Godzilla vs. Kong - Table Guide

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Key to Table Overhead Image –

1. Vari-Target
2. Left Orbit
3. Bumper Sink Hole
4. Main Mode Sink Hole
5. Apex Cross Ramp
6. Mini-Orbit
7. Monarch Ramp
8. Aircraft Carrier Lane
9. Right Orbit
10. Saucer

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 vs. Kong.

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 feed the Upper Right Flipper. This is achieved by using the manual launch control on your controller (default – pull back on the Right Stick).



Now, as soon as the ball is fed towards the Upper Right Flipper, you'll need to use that Flipper to send the ball into the Bumper Sink Hole (3). If you manage to achieve this, you'll earn a Skill Shot.



You can raise the Skill Shot award value by sending the ball into the Saucer (10) during normal play, or from earning a random APEX award (look later in the guide under the "Side Game Modes – APEX Awards" section for more information).

Kickback

To activate the Kickbacks on this table you'll need to follow the procedure listed below –

1. Complete all 5 of the In/Outlane Lamps; you can alternate which of the Lamps are lit by pressing the Flipper buttons on your controller, thus enabling you to have the ball roll down an unlit Rollover each time.



2. Once all of the In/Outlane Rollover Lamps are lit, send the ball into the Bumper Sink Hole (3) to activate either the Left or Right Kickback within its corresponding Outlane.



Note – if both Kickbacks are already enabled, repeating the above process will instead light **Extra Ball** for collection at the Saucer (10).

Extra Balls

Extra Balls -

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

Extra Balls can be lit at the Saucer (10):



- ***Method 1***: ***APEX Award*** – when you collect the first random award from APEX. Look under the "Side Game Modes – APEX Awards" section of the guide for more information.
- ***Method 2***: ***Performing the Kickback activation process while both are already activated*** - Look under the "Kickback" section of the guide for more information.
- ***Method 3***: ***Raising the Bonus Multiplier to 10X Bonus Held & lighting the Rollovers once more after that*** - Look under the "Raising the Multiplier" section of the guide for more information.
- ***Method 4***: ***Scoring a Jackpot in the APEX Multiball Mode*** - Look under the "Multiball Modes – APEX Multiball" section of the guide for more information.
- ***Method 5***: ***Activation of the Wizard Mode*** - Look under the "Wizard Mode" section of the guide for more information.

Once the **Extra Ball** is available for collection, send the ball into the Saucer (10) to acquire it.

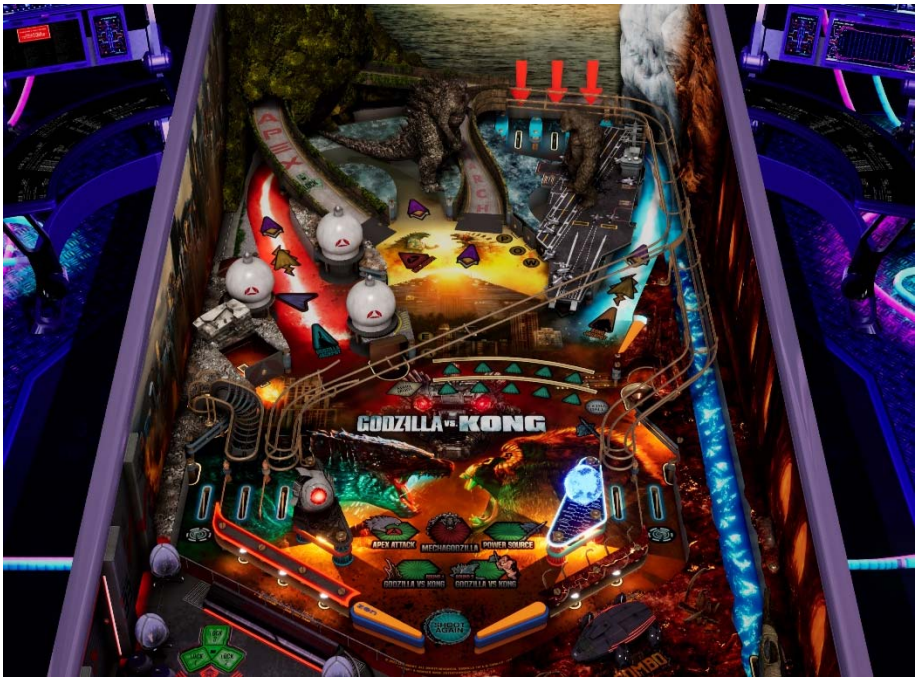
Raising the Multiplier

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 Apex 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 completing all 3 of the Rollover Lamps located just above the Bumpers; you can alternate which of the Lamps are lit by pressing the Flipper buttons on your controller, thus enabling you to have the ball roll down an unlit Rollover each time.

