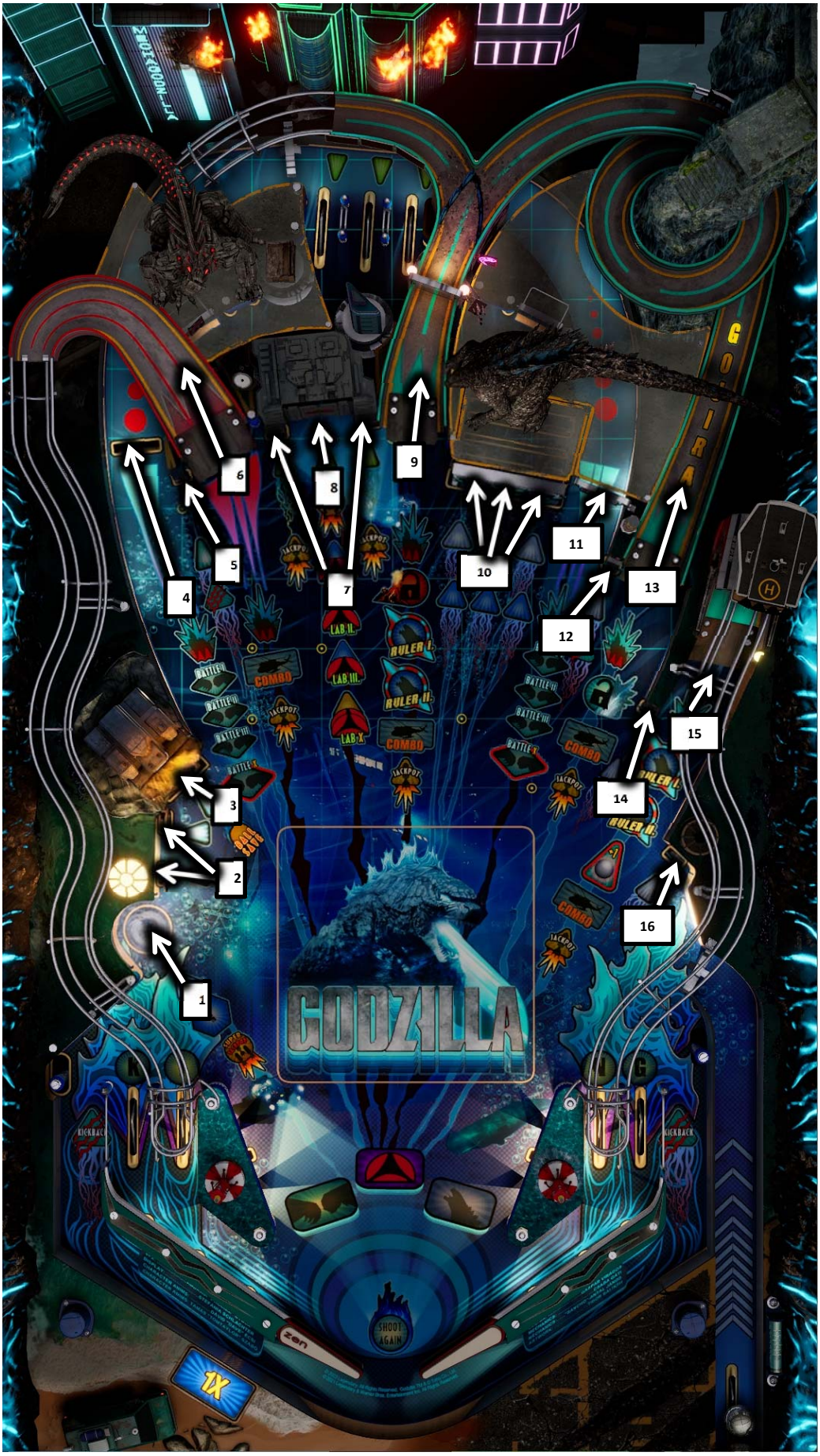
Godzilla - Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Vortex Saucer
2. Monarch Targets
3. Observation Target/Hole
4. Left Orbit
5. Left Monarch Target
6. Left Ramp
7. Apex Lab Wall Targets
8. Apex Lab Door Target
9. Left Loop
10. Dorsal Fin Targets (1, 2, 3) Bank
11. Right Orbit
12. Dorsal Fin Target 4
13. Right Loop
14. Dorsal Fin Target 5
15. Ship Ramp
16. Dorsal Fin Target 6

