

Mars Table Guide For Pinball FX 2

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Table specifics

Ramps and Orbits:

The Mars table consists of 3 ramps, one vertical up-kicker, two orbits, one mini-orbit, and a lift hole (Mission Hole): Going from left to right -

- **The Shuttle ramp** - This ramp is on the left side of the table with a large entrance. You can miss this ramp as it has a holographic space ship floating above it. That is when you first hit the ramp the space ship comes and lands on it shaking the table silly. This is by far the easiest ramp to hit and its worth noting that is its one of the only ramps that the ball comes down nicely on the left flipper to be able to hold onto it.
- **The Pyramid ramp** - This ramp is to the right of the left ramp (literally touching it but its just above the entrance to the left ramp). This ramp can only be hit using the upper right flipper. It is the ramp with a holographic pyramid floating above it. You can reach the upper right flipper either by hitting the left orbit or the mini-orbit. Also, using a ball save will shoot the ball around the left orbit and using a left kickback will shoot the ball up just above the top right flipper so take note of this.
- **The Spider ramp** - This ramp is on the right side of the table with a very small entrance. It is the ramp with the holographic space spider floating above it. This ramp can be tough to hit. Now missing these shots at this ramp can result in the ball dropping down the right outlane so make sure to be careful when aiming for it or better still have the right kickback lit.
- **The Satellite up-kicker** - This is just to the left of the right ramp and for me is one of the hardest to hit regularly. It is the only up-kicker on the table and it has a holographic satellite floating above it. You can hit this from a semi late position on the left flipper (be careful with late flipper shots because you can sometime hit the bumper and it goes down the middle or outlanes), or from an early position on the right flipper. Now I would suggest using the right flipper as its a much safer shot, but can sometimes result in the ball rebounding and going straight down the middle..
- **The mini-orbit** - This is the orbit just to the left of the vertical up-kicker. It can be hit from a middle position off the left flipper or an early position on the right flipper. Now for me the safe option is to use the left flipper but that's just me. Make sure to be careful with this shot because it can hit something and go straight down the middle etc.
- **The orbits** - The orbits are on the far left or right of the table and circle around the top of the table as seen in near all Zen Studios Pinball tables. Both can be hit with late flipper shots easily. The right orbit is a little tougher to hit than the left.

- **The lift hole aka Mission Hole** - This is the hole in the center of the table. When this hole is hit, it will lift the ball sending it left center lane or right center lane, alternating each time and its an a very good tool in getting kickback lit. Also for Main missions it is where they are activated. Note that if you have 2 main missions ready for activation you will need to hit this again after going round the left or right orbit. What happens is when you first hit it, you are told to go round the left or right orbit to select the mission. The mission selected is flashing, there is a time limit on this selection process and failure will cause the process to repeat from hitting the mission hole again.

Table notes:

There are two major notes for this table that are worth mentioning:

1. Near all of the ramps are dangerous to hit besides the left ramp (space ship ramp). Also in my experience with the table this is the only ramp where the ball comes down nicely and can be held with little ease.
2. Also note that this table only allows 2 nudges before it will 'TILT'. They really wanted to make this table tough didn't Zen Studios but that's good. The first nudge will display the word 'DANGER' all in CAPS and the second nudge will display the word 'danger' in bigger font, but all in lowercase... for some strange reason haha. You will also hear a voice saying "Watch Out!" the second time. But Zen Studios is merciful to us, as with the other tables there seems to be a nudge counter which will reset after some amount of time has passed. For example, after you nudge the table twice, you can nudge it again safely after a bit of time. I don't know the exact amount of time of this but I would say another 40-50 seconds but don't hold me to that..

Kickbacks and Ball Save:

To succeed on this table activating kickback is a must. These kickbacks are activated by lighting all 3 of the lane lights on the left or right side of the table. The left lane lights activate the left kickback and the right lane lights activate the right kickback of course. You can rotate the lights left or right by using the left and right flippers respectively. Using that mission hole is very useful in always lighting the lights to active kickback because every time you hit the mission hole it will either drop the ball on the left or right lane. Take note that some missions will not allow this mission hole trick thing to work.