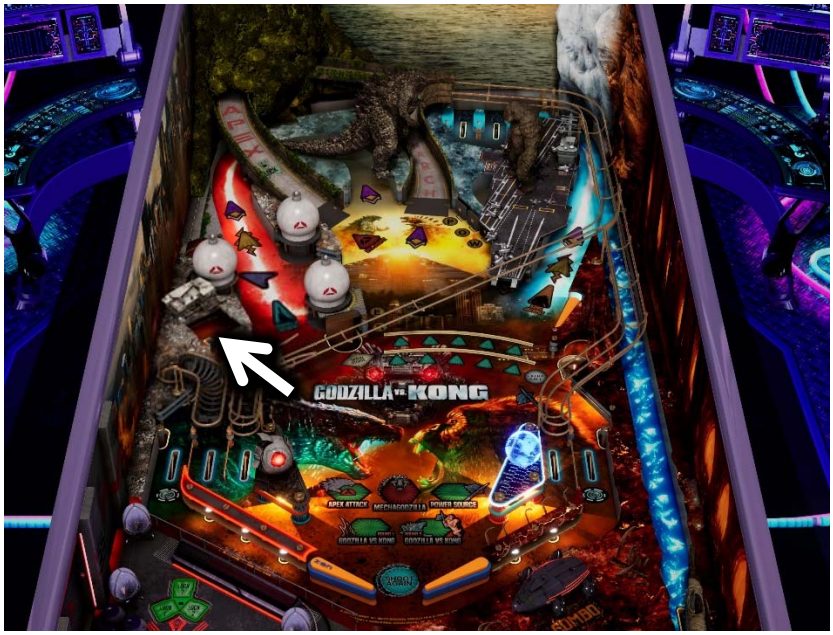


Once you have raised the Multiplier to 10X times, repeat the above process to be granted “Hold Bonus”, this means your current Multiplier level will carried over to the next ball. Once you attain “Hold Bonus”, repeat the above process yet again, but this time you’ll be awarded with lighting **Extra Ball** for collection at the Saucer (10).

Side Game Modes

- **Apex Awards** –

  Hitting the Vari-target (1) 3 times will earn you an Apex Award.



  The first one you will acquire is **Extra Ball**, and then subsequent Apex Awards will be random ranging from:

  - Ball Save – activates the Ball Save mechanic.
  - Skill Shot Value Increase – raises the base Skill Shot point value.
  - Completion of the “P-O-W-E-R” Spot Targets – look under the “Power” section of the guide for more information.
  - Completion of the “M-O-N-A-R-C-H” Letters – look under the “Monarch” section of the guide for more information.
  - Point base value award

- **<u>Monarch</u>** –

  Every time you send the ball up the Monarch Ramp (7) you will gain a letter of "M-O-N-A-R-C-H".



  Once you have acquired all of the letters the starting value of the hurry up during the Main Modes will increase.
  This value begins at <u>1 million points</u> and increases by <u>250,000 points</u> each time "M-O-N-A-R-C-H" is spelt, up to a maximum of <u>5 million points</u>.

- **Power** –

  Each time you hit any of the 5 “P-O-W-E-R” Spot Targets, that Target will remain lit, until all 5 are lit.



  If you manage to hit all 5 of them to spell “P-O-W-E-R”, the multiplier value will increase for when you’re performing Power Shots within the Main Modes.

  This value begins at 2.0X and increases by 0.4X each time 5 “P-O-W-E-R” Spot Targets are lit up, up to a maximum of 10.0X.

Multiball Mode –

- **Apex Multiball *3 Balls***:

Activation –

You will first need to activate the locking mechanism located within the Apex Cross Ramp (5). This is achieved by sending the ball up said Ramp until all of the letters of “A-P-E-X” are lit. Each time the ball successfully passes through the Apex Cross Ramp (5), a letter of “A-P-E-X” is collected.



Once all of the letters of “A-P-E-X” are lit, send the ball up the Apex Cross Ramp (5) again to lock the ball.



Once the first ball is locked, you’ll need to repeat the above process a further 2 times to lock a total of 3 balls. At the bottom left corner of the Table Playfield, you’ll see a set of notification lamps that correspond to the number of balls which have been locked towards the Apex Multiball Mode.



Once all 3 balls have been successfully locked, the Mode will automatically begin.

Mode itself -

This is a 3 ball Multiball Mode, during this Mode, you will need to charge up the Mechagodzilla by repeatedly sending the ball around the Orbits – Left Orbit (2) & Right Orbit (9):



Finally send the ball up the Apex Cross Ramp (5) to earn a **Jackpot**.



The first time you do this; you'll be awarded an **Extra Ball**.