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

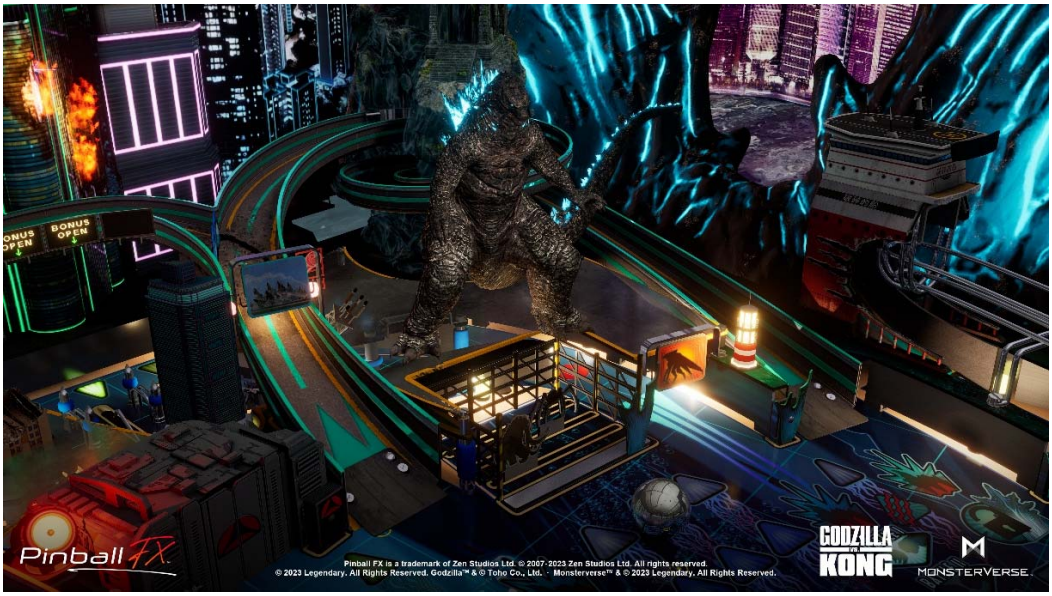
***Notice*: This guide is based off the Pinball FX (PS5) version of the table on default controls. Some of the controls will be different on the other versions (Xbox & PC, etc...), but everything else in the guide remains the same.**

INTRODUCTION



Zen Studios is bringing the Legendary Monsterverse to Pinball FX. Godzilla and Kong unleash their powers in this epic pinball pack; Godzilla, Kong & Godzilla vs. Kong pinball tables make up this 3-table pack.

The table this guide will be focusing on is of course, Godzilla.



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

Skill Shot

To perform a Skill Shot on this table, you'll first need to send the ball with enough momentum for it to hit either of the two Monarch Targets (2) –



Although, if you wish to earn a Double Skill Shot you will need to hit the moving Observation Target (3) –



Kickback

To activate the Kickbacks on this table you'll need to collect all of the letters of "K-I-N-G" which are located within the In's & Outlanes of the table –



To achieve this, you'll need to have the ball/s roll down one of the unlit Rollovers, once done, that Rollovers notification lamp will be lit solid. However, if you have a ball/s roll down a lit Rollover, this will instead deactivate that Rollovers notification lamp. Therefore, to stop this from happening you will need to alternate the lit lamps using the flipper buttons on your controller, as to always have the ball roll down an unlit Rollover.

Once all of the "K-I-N-G" Rollovers are lit solid, you will see both the Left Monarch Target (5) & Dorsal Fin Target 4 (12) will be lit. Hitting the Left Monarch Target (5) activates the Left Kickback, & if you hit the Dorsal Fin Target 4 (12) it activates the Right Kickback. Note – upon the first time doing this in your game, you will also light up **Extra Ball** for collection at the Ship Ramp (15).



Extra Balls

Extra Balls -

There are **several** ways to achieve an **Extra Ball**;

Extra Balls can be lit at the Ship Ramp (15):



- ***Method 1***: ***Vile Vortex Award*** – look later in the guide under "Side Game Modes – Vile Vortex Awards" for more information.
- ***Method 2***: ***Lighting all of the letters of "K-I-N-G" for the 1st time*** - look earlier in the guide under "Kickbacks" for more information.
- ***Method 3***: ***Shake-Off Mini-Game*** - look later in the guide under "Side Game Modes – Intimidation/Shake-Off Mini-Game" for more information.
- ***Method 4***: ***Collecting a Destruction Jackpot* for the 1st time** - look later in the guide under "Multiball Modes – Destruction Multiball" for more information.
- ***Method 5***: ***Wizard Mode*** – starting up the table's Wizard Mode for the 1st time. look later in the guide under "Wizard Mode – Ultimate Showdown" for more information.

