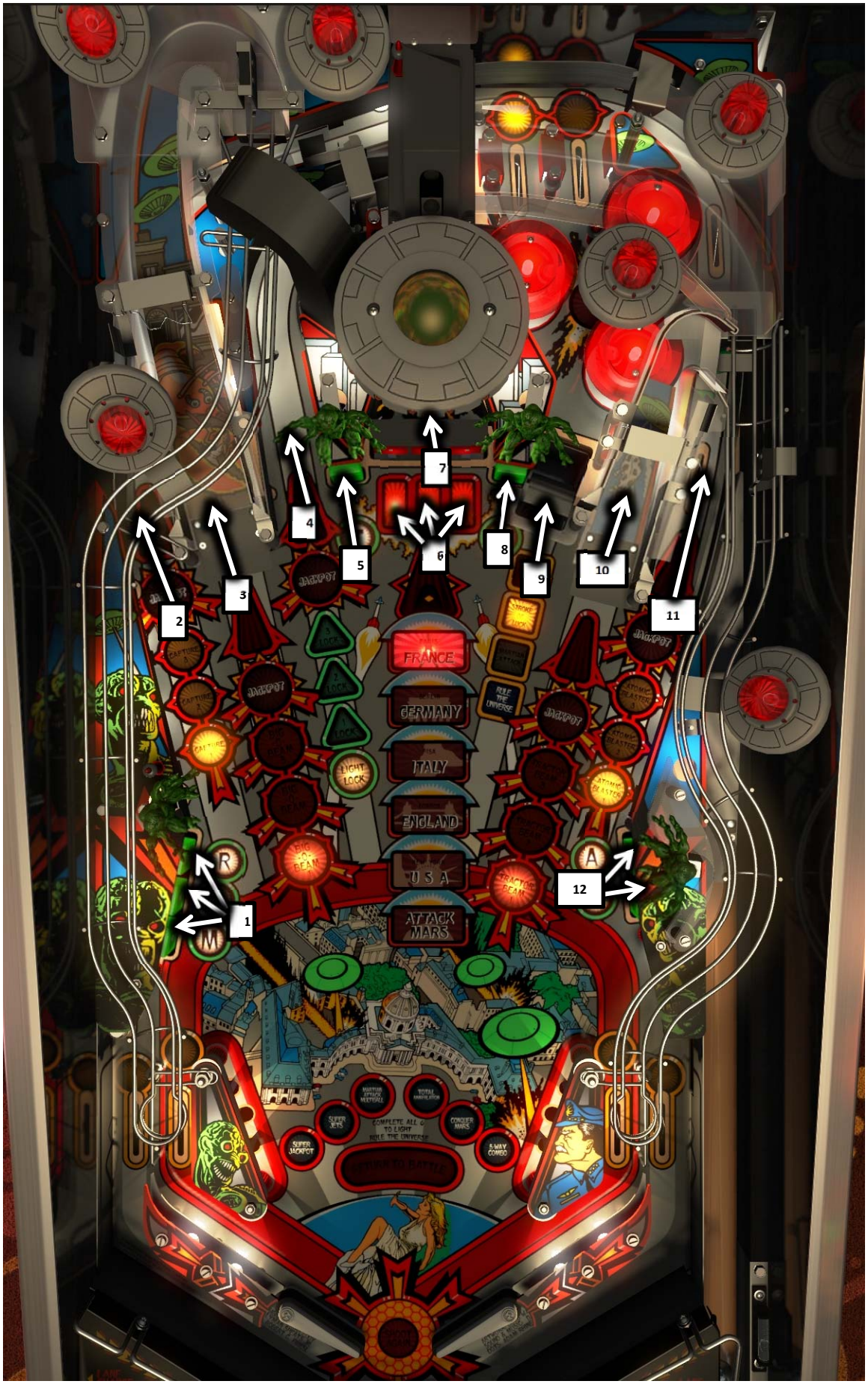
Williams Pinball – Attack from Mars Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. "MAR" Targets Bank
2. Left Orbit
3. Left Ramp
4. Centre Orbit
5. "T" Target
6. Attack Targets Bank – Force Field Spot Targets
7. UFO Target
8. "I" Target
9. Stroke of Luck Sink Hole
10. Right Ramp
11. Right Orbit
12. "AN" Targets Bank

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 is bringing world-renowned pinball tables to *Pinball FX3*! Volume 2 is a three-pack of premium pinball perfection which again is comprised of classic tables from the iconic Williams Bally pinball library. The pack contains tables such as; Attack from Mars, Black Rose & The Party Zone.