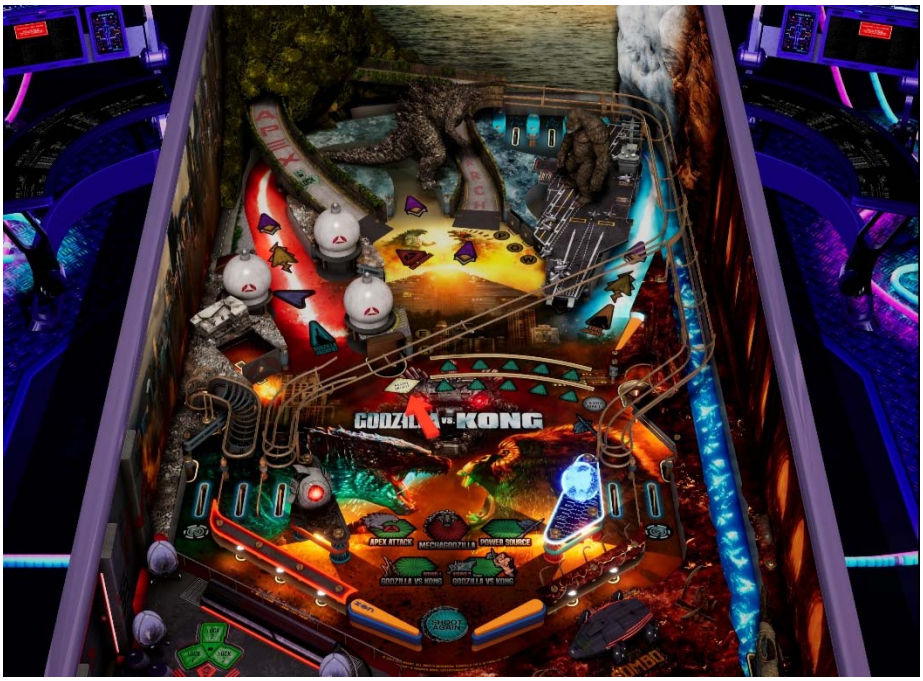
The Multiball ends once 2 of the 3 balls drain, and you return to singular ball play.

Main Modes –

The main goal of this table is to complete the 4 Main Modes and defeat Mechagodzilla with the help of Kong –

Activating a Main Mode –

To activate a Main Mode, you'll need to sink the ball into the Bumper Sink Hole (3) 3 times.



On this table there are 4 Main Modes in total, they are required to be played/completed in order, although do note that even if you drain your ball while playing a Main Mode, that Main Mode will remain active.

How to advance (complete) a Main Mode –

During the Main Modes you'll need to perform a series of Hurry-Up shots to advance within the Mode. Note that even though you fail to hit the shots in time, the Mode will continue, however no score will be awarded.

Regular Hurry-Up shots can be made to any one of the 5 lit shots:



Power shots can be made via the Left Orbit (2) – Godzilla Jackpot Lane or Right Orbit (9) – Kong Jackpot Lanes when they are flashing:

Left Orbit (2) – Godzilla Jackpot Lane



Right Orbit (9) – Kong Jackpot Lanes



- ## Apex Attack:

  Godzilla attacks the Apex facility. To complete this mode, simply follow the instructions explained earlier in the guide under “Main Modes - How to advance a Main Mode”.

- ## Godzilla vs. Kong (Round 1):

  The first round of the Godzilla vs. Kong fight. To complete this mode, simply follow the instructions explained earlier in the guide under “Main Modes - How to advance a Main Mode”.

- ## Power Source:

  Following Kong down to Hollow Earth to find the Power Source. To complete this mode, simply follow the instructions explained earlier in the guide under “Main Modes - How to advance a Main Mode”.

- ## Godzilla vs. Kong (Round 2):

  Kong returns to face Godzilla in the second round of the legendary fight. To complete this mode, simply follow the instructions explained earlier in the guide under “Main Modes - How to advance a Main Mode”.

Wizard Mode – Mechagodzilla

Once all 4 Main Modes (look under the "Main Modes" section for more information) have been completed, you'll be able to activate the Wizard Mode – Mechagodzilla. Send the ball into the Bumper Sink Hole (3) to start the Wizard Mode.

Note – that even if you drain your ball while playing through the Wizard Mode, that the Wizard will remain active upon launching your new ball (if you have any more that is).

Mechagodzilla

Upon the Wizard Mode activating – you will need to hit the flashing lanes to attack Mechagodzilla with Godzilla.



Once you hit enough of the flashing lanes successfully, you'll now need to defend yourself from Mechagodzilla's Proton Scream! Again, hitting the flashing lanes will enable you to achieve this.



Godzilla fails to block Mechagodzilla's Proton Scream, you now need to revive the downed Kong to help Godzilla. Again, hitting the flashing lanes will enable you to achieve this.



Godzilla & Kong now tag-team to fight Mechagodzilla. Again, hitting the flashing lanes will enable you to move onto the next part of the fight.



Godzilla now needs to charge up Kongs axe. Again, hitting the flashing lanes will enable you to achieve this.



Once Kong's axe is charged, use it to attack Mechagodzilla. Again, hitting the flashing lanes will enable you to achieve this.



Once you have hit the flashing lanes enough times, Mechagodzilla will be defeated & the Wizard Mode will finally be completed.



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 -

"They do have a way of sensing threats. And we believe that they had an ancient rivalry. The myths say that their ancestors fought each other in a great war."

Yours
ShoryukenToTheChin