Once the **Extra Ball** is available for collection, send the ball up the Ship Ramp (15) to acquire it.

Raising the Multiplier

When the ball eventually drains, you will score an End-of-Ball Bonus. The value of this bonus is calculated in correspondence to how well you scored during that current ball before it drained, for example how many times Multiball was started etc.

End-of-Ball Bonus Multiplier –

The End-of-Ball Bonus multiplier can be increased up to 10X Times.

You can raise the multiplier by perform consecutive Ramp &/or Loop shots, which in-turn awards combos & the highest combo scored sets the Multiplier level per ball, up to a maximum of 10X times.



Side Game Modes

- **Intimidation/Shake-Off Mini-Game** –

  Intimidation:

  Firstly, you will need to hit either of the Monarch Targets (2), Observation Target (3) or Left Monarch Target (5) -



  A couple of times in order to open the Observation Target (3) to reveal a Sink Hole. Although, note that it will be accessible for a limited amount of time –



  If you manage to land the ball into the Sink Hole before it closes, you will be taken to the Shake-Off Mini-Game playfield.

It's worth noting that if the timer runs out, or when the Mini-Game concludes, the Observation Target (3) will be closed again and now become a Ball-Save Target for a limited amount of time. Hit your ball at it to activate Ball-Save!



Shake-Off Mini-Game:

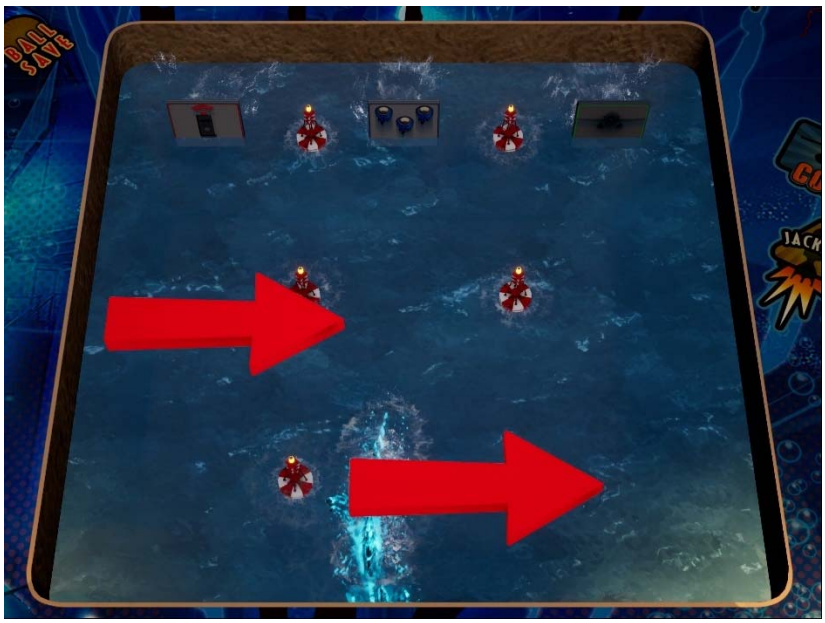
In this Mini-Game the goal is to avoid the Tag Targets, instead hitting the Aircraft & the hostile Titans.



Navigate through the treacherous waters using the flipper buttons on your controller: Left flipper control moves Godzilla left -



Right flipper control moves Godzilla right -



If you hit too many Tag-Targets the Mini-Game will end in failure, & you'll be returned to normal singular ball-play. However, if you manage to travel far enough within the Mini-Game, the Mini-Game will be completed. Note – even an **Extra Ball** Target will become available as you approach the end of completing the Mini-Game.

- **Destruction Bonus** –

  You can charge up the Bumpers on the table by completing all 3 of the Bumper Rollover Lanes –



  To achieve this, you'll need to have the ball/s roll down one of the unlit Rollovers, once done, that Rollovers notification lamp will be lit solid. Alternate the lit lamps by using the flipper buttons on your controller, as to always have the ball roll down an unlit Rollover.

  Once the Bumpers are charged, they will award a higher point value each time they are hit for a limited time. It's also worth noting that each activation of this in-turn results in bonus points being awarded at the draining of your current ball.

- **<u>Swimming Spinning</u>** –

  Hitting the ball up & through the Left Loop (9) several times will increase the value of each rotation of the Spinner, levelling the Spinner up, it will also reward you with bonus points for each level.



- **<u>Target Field</u>** –

  Send the ball around the Right Orbit (11), which will in-turn cause the Spinner at its entrance to rotate.



  Doing so, activates the Dorsal Fin Targets Bank (10)



Now, you need to hit each of the 3 Dorsal Fin Targets present here, when each one of these are hit, the gate will open to the Target Field (behind the Targets).



