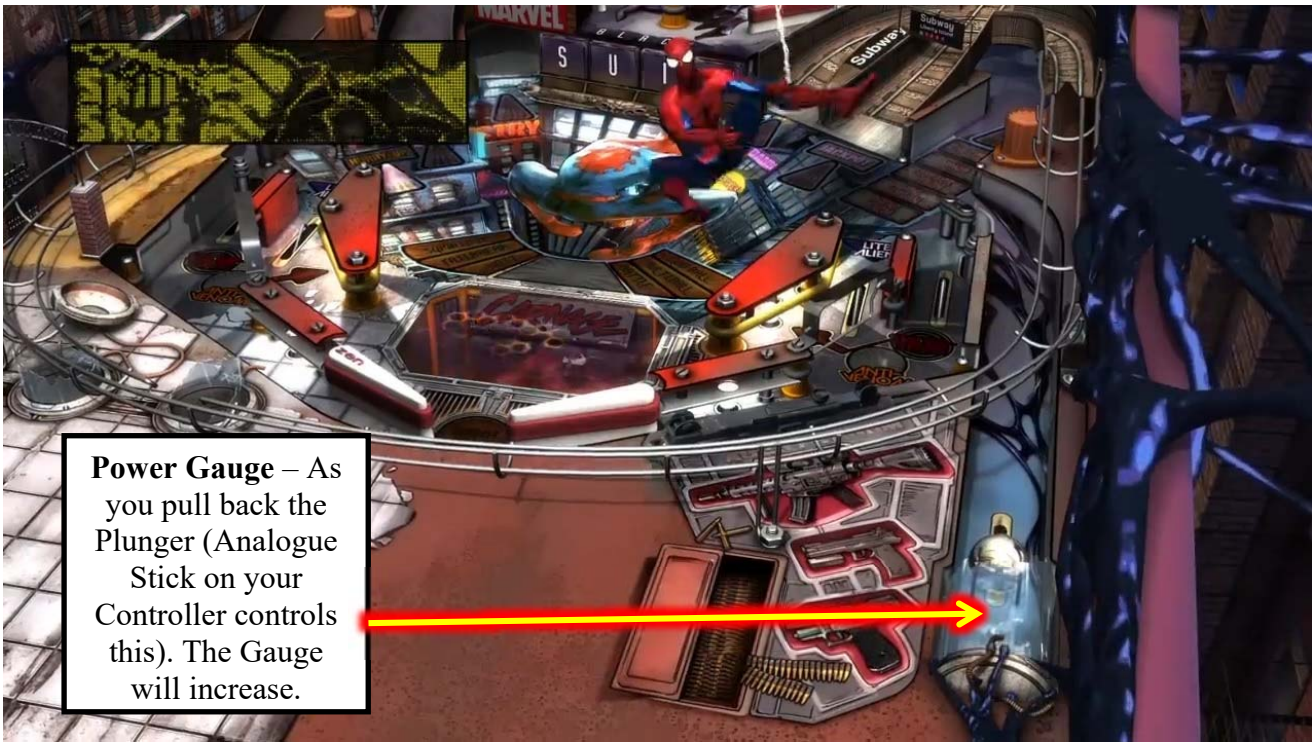
This Table is of course based on one of Spider-Man's greatest foes, Venom. Venom came about as the result of Spider-Man's refusal to keep the Alien Symbiote bonded to him, thus it found its way to Eddie Brock. Eddie's hatred for Spider-Man along with the Symbiote's scorned rage at being denied by Spider-Man was the prefect catalyst to create the being known as Venom.

The Table envelops you in this crazy world where Spider-Man & Venom battle it out among themselves, engaging in various Modes which bring out other members of the Spidey-Verse such as Anti-Venom to the fold. Match all that with background music that absolutely captures the Theme and you got one heck of a Pinball Table!