The Ball Save in my opinion is not nearly as important on this table and is very risky to attempt to get. You will activate the ball save by accident loads of times (you'll end up hitting the targets surrounding the ramp openings a lot). The problem with going for this ball save is that you may end up losing your kickbacks as hitting these targets usually sends the ball toward the outlanes. The ball save for this table is enabled by hitting all 5 targets that surround the left ramp, vertical up-kicker, and the right ramp.

Multipliers and Extra ball

In the very back center of the table, where the ball drops from the orbit to the bumpers,

you will see 3 red lights that look like bullseyes. There are actually 3 small lanes between the orbit and the bumpers, which is represented by those lights. They work exactly like the kickback lights and can be swapped around with the flippers. Light up all 3 and your multiplier will increase. This always increases by 2 so for example 2x then 4x etc. Once you reach a 10x multiplier, the extra ball light in front of the mini orbit will light up. Hit it to claim the extra ball.

Note that the Pyramid Leveling missions and Power Failure special events mission all have a blocked orbit. This will always send the ball down the middle lane use this to your advantage use them to score that extra ball.

Table Interruptions: occurs every 500 seconds or so

Below I will detail those events thus giving you an explanation on how to complete them. Note that there is no penalty for not completing any of these missions, but some of them have to be completed to continue with the game, also don't get worked up by some of them saying 'HURRY UP!' because it will put you off your game.

- **Special Events:**

During your game, the dot-matrix display will show a 500 or so second countdown. When it reaches 0, one of the special events will commence.

The table will loop between two missions, always starting with Frozen Ship.

- Frozen Ship - You will be playing this mission with a blue ball which is cool.... Pun intended. Hit either the left ramp or the right ramp to start a 45 or so second countdown, now you'll have to spin the spinners and hit the bumpers. One clean shot is usually enough and then you can repeat this with the other ramp.

- Oxygen - A 45 or so second timer will start automatically, there is no need to hit a ramp first. Simply hit the orbits to spin the spinners and hit the bumpers.

- **Zero Gravity:**

This event is really unavoidable because it starts after hitting the flipper bumpers a total of 20 times. You are then given multiball where you can score jackpots for a bit and then the gravity decreases. This ends up floating the balls above the table for a short while and then they drop. The mode does not end until you are down to one ball and you can't lose any balls when there is no gravity you just have to sit there watching them dance in space lol.

- **Mini orbit missions:**

Hitting the mini orbit 4 or so times will start one of its missions. The game will loop between 2 missions, always starting with Power Failure.

- Power Failure - During this mission you have 30 seconds to recharge the ship's batteries. The ship's batteries are charged by hitting the spinners at the orbit entrances or the bumpers at the top of the table. It usually only takes one or 2 hits to recharge the batteries.

- System Failure - The whole system fails and to restart it you have to hit the left ramp, right ramp, mini-orbit, middle ramp, and then the lift hole (mission hole). There is no timer here so you have no choice but to complete it.

- **Space Station**

It's hard to avoid starting this mission. It is activated by hitting the two targets surrounding the entrance to the left ramp and then hitting the left ramp. In this mission, you have 20 seconds to install 4 components to a space station. The timer gets reset after each component you install. You install components by hitting the left and right orbits, the inner-orbit, and the right ramp. The time limit is very short and I usually don't waste my time with this mission.

- **Portals of Light**

This mission will start upon lighting all 4 MARS targets on the left. The goal is to shoot the ball through 10 portals before the timer runs out. I admit when you first activate this mission you will be like 'WOW!' but be careful this mission causes a lot of ball lost occurrences trust me.

Table Sub-Missions and Main Missions

To start a sub-mission, all you have to do is hit the accompanied ramp once to activate it and a second time to start the mission. For example the left ramp will start the samples sub-mission once completed you then have access to the Ignition sub-mission then after that the main mission is selectable via the mission hole.