Simply hit all of the moving Targets within this Target Field & you'll be awarded with increasing the Jackpot values, as well as, other score bonuses.

- **<u>Vile Vortex Rewards</u>** –

  To be granted a random Vile Vortex Reward, you simply need to send the ball into the Vortex Saucer (1) a few times.



  Note that the more awards you earn during your playthrough, then in-turn the more shots into the Vile Vortex Saucer (1) will be required for each subsequent random reward to be granted.

Multiball Mode –

- ## Destruction Multiball *2 Balls (increased each time activated) *:

Activation –

You will first need to spell out “G-O-J-I-R-A” on the Right Loop (13). This is achieved by repeatedly sending the ball up that loop, each time the ball successfully travels up & through that loop a letter of “G-O-J-I-R-A” is collected.

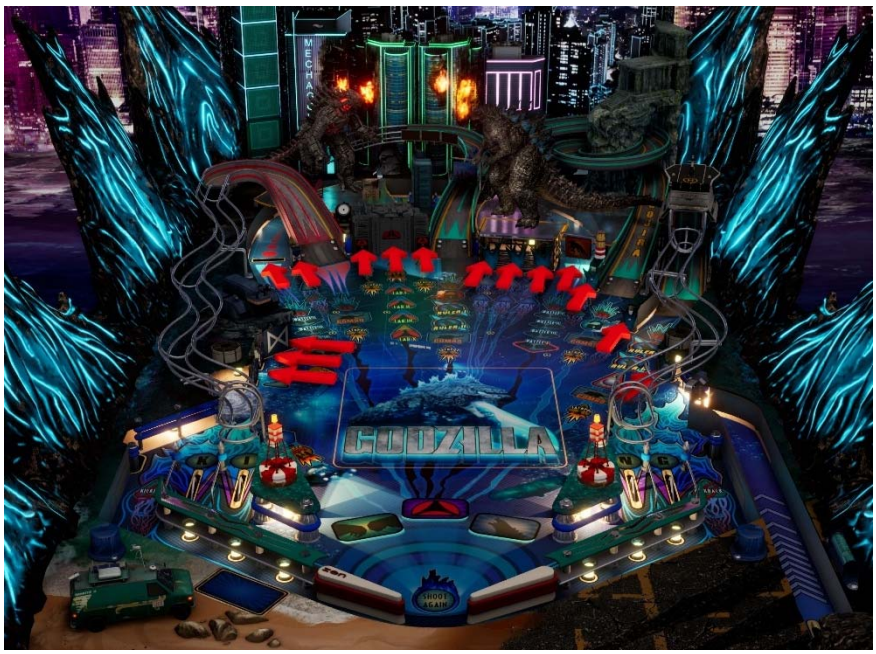


Once “G-O-J-I-R-A” is completed, the lock will then be open at Left Loop (9).



Mode itself -

This is a 2 ball Multiball Mode (each subsequent activation of this Mode adds 1 more ball to the Multiball), during this Mode, you will see that most of the Targets, Loops & Ramps etc. will be flashing for a limited amount of time. Hitting them awards **Jackpots**. An Extra Ball (Only **1** per game) is also lit at the Ship Ramp (15) upon collecting your first **Destruction Jackpot**.



Note that after the timer expires, they can be all reactivated by hitting all the Targets, Loops, Orbits & Ramps once.

The Multiball ends once all the other balls drain, and you return to singular ball play.

- **Super Heat Ray Multiball *3 Balls***:

Activation –

You will first need to hit all of the Dorsal Fin Plate Targets located throughout the table playfield –



This will open up the locking mechanism at the Right Loop (13).



Mode itself -

This is a 3 ball Multiball Mode, during this Mode, you can hit the Apex Wall Targets (7) & Right Loop (13) to collect **Jackpot** awards.



If you manage to collect all the **Jackpot** awards, then the **Super Jackpot** will become available at the Vile Vortex Saucer (1).



The Multiball ends once 2 of the 3 balls drain, and you return to singular ball play.

Main Modes –

The main goal of this table is to complete the 3 Main Modes (detailed below), thus enabling the Wizard Mode to be activated via an Orbit shot – Left &/or Right.

- ## Ruler of The Oceans:

  This Mode has 2 stages;
  They are activating by doing the following – hitting the Left Loop (9) & Ship Ramp (15) in any order. Although, do note that phases can only be completed once & they must be done in the specified order shown below.

  1. **Kong Hunt**:

     You'll need to repeatedly hit the Spinner that is located on the Left Loop (9), just simply send the ball up that loop successfully to do so.