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

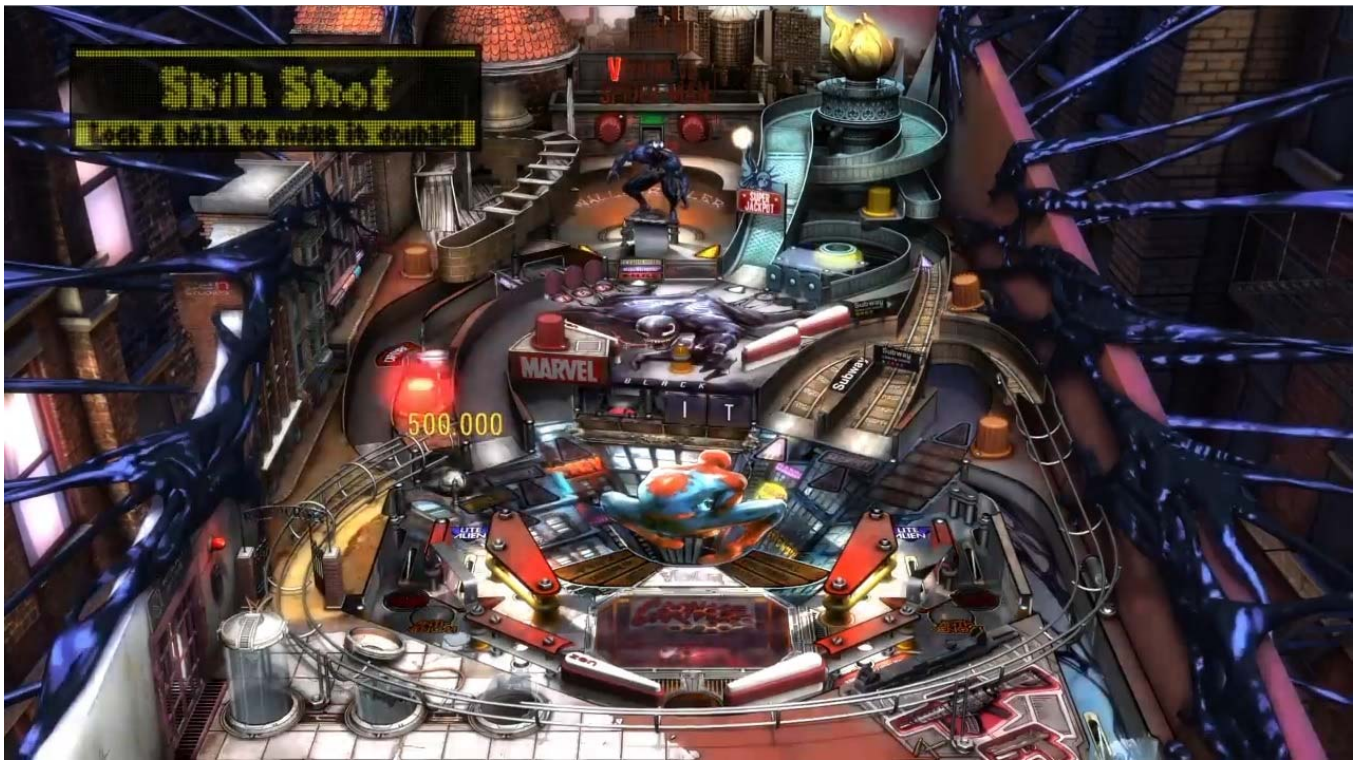
Skill Shot - *500,000 Points*

At the start of each Ball you will have the opportunity to score a Skill Shot. This is done by having the Ball launch with just enough momentum to land in the Carnage Saucer (1).



Double Skill Shot *1 Million Points*

After gaining a Skill Shot award you will a short time frame to hit the Ball into the flashing Suit Target/Saucers (4).



Kick Back & Ball Save

Anti - Venom (Kickbacks) –

The Kickbacks on this Table are activated in a rather unique way. First of all the Kickbacks are called “Anti – Venom” how ironic. Activation of this mechanic requires you to do the following –

- You will need to light all 4 Targets of the Black Suit Targets/Saucers (4). When they are hit they will become lit.



Sounds easy doesn’t it? Well it’s not as easy as it sounds because each time one of the Targets are lit, a Flipper Button press will cause the light to shift Left or Right (depending on which Flipper you engage). If you happen to hit one of the already lit Targets, well, then it will reset all of the lit Targets and you will have to restart the whole process again.

- Once you manage to have all of the Targets lit (The Targets will drop to reveal Saucers behind them) you will activate one "Anti – Venom." You will then need to hit a Ball into 1 of the 3 Saucers, which locks one ball towards the "Black Suit Multiball" (refer to the section later in the Guide titled "Black Suit Multiball" for further information on this Multiball Mode).



With one "Anti – Venom" activated it will mean it will only act as a Kickback for one of the Outlane of the Table. Each time the Slingshots are hit though the "Anti – Venom" will switch to the side corresponding to the same side as the Slingshot that was hit.

Repeat the above process again to activate both side's Outlanes "Anti – Venom".