Each table features a classic, exact replica version as well as a remastered version, transforming these tables into modern-day pinball experiences at the toggle of a button.

The table that this guide will cover is of course Attack from Mars. Attack from Mars was released in December, 1995 by Williams (under the Bally label). Designed by Brian Eddy. Programmed by Lyman F. Sheats. It had a production run of 3,450 units.





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

Skill Shot

A Skill Shot is achieved by launching the Ball with enough power that it will roll down the lit Upper Rollover. Note that engaging either Flipper will alternate which of the 2 Upper Rollovers will be lit.



Achieving a Skill Shot will always increase the End-of-Ball Bonus Multiplier by 5X & will score 10 Million Points the 1st time you perform a Skill Shot. The value will increase by 10 Million Points each time a Skill Shot is completed.

Super Skill Shot –

To go for a Super Skill Shot you will need to hold the Left Flipper up (pressing the Left Flipper Button down & holding it) before the Ball is launched onto the Playfield. The Ball will be launched, and travel around the Right Orbit (11) exiting via the Left Orbit (2) to the Left Flipper. At this point, 5 Lanes will be lit on the Table.



These 5 Lanes are;

- Left Orbit (2).
- Left Ramp (3).
- Attack Targets Bank (6).
- Right Ramp (10).
- Right Orbit (11).

Hitting the Ball up any of these Lanes will score 50 Million Points. Completing the Orbits or Ramps shots will spot all 3 Total Annihilation Lamps for that particular Lane (look later in the guide under "Total Annihilation" for more information). Hitting any of the 3 Force Field Spot Targets on the Attack Targets Bank (6) causes the Attack Targets Bank (6) to lower & in-turn activates the currently flashing Attack Wave (look later in the guide under "Conquer Mars - Attack Waves" for more information).

Extra Balls

There are **6** Ways to achieve an **Extra Ball**;

Extra Balls are lit at the Stroke of Luck Sink Hole (9) when any of the below methods are carried out.



Extra Balls can only be earned once per game for each of these methods listed below, except for the "Light **Extra Ball**" Stroke of Luck Award. You can earn a maximum of 4 **Extra Balls** per game.

- ***Method 1***: *"Light Extra Ball" Stroke of Luck Award;* look later in the section titled "Side Game Modes – Stroke of Luck" for information on how to get this **Extra Ball**.
- ***Method 2***: *Lighting the "Stroke of Luck" Lamp under the Stroke of Luck Sink Hole (9) for the 10th time;* look later in the section titled "Side Game Modes – Stroke of Luck" for information on how to get this **Extra Ball**.
- ***Method 3***: *Strobe Multiball Mode – while in this Mode, hit the Force Field Spot Targets at the Attack Targets Bank (6) 10 times;* Look later in the guide under the section "Multiball Modes – Strobe Multiball" for more information
- ***Method 4***: *Attack Waves – completing the 2nd Attack Wave;* Look later in the guide under the section "Conquering Mars – Attack Waves" for more information
- ***Method 5***: *Video Mode;* destroying the "EB" Flying Saucer during the Video Mode. Look later in the guide under the section "Side Game Modes - Video Mode" for more information. This **Extra Ball** is awarded automatically.
- ***Method 6***: *Reaching a score of 4 Billion Points;* Upon reaching this score this **Extra Ball** will be awarded automatically.

End-of-Ball Bonuses & Raising the Multiplier

When the Ball eventually drains, you will score an End-of-Ball Bonus. This value starts at 5 Million Points & most Lanes on the table will add Points to that Bonus.

Each Martian destroyed during the Martian Attack, Martian Multiball & Sneak Attack Modes will add 250 Million Points to the Bonus. Look later under the "Martian Attack Multiball" section for more information on Martian Attack & Martian Multiball Modes. Also, look later under "Side Game Modes - Sneak Attack" section of the guide for more information on that Mode.

How to raise the End-of-Ball Bonus Multipliers;

There is also an End-of-Ball Bonus Multiplier that is applied to the Bonus Value. This can be increased to a maximum of 250X Times.