     Once the Ship Ramp (15) becomes active, simply send the ball successfully up it to move onto the next target.



Finally, the Vortex Saucer (1) will be available, this is the final shot required in this first phase of the Mode. It is only available for a limited amount of time, so, hit the ball into that Saucer to complete this phase, otherwise you'll need to redo the above shots to have another chance at hitting the active Vortex Saucer (1).



2. **Knock-Knock**:

You'll have a limited amount of time to complete this second phase. During the first part of this phase, if you hit the Vortex Saucer (1) you'll fail the phase immediately.
Now, as for the first part of this phase, you'll need to repeatedly hit the Monarch Targets &/or Observation Door (2) a couple of times until the Observation Door (2) opens to reveal a Hole.



Upon the Observation Hole (2) becoming accessible, simply sink the ball into it to move onto the next part of this phase.



After you successfully sink the ball there, you will now need to hit the ball into the now safe Vortex Saucer (1) in order to successfully complete this phase, & the “Ruler of The Oceans” Main Mode.



Upon sending the ball into the Vortex Saucer in time, the Mode completed & the “Ruler of The Oceans” Main Mode Notification Lamp will now be lit to confirm completion of said mode during the current game.

- **Rampage in The Lab:**

Activation –

To begin the activation process, hit any of the targets – Apex Lab Wall Targets (7) &/or Apex Door Target (8):



You can also gain extra points while the Apex Lab is active by sending the ball up the Left Ramp (6).



Now, for you to begin the mode itself (which is a hurry-up) you'll need to hit both of the flashing Apex Lab Wall Targets (7) –



Mode Itself –

Once the above is achieved; a hurry-up will begin, here you will need to hit the Apex Door Target (8) and then hit the ball into the opened lab via the Apex Door Target (8):



Once you manage to hit the ball into the opened lab, that lab will be destroyed.

Note that you'll need to repeat the above a further 2 times to complete the mode. Although, for each subsequent time, you'll need to hit the Apex Lab Wall Targets (7) **+1** from the last.
Although destroying 3 labs completes the mode, you can play through the mode again to amass bonus points.

- # Battle of The Gods:

Activation –

Sending the ball around either of the Orbits – Left Orbit (4) &/or Right Orbit (11) repeatedly will eventually unlock the full orbital rotation of the Orbits.



Once this is achieved, send the ball around either side of the Orbit - Left Orbit (4) &/or Right Orbit (11) to start-up the “Battle of The Gods” Mode.

Mode Itself –

Now, you will have to do battle with a hostile titan (represented by a carboard cut-out) at the entrance of the Left Orbit (4). Hit it by sending the ball around either Orbits – Left Orbit (4) &/or Right Orbit (11), also you can send the ball up the Left Loop (9).



You can gain extra points by sending the ball through the Spinner located at the entrance of the Right Orbit (11), this in-turn rotates the spinner, eventually earning the Doug bonus



Once you have hit the hostile titan cut-out the required number of times, Godzilla will be granted the victory.
Note that you will need to repeat the above activation/completion processes a further 2 times to complete the mode. Although, you can play through the mode again to amass bonus points.

Wizard Mode – Mechagodzilla *8-Ball Multiball*

Once all 3 Main Modes (look under the "Main Modes" section for more information) have been completed, you'll be able to activate the Wizard Mode – "Mechagodzilla". The full orbit will become available at the Orbits – Left Orbit (4) &/or Right Orbit (11), Send the ball around either to activate the Wizard Mode.



Wizard Mode – “Mechagodzilla” *8-Ball Multiball*

Upon the Wizard Mode activating an 8-ball Multiball will begin & an **Extra Ball** will be available for collection at the Ship Ramp (15).



Mechagodzilla enters the playfield as a target. Hitting him earns you **Jackpots**, although to complete the Wizard Mode you need to hit him with charged up balls.



Do note that when you hit him with a charged ball, you will be granted a **Double Jackpot** & that ball is lost.



In order to charge up the balls you need to hit the Dorsal Fin Targets – Dorsal Fin Targets (1, 2, 3) Bank (10), Dorsal Fin Target 4 (12), Dorsal Fin Target 5 (14) & Dorsal Fin Target 6 (16):



The Wizard Mode ends when you defeat Mechagodzilla,



or if you drain all of your balls and the game ends.

Thanks to all the Zen Studios Forum Community! Members such as **shogun00 & deep (without their help this guide wouldn't have been possible!), not forgetting Cloda & wims**. 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 most platforms such as; PlayStation, Xbox & PC.

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

"Long Live…. THE KING!!!"

Yours
ShoryukenToTheChin