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

Ball Save - Webbed Ball

This mechanic acts like an infinite Ball Saver since you basically have a Ball on lock for the entirety of the play until you drain the Ball, then the Webbed Ball gets released. Now to activate this, all you need to do is push one of the Web Targets (10) back enough (by hitting them with the Ball) -



They will then stay in the pushed back position for a while and a Gate will be opened for that duration which will allow access to the Webbed Ball Saucer (8).



There are many ways to get the Ball into this Saucer via the opened Gate, such as hitting the Ball off the Web Targets (10).

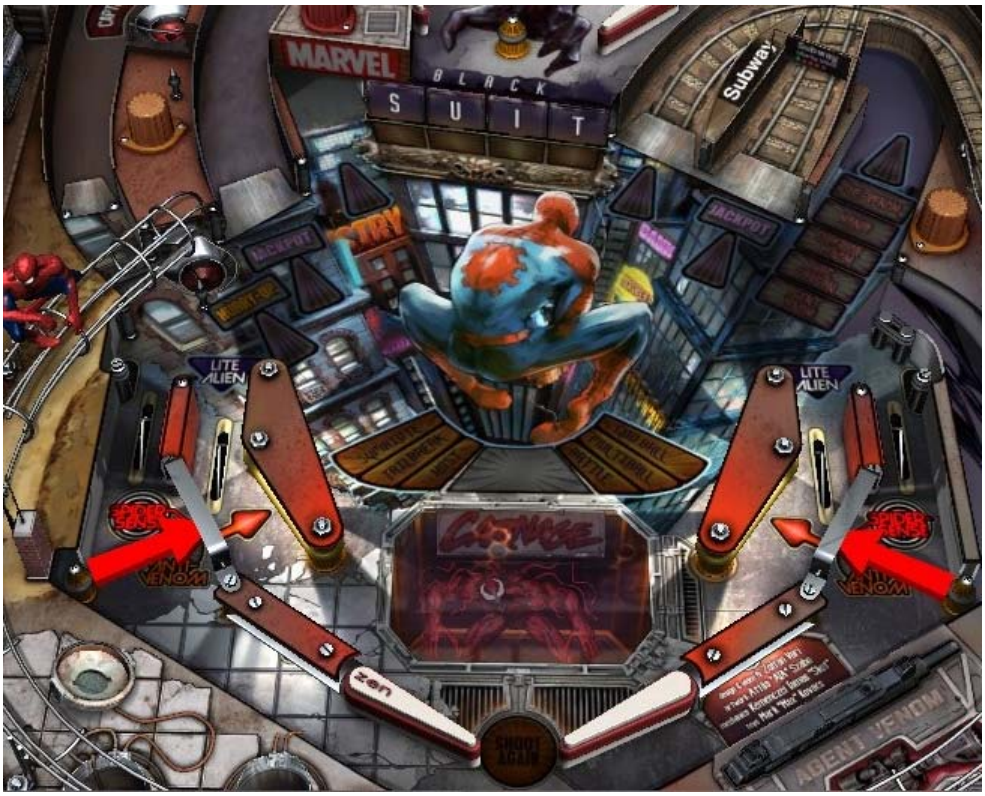
If you manage to get the Ball into the Saucer, Venom will “web” it to lock the Ball in the Saucer. You can repeat the above process again even if a Ball has already been webbed, as you will gain bonus Points for such an act.

Once you drain the Ball in play, Venom will use his tongue to send the Webbed Ball into play.



Spider - Sense

Now you may have notice some weird Gates in-between the In's & Outlanes. Let me explain! Basically, when the Ball is on its way down either of the Outlanes you can potentially nudge the Ball back up through those Gates and thus save the Ball from draining. Of course this isn't easy to do and it will require some advanced Pinball Skill. That is why the mechanic is called Spider – Sense! -



Extra Balls

There are **3** Ways to achieve an **Extra Ball**;

Hit the Venom Sink Hole (13) to claim the **Extra Ball** for the below Methods -



- ***Method 1***: *Completing all of the Suit Targets 3 times in a row;* look earlier in the Guide at the section titled 'Kickback & Ball Save – Anti – Venom (Kickbacks)' for information on how get this **Extra Ball**.

- ***Method 2***: *Complete 3 different Host Hurry Up Modes;* look later in the Guide at the section titled 'Main Modes - Host Hurry Up' for information on how get this **Extra Ball**.

Jailbreak Mini – Playfield **Extra Ball** -

- ***Method 3***: *Hitting the Captive Balls on the Jailbreak Mini – Playfield 10 times while "Hold Bonus X" is lit;* look later in the Guide at the section titled 'Raising the Multiplier' for information on how get this **Extra Ball**.