You can raise the Multiplier by doing the following –

- Performing a Skill Shot increases the Multiplier by 5X times. Look earlier in the guide under "Skill Shot" for more information on this.
- Lighting up both Upper Rollovers during your game will increase the Multiplier by 1X times. Remember that engaging either Flipper will alternate which Upper Rollover is lit.



- Given as a random Stroke of Luck Award. This increases the Multiplier by 5X times. Look later in the guide under "Side Modes - Stroke of Luck" for more information on this.

Side Game Modes

- **Stroke of Luck** –

  To collect a random award, simply hit the Ball into the Stroke of Luck Sink Hole (9) when "Stroke of Luck" is lit.



This is lit at the start of each game and can be relit by completing the unlit Rollovers in the Inlanes & Outlanes. Completing an unlit Rollover in the Inlanes or Outlanes scores 250,000 Points. Whereas completing a lit Rollover will score you 50,000 Points. Note that by engaging the Flipper Buttons you can move the Rollover Lamps for the Ball to Roll down an unlit Rollover.



If you manage to light Stroke of Luck 10 times in a game, it will light **Extra Ball** at the Stroke of Luck Sink Hole (9). Hit that Sink Hole to earn the **Extra Ball**.

Stroke of Luck Awards can only be earned by hitting the front of the Sink Hole. Any Ball that Lands in the back of the Sink Hole will not earn a Stroke of Luck Award. Note also that Stroke of Luck Awards can't be earned during any of the Multiball Modes.

Here are the possible Stroke of Luck Awards:

- "***25,000,000***" – scores 25 Million Points.
- "***50,000,000***" scores 50 Million Points.
- "***Light Extra Ball***" – lights **Extra Ball** at the Stroke of Luck Sink Hole (9) for collection.
- "***Start Attack Wave***" – this activates the currently flashing Attack Wave. (look later in the guide under "Conquer Mars – Attack Waves" section for more information).
- "***Strobe Multiball***" – activates the Strobe Multiball Mode. (look later in the guide under "Multiball Modes – Strobe Multiball" section for more information).
- "***Lite Martian Attack***" – lights Martian Attack at the Stroke of Luck Sink Hole (9). Hit the Ball into that Sink Hole to activate the Mode.
- "***1 Martian Bomb***" – awards a Martian Bomb. These can be used to destroy Martians during the Martian Attack Mode. (look later in the guide under "Martian Attack Multiball Mode" section for more information).
- "***+5 Bonus X***" – increases the End-of-Ball Bonus Multiplier by 5X times.
- "***Hold Bonus X***" – this will carry over the End-of-Ball Bonus Multiplier level to the next Ball.
- "***Light Lock***" – lights 1 of the Locks at the Centre Orbit (4). (look later in the guide under "Multiball Modes - Multiball" for more information).
- "***Award Lock***" – this will lock 1 Ball towards the Multiball. (look later in the guide under "Multiball Modes - Multiball" for more information).
- "***Multiball***" – activates the Multiball Mode. (look later in the guide under "Multiball Modes - Multiball" for more information).
- "***Video Mode***" – activates the Table's Video Mode. (look later in the guide under "Side Game Modes - Video Mode" section for more information). Note that "Video Mode" will always be the 1st Stroke of Luck Award earned after activating the Super Jets (completing 100 hits to the Jet Bumpers activates Super Jets).
- "***Sneak Attack***" – activates the Sneak Attack Mode. (look later under "Side Game Modes - Sneak Attack" section of the guide for more information).

- **Video Mode** –

  This Mode is played on the Dot-Matrix Display. It can only be activated once per game as 1 of the Stroke of Luck Awards. Look earlier in the guide under "Stroke of Luck Awards" section for more information. Note that "Video Mode" will always be the 1st Stroke of Luck Award earned after activating the Super Jets (completing 100 hits to the Jet Bumpers activates Super Jets).

  During Video Mode, Flying Saucers will begin descending across the Dot-Matrix Display.