Raising the Multiplier

To raise the Bonus Multiplier you will need to first gain entry into the Jailbreak Mini – Playfield. To do so you must send the Ball around the Subway Ravencroft Institute Ramp (5) for it to then land into the Carnage Saucer (1). Each time a Letter of 'CARNAGE' will be acquired. Repeat this process until all the Letters have been lit and once done you will be transported to the Jailbreak Mini – Playfield.

To raise the Multiplier you will need to first hit the Saucer -



After which the Steel Ramp will be lit for a while, hit the Ball up this Ramp to increase the Multiplier –



The Multipliers can be increased 5 times in 1 go; therefore the max Multiplier is 5x times.

Tip – You can activate a "Hold Bonus X" if you hit the Captive Ball Ramp a total of 10 times before escaping the Mini – Playfield.



Note – Multiplier Level resets upon draining the Ball. Unless you have activated "Hold Bonus X."

Before escaping the Mini – Playfield you can of course gain an **Extra Ball** by hitting the Captive Ball Ramp another 10 times after activating "Hold Bonus X".

Main Modes

There are 6 Main Modes in total to activate/complete on this Table, as shown in the image below –



- ***Symbiote*** – you are required to complete the "**Planet of The Symbiotes**" Mode.
- ***Jailbreak*** - you are required to complete the "**Carnage Frenzy**" Mode.
- ***Host -*** you are required to complete one of the "**Host**" Hurry Up Modes.
- ***Battle -*** you are required to complete the "**Weaken the Symbiote**" Mode.
- ***Multiball -*** you are required to activate the "**Black Suit Multiball**" Mode once.
- ***Goo Ball -*** you are required to complete the "**Goo Ball**" Mode.

Once all 6 are lit, the "Maximum Carnage" Wizard Mode will be available to start.

I will now explain how to go about activating/completing each of the 6 Main Modes in the next couple of Pages.

"Planet of the Symbiotes" (Symbiote)

Activation -

Each time the Ball rolls down 1 of the Inlanes on the Table, depending on which side Inlane was used, the corresponding Alien Orbit indicator will begin to flash –



If the Ball remains in the Lower part of the Table Playfield they will time out in a couple of Seconds. They will though, remain flashing while the Ball is active on the Upper part of the Table Playfield. Use the Flippers to send the Ball around the Alien Orbits –

- Lower Left Alien Orbit (9)
- Lower Right Alien Orbit (18)

You can also send the Ball around those Orbits in the opposite direction via –

- Upper Left Alien Orbit (11)
- Upper Right Alien Orbit (15)

Each time the Ball goes around a flashing Alien Orbit, the "Alien Value" will grow. After, 5 flashing Alien Orbit shots, the "Planet of The Symbiotes" Mode will start.

Completion -

This is a 30 Second timed Hurry Up Mode. All of the Targets will repeatedly flash –



Each time you hit a flashing Target you will add 500,000 Points to the "Alien Value" and a couple more Seconds will be added back to the timer –



You also gain further point rewards if you manage to clear each of the 3 Target Banks, and you will gain 5 Million Points by hitting each of the 10 Targets once which also marks the completion of this Mode. At completion you will gain 10x times current score of the "Alien Value" and the "SYMBIOTE" Notification Light will be lit.

“Carnage Frenzy” (Jailbreak)

Activation -

You will first need to spell out “CARNAGE” via the Subway Ravencroft Institute Ramp (5) with enough momentum to land into the Carnage Saucer (1). Each time this is done a Letter of “CARNAGE” will be acquired. Repeat this until all of the Letters are lit.



Carnage will then break out of Jail and send the Ball into the Jail Mini – Playfield –



Completion -

Once you are on the Jailbreak Mini – Playfield, the first thing you will need to do is to hit all of the flashing "JAIL BREAK" Targets –



Once a Target is hit, it will stay lit. The Centre Drain has a Ball Ejector mechanic which will save the Ball a total of 5 times. If, this reaches 0 the Mode will be failed.

***TIP** – You can increase the amount of Ball Ejector Saves by sending the Ball up the Steel Ramp. This will gain a "+1" to the Ball Ejector, it can sometimes add "+2" if the Steel Ramp was lit before being hit. The Image below shows an example of this -**



Once all of the "JAIL BREAK" Targets are hit you will need to hit the 1st Escape Point (the Ramp on the Left with the Captive Balls) –



After that hit, the 2nd Escape Point (Saucer just to the Left of the "J" Target) –



Finally the Exit Sink Hole will become active. Hit the Ball up the Steel Ramp to exit the Jailbreak Mini – Playfield and begin the "Jail Carnage Frenzy".



***Note** – Remember that this Mini – Playfield is where you can increase the end-of-Ball Bonus, gain an **EXTRA BALL** and activate the "Hold Bonus X" mechanic. Look earlier in the Guide under "Raising the Multiplier" section for more information.**

***Note** – If you lose the Mode and Carnage is on the loose, there will be no end-of-Ball bonuses at all!**

Jail Carnage Frenzy *30 Seconds*:

This is a Hurry Up Mode where all flashing Lanes will reward you with lots of Points upon hitting them -



Basically try to score as many Points as possible within the 30 Second time limit.

***Note** – You can increase the time limit of the Frenzy by repeatedly hitting all the "JAIL BREAK" Targets before hitting the Steel Ramp to exit.**

Once the timer reaches 0 you will need to sink the Ball into the Venom Sink Hole (13) to send Carnage back to Jail –



Once done the Mode will be completed, and the "JAILBREAK" Notification Light will be lit.



“Host Hurry Ups” (Host)

Activation –

There are 5 Host Hurry Up Modes, but each are activated exactly the same way. You will first need to send the Ball towards the Bumpers via the Hurry Up Lane (7) –



After hitting the Bumpers a few times, 1 of the 5 Host Hurry Up Modes will be flashing, and you will have a limited time frame to hit the Ball into the Carnage Sink Hole (1) to start up that Mode.



Completion -

I will now explain how to complete each of the 5 Host Hurry Up Modes, do note that **only 1** of these need to be completed to light up the "HOST" Notification light.

Agent Venom - Hurry Up Mode -

The Objective for this Hurry Up Mode is to send the Ball up to the Upper Playfield as soon as possible; this determines the collectible score value –



Once you're up on the Upper Playfield, Agent Venom's Gun will help keep the Ball up there for a short time. You can send the Ball around either side of the Wall-Crawler Orbits to multiple the collectible score value.



Finally you collect the Hurry Up Score by sinking the Ball into the Venom Sink Hole (13) which will complete the Hurry Up Mode.



Now if the Ball fails to go into the Sink Hole and lands back onto the Lower part of the Tables Playfield, the Mode will be failed.

Mac Gargan - Hurry Up Mode -

All you need to do is to hit the flashing Lane to avoid being hit by the Symbiotic Tail displayed on the Dot – Matrix Display. The Lanes will be as follows – Left Ramp (2) or Subway Liberty Island Ramp (6) -





Each time you successfully avoid his Tail it will change sides. Hitting these Ramps with the well-aimed shots will collect and then raise the Hurry Up Scores to higher levels. The mode is completed once the timer expires, and you should hope to score at least once to complete it.

Mania – Hurry Up Mode -

The aim of this Hurry Up Mode is to remove the Hell-Mark from the Symbiote. This is done by following the instructions displayed on the Dot – Matrix on which way to shoot the Ball.

The 3 Lanes –

- **Left Ramp (2):**



- **Subway Ravencroft Institute Ramp (5):**



- **Subway Liberty Island Ramp (6):**



Only 3 Ramp shots are needed to help Agent Venom's sidekick. Once that is done, the Hurry Up Mode is completed.

She-Venom – Hurry Up Mode -

The objective of this Hurry Up Mode is to save Ann Weying with the help of the Symbiote. To bond her to the Symbiote you must hit the Ball towards the Bumpers (via the Hurry Up Lane (7)) as soon as possible. The Magnets will then be turned on.



Once the bond is formed the She-Venom will begin to rampage. This must be stopped! - To stop the rampage you will need to hit the corresponding Flipper Button to copy the sequence as displayed on the Dot – Matrix. Each time you hit the corresponding Flipper Button the Ball will be sent back up to the Bumpers. After doing so a couple of times, the Mode will be completed. The next time you start up this Mode, the sequence to complete will be longer.

Superior Venom – Hurry Up Mode -

The Objective of this Mode is to hit all 4 Ramps on the Lower part of the Tables Playfield. BE CAREFUL! Doc Ock will be causing chaos at the centre of the Lower Playfield which can result in Ball drains.