  You will be in control of the Gun Turret at the centre of the Display that will be firing automatically. To change the direction of the shots that the Gun Turret is firing, simply engage the Flipper Buttons – Left Flipper moves it left, whereas Right Flipper moves it Right. The goal here is to destroy as many Flying Saucers as possible & then destroy the Mothership. If any of the Flying Saucers manage to land, then the Video Mode ends. Each destroyed Flying Saucer grants you 3 Million Points to your score. If you manage to destroy 30 Flying Saucers, an **Extra Ball** will descend. The **Extra Ball** will look like a Flying Saucer with "EB" in the centre of it. Destroy that Saucer to earn an **Extra Ball**. Once you have destroyed 40-50 Flying Saucers, the Mothership begins descending. You will need to hit the Mothership 80 times to destroy it, thus completing the Video Mode by doing so. If you engage the Ball Launcher (press the Launch Button) during the Video mode you will use a smart bomb. The smart bomb will destroy all of the Flying Saucers currently on the Display & note that the smart bomb can also be used on the Mothership. You only get 1 smart bomb during the Video Mode.

  Another variation of this Video Mode is called Cow Attack Video Mode. Occasionally when you score a Big-O-Beam by hitting the Ball up the Left Ramp (3) or a Tractor Beam by hitting the Right Ramp (10), you will see a Cow during the animation on the Dot-Matrix Display. When this happens, engage the Ball Launcher (press the Launch Button) multiple times. When you do this, you will hear Cows mooing. If you do this for both of those Ramps & then activate the Video Mode, the Flying Saucers on the Display will be replaced by Cows. The scoring awards remain the same during the Cow Attack Video Mode, but the Cows are larger than the Flying Saucers and therefore are easier to hit.

- **Sneak Attack** –

  This can only be activated as 1 of the Stroke of Luck Awards. Look earlier in the guide under "Side Game Modes - Stroke of Luck" section for more information.

  When Sneak Attack if activated, it lights 1 of the Martians at one of the 7 Spot Targets located at these locations – "MAR" Targets Bank (1), "T" Target (5), "I" Target (8) & "AN" Targets Bank (12). A value of 150 Million Points begins descending on the Dot-Matrix Display. Hit the lit Target before the value decreases to 25 Million Points. Doing so, scores the current displayed value on the Dot-Matrix Display, awards 2 Martian Bombs & lights Martian Attack for activation at the Stroke of Luck Sink Hole (9). Hit the Ball into that Sink Hole to activate Martian Attack. Look later in the guide under "Martian Attack Multiball" section for more information on this Mode and the Martian Bombs.

Multiball Mode –

- ## Strobe Multiball *3 Ball Multiball Mode*:

Activation –

This can **only** be activated as 1 of the Stroke of Luck Awards. Look earlier in the guide under "Side Game Modes - Stroke of Luck" section for more information.

Mode itself -

This is a 3 Ball Multiball.



While this Mode is active, each hit to any of the 3 Force Field Spot Targets on the Attack Targets Bank (6) scores 50 Million Points. If you manage to hit those Targets 10 times, it will grant you a Bonus score worth 250 Million Points & will light **Extra Ball** for collection at the Stroke of Luck Sink Hole (9). The 250 Million Bonus Points is scored for every 10 hits to the Targets after that. Now if you manage to hit the Targets 100 times, each hit after will then score 250 Million Points.

Strobe Multiball remains active until you go down to a single Ball in play.

- **Multiball *3 Ball Multiball Mode***:

  Look later in the guide under “How to activate Rule the Universe Wizard Mode: - Super Jackpot” section for more information on this Multiball Mode.

- **Martian Attack Multiball *2 Ball Multiball Mode***:

  Look later in the guide under “How to activate Rule the Universe Wizard Mode: - Martian Attack Multiball” section for more information on this Multiball Mode.

- **Total Annihilation Multiball *4 Ball Multiball Mode***:

  Look later in the guide under “How to activate Rule the Universe Wizard Mode: - Total Annihilation” section for more information on this Multiball Mode.

How to activate Rule the Universe Wizard Mode:

The primary goal on this table is to Rule the Universe by completing 6 objectives. The Image below shows where you can see the objective Lamps which will become lit upon completion of that specific objective.



These 6 objectives are;

- Super Jackpot.
- Super Jets.
- Martian Attack Multiball.
- Total Annihilation.
- Conquer Mars.
- 5-way combo shot.

I will now explain how to complete the above objectives below this page -

“Super Jackpot”

The **Super Jackpot** can only be scored during Multiball.

Activation –

You must first hit the Ball up the Centre Orbit (4) to enable the locking mechanism, for the first time all 3 Locks will be enabled. Once done, proceed to send the Ball through the Centre Orbit (4) 3 times, which in-turn will lock 3 Balls.