The Ramps to hit will be flashing. Once you hit each of the 4 flashing Ramps the Mode will be completed –

- **Left Ramp (2):**



- **Bell Tower Ramp (3):**



- **Subway Ravencroft Institute Ramp (5):**



- **Subway Liberty Island Ramp (6):**



“Weaken the Symbiote” (Battle)

Activation –

To activate this Mode you will need to send the Ball around the Wall-Crawler Orbits. Each time a Letter of “VENOM VS. SPIDERMAN” will be lit up –

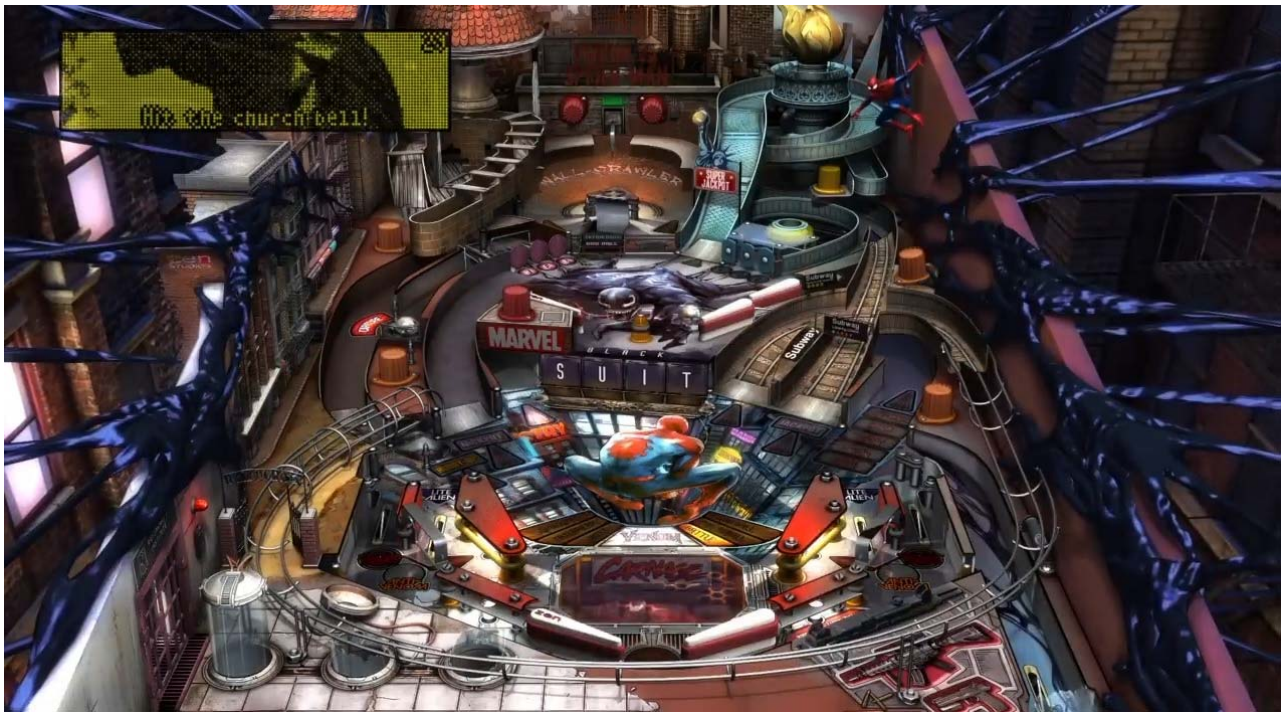


Once all of the Letters have been collected, you will be able to start the Mode by sinking the Ball into the flashing Venom Sink Hole (13).

Completion -

Once the Mode begins 1 of 2 Ramps will begin flashing. These will either be –

- **The Bell Tower Ramp (3):** “Hit the Church Bell!”



- **Statue Ramp (16):** “Hit the Flame Ramp!”



Venom will jump around to either the Bell Tower or Statue. Just look for the Ramp which is flashing and send the Ball up that Ramp. You start off with 30 Seconds to hit the first flashing Ramp. Failure to do so will result in the Mode ending. After the first flashing Ramp is hit, the timer will reset but with a difference as after a few seconds of failing to hit the flashing Ramp, Venom will jump to the other Ramp which will then flash and will need to be hit. If the timer reaches 0, the Mode is failed. After 6 hits he will be defeated and you will have completed this Mode and the “BATTLE” Notification Light will be lit.

“Black Suit Multiball” (Multiball)

Activation –

You first need to lock 3 Balls via the Suit Targets/Saucers (4). For this you will need to knock down the Targets blocking access to the Saucers -



Each time one of the Targets are hit they will be lit up. A Flipper Button press will cause that light to shift Left or Right (depending on which Flipper you press). If you happen to hit the already lit Target, well, then it will reset any other lit Targets and you will have to restart the whole process again.

Once all of the Targets have been lit up, the Saucers will be available to lock a Ball –



***Tip:** Although it is possible to lock a Ball with only two targets down I recommend knocking all 4 down. When you knock all 4 down and spell "SUIT" an "ANTI-VENOM" will activate. An Anti - Venom is basically a Kickback and you will see a white light indicating you earned an Anti - Venom on you Outlanes.*

Here is how the reward list goes:

1. Spell "SUIT" once – Anti – Venom on one side - then lock Ball 1 and the Targets then reset.
2. Spell "SUIT" twice – Anti – Venom for the other side - then lock Ball 2 and the Targets then reset.
3. Spell "SUIT" third time – EXTRA BALL will become available via the Venom Sink Hole (13) - then lock Ball 3 and the Multiball Mode will begin.*

Completion -

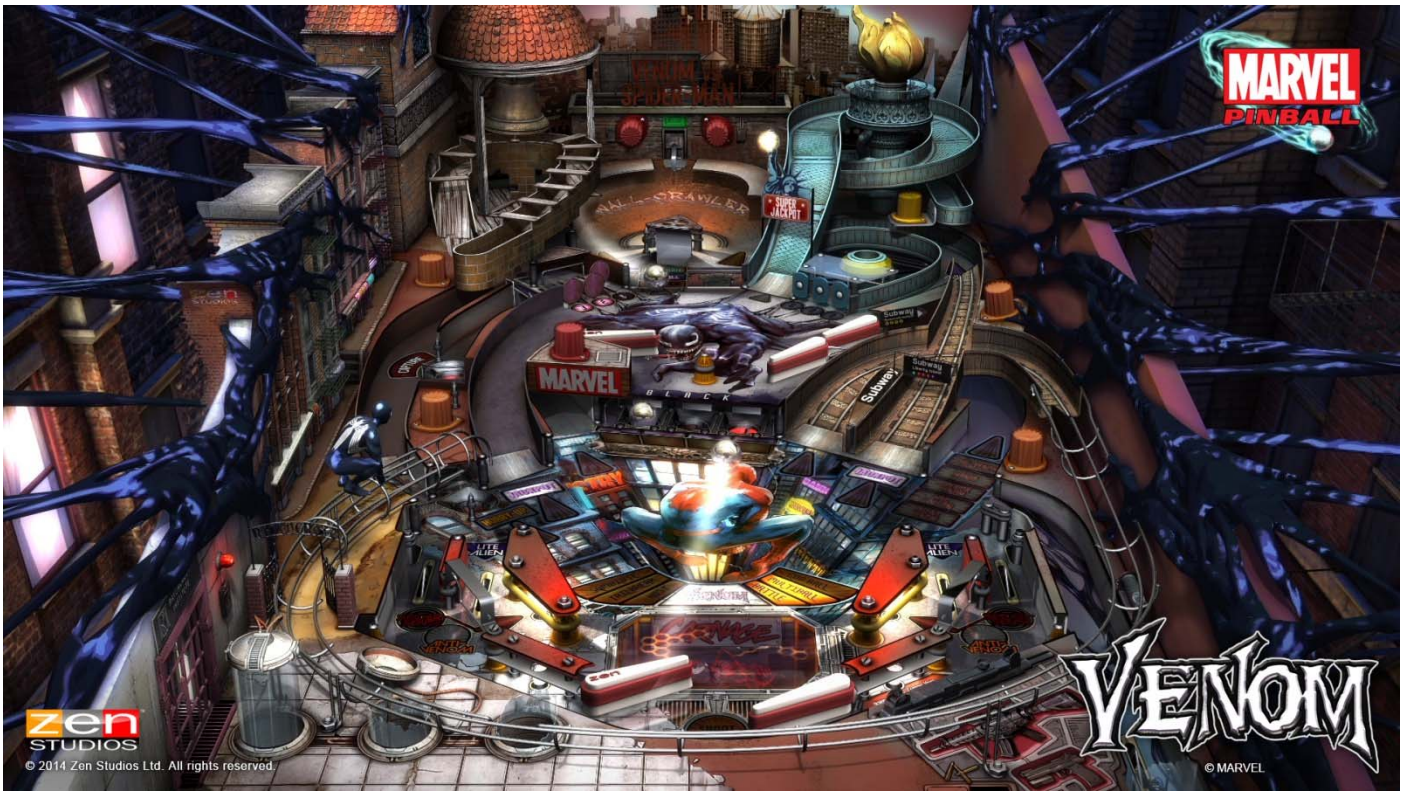
Once the Multiball Mode begins; hit the Jump Ramps to gain **Jackpots** -



You can attain a **Super Jackpot** by getting at least 2 Balls to the Upper part of the Table Playfield at the same time. This will cause the **Super Jackpot** to become available on the Statue Ramp (16). This also causes the Jackpot value to multiple.