Once 3 Balls are locked, the Multiball will activate.

Note that for each subsequent Multiball, each Lock must be lit before the Balls can be locked by shooting the Centre Orbit (4).

Mode itself -

This is a 3 Ball Multiball; during this Multiball the **Jackpots** are lit at these 5 Lanes -



- Left Orbit (2).
- Left Ramp (3).
- Centre Orbit (4).
- Right Ramp (10).
- Right Orbit (11).

Each of these shots will score a **Jackpot** and can only be completed once. The **Jackpot** value starts at 60 Million Points & increases by 10 Million Points each time a **Jackpot** is scored, up to a maximum of 200 Million Points. Once you have score all 5 of the **Jackpots**, the **Super Jackpot** will then become available via the Left Orbit (2). The lit **Super Jackpot** will move to another location every few seconds. Send the Ball at the lit Lane to score the **Super Jackpot** which is worth 250 Million Points. Once the **Super Jackpot** is scored, the 5 **Jackpot** Lanes will be relit and thus completes the **Super Jackpot** objective. Each time all 5 **Jackpots** are completed, it will relight the Left Orbit (2) for the **Super Jackpot**. The **Super Jackpot** increases by 250 Million Points each time its scored, up to a maximum of 1 Billion Points.

The Multiball will end once you go down to a single Ball. If the **Super Jackpot** is lit when the 2 other Balls drain, it will remain lit for 10 seconds for a Last Chance and continue to move every few seconds.

“Super Jets”

Activation –

To complete this objective hit the Jet Bumpers 100 times over the course of a game. Each hit on a Jet Bumper will score 1 Million Points. Before Super Jets is activated, completing both unlit Upper Rollovers, increases the value of the Jet Bumpers by 50,000 Points, up to a maximum of 2 Million Points. Engaging each Flipper will alternate which Upper Rollover is lit.

Mode itself -

Once Super Jets are activated, it will complete the Super Jets objective & each hit on the Jet Bumpers scores 3 Million Points until the current Ball drains. Once the Ball drains, Super Jets are de-activated but the Super Jets objective remains completed. Each time Super Jets is de-activated, it requires an additional 25 hits on the Jet Bumpers to re-activate it.

"Martian Attack Multiball Mode"

Activation –

To complete this objective, first you must collect all of the Letters in "M-A-R-T-I-A-N" this is done by hitting the 7 Spot Targets located at these locations – "MAR" Targets Bank (1), "T" Target (5), "I" Target (8) & "AN" Targets Bank (12). The Lamps for these Targets will flash if they need to be hit and will stay lit if they've already been hit. Hitting a flashing Spot Target scores 1 Million Points. Hitting a lit Spot Target scores 500,000 Points.

Once all of the Letters in "M-A-R-T-I-A-N" have been collected, Martian Attack lights at the Stroke of Luck Sink Hole (9). Sink the Ball there to activate Martian Attack. Hitting the Sink Hole from the front or back will activate Martian Attack the first time. For each subsequent time, Martian Attack can only be activated by sinking the Ball from the front.

If "Martian Attack" is already lit (but not started/activated) when all the Letters of "M-A-R-T-I-A-N" are collected, it also awards a Martian Bomb. Martian Bombs can be used to destroy Martians only during the Martian Attack phase. They will not work during the Martian Attack Multiball Mode. To use a Martian Bomb simply press the Launch Button on your Controller. The Launch Button will flash whenever you have a Martian Bomb to use (dependant on the view you are playing on). Martian Bombs can also be earned as a Stroke of Luck Award (look at the "Side Game Modes - Stroke of Luck" section of the guide for more information) & from the Sneak Attack Mode (look at the "Side Game Modes - Sneak Attack" section of the guide for more information).

Martian Attack Mode itself –

Once the above is done, you have 30 seconds to destroy the Martians on the Dot-Matrix Display. Each destroyed Martian scores 20 Million Points. Hitting any of the "MAR" Targets Bank (1) destroys the first Martian on the Dot-Matrix Display. Hitting the "T" Target (5) destroys the 2nd Martian, "I" Target (8) destroys the 3rd Martian & "AN" Targets Bank (12) destroys the 4th (last) Martian. Upon destroying all 4 Martians on the Dot-Matrix Display the Martian Multiball will activate & completes the Martian Attack Multiball objective.

Martian Attack Multiball Mode itself –

This is a 2 Ball Multiball Mode; hitting any of the 7 "M-A-R-T-I-A-N" Spot Targets located at these locations – "MAR" Targets Bank (1), "T" Target (5), "I" Target (8) & "AN" Targets Bank (12) destroys a Martian and scores 20 Million Points. A maximum of 10 Martians can be destroyed from each group of "M-A-R-T-I-A-N" Spot Targets – "MAR" Targets Bank (1), "T" Target (5), "I" Target (8) & "AN" Targets Bank (12). Each destroyed Martian also increases the End-of-Ball Bonus by 250 Million Points.

Each time the Letters of "M-A-R-T-I-A-N" are collected, the value of each destroyed Martian increases by 10 Million Points, up to maximum of 100 Million Points.

“Total Annihilation”

To complete this objective, you must activate Total Annihilation by performing the following shots:

- ***3 Captures*** - by hitting the Left Orbit (2) 3 times.
- ***3 Big-O-Beams*** - by hitting the Left Ramp (3) 3 times.
- ***3 Tractor Beams*** - by hitting the Right Ramp (10) 3 times.
- ***3 Atomic Blasters*** - by hitting the Right Orbit (11) 3 times.



Activation –

The 1st time each of these shots are completed, it scores 20 Million Points. The value increases by 25 Million Points the 2nd time, and 30 Million Points the 3rd time.

Note that if you manage to perform any of these above shots for a Super Skill Shot will spot all 3 shots required to activate Total Annihilation. Look earlier in the guide under “Skill Shot” section for more information.

Completing a shot after the 3rd time will score a Fleeing Bonus worth 10 Million Points. Once any of the shots are completed 3 times, it lights a Hurry Up at the Attack Targets Bank (6). The Hurry Up is a value starting at 100 Million Points that decreases rapidly. Hit any of the 3 Spot Targets at the Attack Targets Bank (6) to score the current value displayed on the Dot-Matrix Display. The Hurry Up ends if the value decreases to 25 Million Points before its scored. If the Attack Targets Bank (6) Spot Targets have been lowered when the Hurry Up begins, then hitting the UFO Target (7) or the small Spot Targets beside it scores the Hurry Up.

Starting another Hurry Up while one is already active increases the value to 300 Million Points. Starting a 3rd Hurry Up while two are already active will increase the value to 500 Million Points. Starting a 4th Hurry Up while two are already active will increase the value to 1 Billion Points.

If the shot that increased the Hurry Up value is also the final shot required to activate Total Annihilation, it automatically scores the Hurry Up value and activates Total Annihilation.

Mode Itself –

This is a 4 Ball Multiball, and activating it completes the Total Annihilation objective. While the Multiball is active, you can gain Annihilation Awards by hitting these Lanes -

- Left Orbit (2).
- Left Ramp (3).
- Centre Orbit (4).
- Right Ramp (10).
- Right Orbit (11).

The value of this award starts at 50 Million Points. Each time an Annihilation Award is scored, it increases the value by 5 Million Points, up to a maximum of 250 Million Points. Scoring an Annihilation Award from any shot except the Centre Orbit (4), lights the Centre Orbit (4) for an Annihilation **Jackpot**. This value begins at 50 Million Points & increases by 5 Million Points each time it's scored. Each time an Annihilation Award is collected, it adds that value to the Annihilation **Jackpot**. Once the Annihilation **Jackpot** is scored, it reverts back to its base value.

The Multiball will end once you go down to a single Ball. Once it ends, each of the shots must be completed 3 times again to re-activate Total Annihilation. The base value of the Annihilation Award & Annihilation Jackpot increases by 25 Million Points each time Total Annihilation is re-activated.

“Conquer Mars”

To complete this objective, you will first need to have successfully defended 5 monuments in 5 different countries against the Martian Attack Waves.

These monuments are:

- The **Eiffel Tower** in **France**.
- The **Brandenburg Gate** in **Germany**.
- The **Tower of Pisa** in **Italy**.
- The **London Bridge** in **England**.
- The **Statue of Liberty** in the **U.S.A**.

If an Attack Wave is not active, each hit on the Slingshots will change which country is lit to be defended.

Attack Waves –

Activation –

To activate a Martian Attack Wave, hit the 3 Force Field Spot Targets at the Attack Targets Bank (6).