You can also raise the base **Jackpot** value by locking 2 Balls into the Saucers via the Suit Targets/Saucers (4) but only within a short time after the 1st Ball has been locked.



This Multiball will continue as long as you have a minimum of 2 Balls in play. After losing the Multi-Ball, you will have to repeat the above process to re-enter this Multiball Mode. The “MULTIBALL” notification light will then be lit upon returning to a single Ball.

“Goo Ball” (Goo Ball)

Activation -

To start this Mode you will need to hit all 3 of the Goo Targets (17) –



The thing is this is not that easy to do as the Target Bank will reset after a short time the Ball returns to the Lower part of the Tables Playfield.

Now if you manage to hit all 3, then the Venom Sink Hole (13) will begin to flash and all you need to do is land the Ball into it to begin the Mode.



Completion -



Once the Mode begins, the Ball will be transformed into Symbiote Ball (Goo Ball). The goal here is to send this Ball back up the Bell Tower Ramp (3) within the 30 Second limit. Once done the Mode will be completed and the "GOO BALL" notification light will be lit solid.



***Note:** Be Careful! Since the Goo Ball will have different physics associated with it. For example you won't be able to "Nudge Pass" the Goo Ball etc.**

Wizard Mode – "Maximum Carnage"



Upon completion of the 6 Main Modes you will be able to start the Maximum Carnage Wizard Mode. This Wizard Mode is timed, and if you fail the Wizard Mode (time runs out before you make the next shot or you drain your Ball) the table will reset. Meaning you would need to redo the 6 Modes all over again to retry the Wizard Mode.

TIP – I suggest you have Webbed Ball (Infinite Ball Saver for 1 Ball drain) activated before you begin just in case of accidental drainage. Look at the start of the Guide if you forgot how to enable it.

When you start the Wizard Mode the Dot – Matrix will list how many times each of the Main Modes was completed. The amount of time you complete the Modes will be used as the basis for the score given out in the Wizard Mode as the Wizard Score!

For example I completed each of the 6 Modes a total of 6 times, so the Wizard Score is 6 Million Points, Each flashing Lane hit will thus award me with 6 Million Points.



For the Wizard Mode you will need to successfully attack Carnage 5 times. You can also gain an optional hero by hitting either

- The Carnage Sink Hole (1)



- The Subway Liberty Island Ramp (6).



After which the next shot up a flashing Lane will attack Carnage. For example, I first I hit the Subway Liberty Island Ramp (6) after which the Statue Ramp (16) started to flash and Carnage was on top of it.



Now the timer should reset back to <u>30 Seconds</u> each time.

Basically in this part of the Wizard Mode there will be flashing Lanes that will either move Carnage or hurt him. Just make sure to hit all of the flashing Lanes. It can feel longer than <u>5</u> Shots to hit him because some of your shots are not hits they just move him into position for the next shot to be a hit. The lit ramp will be random, but the final shot will always be the Wall-Crawler Orbits at the top where you spelled “VENOM VS SPIDERMAN” for the “Weaken the Symbiote” Mode.



Upon hitting Carnage for the last time the Maximum Carnage 4 Ball Multiball Bonus Mode will begin.

Maximum Carnage Multiball:

The newly launched Balls will represent the Heroes - Captain America, Deathlok and White Tiger.



A random spot on the Table Playfield will begin flashing. Hitting that will collect Double Wizard Score, and then another spot will begin flashing which if hit will award Triple Wizard Score. Doing so for a fourth time will result in Quadruple Wizard Score, and so forth…

This Wizard Multiball will continue as long as you have a minimum of 2 Balls in play. After losing the Multi-Ball, you will then need to sink the Ball into the Venom Sink Hole (13) which will end the Mode.



Once the Mode is completed you will have to re-complete the Main Modes to regain access to this Wizard Mode (Table Reset!).

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Cloda, 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 -

"We are Pinball!"

Yours
ShoryukenToTheChin