The flashing Lamps below the Targets show which of those Force Field Spot Targets need to be hit. Once the Centre Target is hit, hitting it again will complete 1 of the other Force Field Spot Targets. Hitting a flashing Target scores 2 Million Points. Hitting a lit Target scores 1 Million Points. Once all 3 Force Field Spot Targets are hit, it will lower the Attack Targets Bank (6) and activate the Attack Wave. Attack Waves can also be activated by completing the Super Skill Shot (Look earlier in the guide under “Skill Shot” section for more information) or as a Stroke of Luck Award (look earlier under the “Side Game Modes - Stroke of Luck” section of the guide for more information).

Mode Itself –

Once the Attack Wave has activated, hitting the UFO Target (7) or the Spot Targets beside it will score a hit on the Flying Saucer.



Once the Flying Saucer is hit enough times it will lower the UFO Target (7) revealing a hole behind it. While this is lowered, hitting the Spot Targets on either side of it will score 5 Million Points. Hitting the Ball into the revealed hole destroys the Flying Saucer & successfully defenders the lit Country from the Attack Wave. For the 1st Attack Wave, it will require 3 hits to the UFO Target (7) or the Spot Targets beside it to lower the UFO Target (7). Each hit scores 50 Million Points. Destroying the 1st Flying Saucer scores 200 Million Points. For each subsequent Attack Wave, the number of hits required to lower the UFO Target (7) increases by 3 and the value of each hit increases by 10 Million Points. The value awarded for destroying a Flying Saucer increases by 100 Million Points.

Once 2 Flying Saucers are destroyed, it will light **Extra Ball** for collection at the Stroke of Luck Sink Hole (9). Hit the Ball into that Sink Hole to earn the **Extra Ball**.

Attack Mars –

Activation –

Once all 5 Countries have been successfully defended against the Martian Attack Waves, Attack Mars will flash.



Repeat the process of lowering the Force Field Spot Targets explained under the "Attack Waves – Activation" section above this page.

Mode Itself –

Once that is done you can begin your assault on Mars. The UFO Target (7) will be lowered revealing the Hole. Hitting the Ball into that Hole scores 100 Million Points each time. Once you hit that Hole 10 Times, it destroys Mars, scoring 2.5 Billion Points & thus completing the Conquer Mars objective. Note that Mars can only be destroyed **once** per game. Once its destroyed, the Force Field Spot Targets at the Attack Targets Bank (6) will stay lowered. At this point, hitting the Spot Targets on either side of the UFO Target (7) scores 1 Million Points. Hitting the UFO Target (7) scores 100 Million Points.

***Tip - A trick you can use to destroy the Flying Saucer is Dirty Pool. Each time the Flying Saucer is destroyed, it raises the Attack Targets Bank (6). If you destroy a Flying Saucer during any of the Multiball Modes, try and shoot a 2nd Ball past the lowered Attack Targets Bank (6) before it raises back up. If you time this just right, the Attack Targets Bank (6) will raise up & trap the Ball on the back side of the Attack Targets Bank (6). Once the Ball is trapped there, hitting the Attack Targets Bank (6) will usually push the Ball into the Hole under the UFO Target (7). This destroys the next Flying Saucer & completes the next flashing Attack Wave. On the Dot-Matrix Display is will show "Dirty Pool" when you successfully make this shot. Note that only 1 Flying Saucer per game can be destroyed using the Dirty Pool trick. ***

"5-Way Combo Shot"

To complete this objective, you must score a 5-Way Combo. You can score Combo Shots by making consecutive shoot to the major Lanes on the table. During single ball play & Martian Attack Multiball, Combo Shots can be scored any time from the Left Ramp (3), Centre Orbit (4) & Right Ramp (10). Each time 1 of these shots is completed, it will in-turn light a flashing arrow in front of the Left Orbit (2), Left Ramp (3), Centre Orbit (4), Right Ramp (10) & Right Orbit (11) for about 8 seconds. Completing any other lit shot, before the flashing arrow lamps turns off, scores a Combo Shot. Hitting the Right Orbit (11) to score a Combo Shot will turn off the flashing arrows for all the shots unless Atomic Blaster 3 is flashing or lit. Completing 2 or more Right Orbit (11) will make Atomic Blaster 3 flash or light, & make a gate near the Jet Bumpers stay open when the Right Orbit (11) is hit. Hitting the Left Orbit (2) to score a Combo Shot will turn off the flashing arrows for all the shots unless Capture 3 is flashing or lit. Completing 2 or more Left Orbit (2) will make Capture 3 flash or light, & make a gate near the Jet Bumpers stay open. When the Gate is open the Left Orbit (2) or Right Orbit (11) can be hit to start or continue Combo Shots.

The scoring for the Combo Shots are as follows:
Performing a 2-Way Combo scores 25 Million Points. A 3-Way scores 30 Million Points. This value continues to increase by 5 Million Points for each subsequent Combo Shot. Scoring a 5-Way Combo completes the objective.

Wizard Mode – "Rule the Universe" *5 Ball Multiball*

To start the Wizard Mode, you must complete all 6 objectives -



When that is achieved, sink the Ball into the Stroke of Luck Sink Hole (9) to activate the Rule the Universe Wizard Mode.



Wizard Mode Itself –

Rule the Universe is a 5 Ball Multiball Mode that activates multiple features. The goal of this Mode is to score 5 Billion Points.

- **Total Annihilation** is activated so the Left Orbit (2), Left Ramp (3), Centre Orbit (4), Right Ramp (10) & Right Orbit (11) are lit for Annihilation Awards starting at 25 Million Points higher than the last time you activated Total Annihilation. The Annihilation Award value starts at 50 Million the first time Total Annihilation is activated, so the value will be at least 75 Million Points during Rule the Universe. Each time an Annihilation Award is scored, it increases the value by 5 Million Points, up to a maximum of 250 Million Points. Scoring an Annihilation Award from any shot, except the Centre Orbit (4), lights the Centre Orbit (4) for an Annihilation **Jackpot**. This value starts at 25 Million Points higher than the last time you activated Total Annihilation. The Annihilation **Jackpot** value starts at 50 Million Points the 1st time Total Annihilation is activated, so the value will at least be 75 Million Points during Rule the Universe. Each time the Annihilation **Jackpot** is scored, it increases the value by 5 Million Points. Each time the Annihilation Award is collected, it adds that value to the Annihilation **Jackpot**. Once the Annihilation **Jackpot** is scored, it reverts back to its base value.



- **Super Jackpot** is lit at the Left Orbit (2). Every few seconds, it will move to another Lane on the table. The **Super Jackpot** scores 250 Million Points higher than the **Super Jackpot** value from the last time Multiball was activated. The **Super Jackpot** value starts at 250 Million Points the 1st time Multiball is activated, so the value will be at least 500 Million Points during Rule the Universe.

- **Martian Multiball** is activated so if you hit any of the 7 "M-A-R-T-I-A-N" Spot Targets located at these locations – "MAR" Targets Bank (1), "T" Target (5), "I" Target (8) & "AN" Targets Bank (12) it destroys a Martian. This scores the value that the Martians were worth during the last Martian Multiball. The Martian value starts at 20 Million Points so the value will be at least that during Rule the Universe.



- Each hit on the UFO Target (7) scores 100 Million Points.



Rule the Universe will end once 4 of the 5 Balls drain or you score 5 Billion Points. If you score 5 Billion Points, all of the Balls will drain & a new Ball is sent to the Ball Launcher.

For the rest of the current Ball, Victory Laps are lit on these Lanes –



- Left Orbit (2).
- Left Ramp (3).
- Centre Orbit (4).
- Right Ramp (10).
- Right Orbit (11).

Completing any of these shots scores a value starting at 100 Million Points & turns off the Victory Lap for that Lane. Each hit to the UFO Target (7) scores 100 Million Points, relights all of the Victory Laps Lanes & increases the value by 10 Million Points. The maximum Victory Lap value is 500 Million Points. Conquer Mars objective remains lit for the rest of the game even after Rule the Universe ends. This of course makes it easier for you to re-activate Rule the Universe by instead of having to complete the 6 objectives again, you will only need to complete the other 5.

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!), Captain B. Z., 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, they are available to download on the PlayStation 4, Xbox One & Windows 10, Steam, Nintendo Switch and Mac. Also, on the iOS Appstore and Google Play on Mobile

Thanks for viewing my Guide; any feedback would be greatly appreciated -

"Blast That Pinball Out of the Sky!!"

Yours
ShoryukenToTheChin