After completing all required sub-mission for the main mission you are trying to access, the Lift Hole (mission hole) will light up with a red glow. Hit that to activate the mission, note that if you're at a point where you have multiple main missions available to you, once you hit the mission hole it will then start a 20 second timer. Now you must choose the mission you want to play by hitting the orbits or start the one you want by hitting the mission hole again.

Space Ship:

Hit the space ship (Left) ramp to activate it, and hit it a second time to start the next-in-line mission. Be careful as after you've activated the space ship for the first time, it will fly over the table thus blocking your view and violently shaking the table. I have lost a ball because of this no lie.

- **Sample: Sub Mission**
A magnetic arm will erect from the shuttle appear on one of 5 set locations on table. Hit it before the 15 or so second countdown runs out to get to the sample location as the arm will change location after every successful sample taken. After you've hit all 5 arms, the mission will be completed.
Don't worry if you run out of time, as you're progress will be saved but I think this only counts for the ball you activated the mission with but not sure.
- **Ignition: Sub Mission**
Once this mission starts, the mission hole will light up. After hitting that, the Shuttle Ramp, the Spider Ramp and the Mini Orbit will light up. Simply hit all 3 to complete the mission.
Just like after activating the shuttle for the first time, it will fly away upon completing the mission, blocking your view and shaking the table. So no falling asleep at the wheel, come on!
- **Sunstorm: Main Mission**
This mission requires you to guide the shuttle in the indicated directions to avoid being struck by the sunstorm or solar flares. There are ten 10-second waves, which go from left to right that you will have to survive. Hit any of the lit targets at least once before the timer runs out to advance to the next. Tip would be to hit a ramp you have ease with then hold the ball till the next alternate from left to right happens.

On the left you have:

- MARS targets
- Left Orbit
- Shuttle Ramp ***Easiest Ramp***
- Pyramid Ramp

And on the right:

- Galaxy targets
- Right Orbit
- Spider Ramp ***Easiest Ramp***
- Satellite Upkicker
- Mini Orbit

Pyramid:

Hit the Pyramid ramp once to activate it and a second time to start the leveling mission. As long as you do not lose your ball, you do not have to activate it again thus just hit the Pyramid ramp once to level up again.

- **Leveling (x3): Sub Mission**
Simply score 10 bumper hits to advance a level. The orbits are blocked, making it even easier. After leveling up for the third time, the Pyramid main mission will become available at the center sinkhole.
- **Pyramid: Main Mission**
This 3-ball multiball challenge which is extremely difficult to complete. I honestly believe that most of this mission is luck based, so pray that today is your day. The object here is to hit 6 randomly lit ramps in addition to hitting all 6 side targets (MARS and Galaxy) when they are flashing without losing more than 1 of the 3 balls in play.

First, your main concern should be keeping all 3 balls in play as long as possible. Keep your eyes focused on the flippers area and hit anything that moves. Remember to take a lot of risks when you have the ball save activated, especially the ball save given at the beginning of the mission because it lasts longer. Don't worry about the 6 ramps/orbits yet because by keeping the balls alive it will hit them. Now the more you activate this mission the more used to the 3 ball multiball thus you keep them alive longer.

Ok but if you go down to 2 balls you will need to change the above tactics. When you can catch both balls so you can see what is left to hit, don't try to force capturing the balls as that will lead to 1 or all being lost. If you somehow have any ramps or orbits left, I would suggest leaving those for now. Go for the targets. Try to keep 2 balls away from each other (1 up top and one down with the flippers) and make very late aimed shots at the targets with the ball held with one of the flippers

I found a good way to hit the MARS targets is to hit the left orbit and keep your top flipper elevated, this will usually send the ball in the direction of the MARS targets. You can hit the top right target (They are like little arrows where the galaxy animation is happening) directly with a semi-late left flipper shot. If you hit it too late on the flipper you'll end up hitting the bumper and then you may lose the ball. If you have a ball save activated remember..... TAKE RISKS!

With some luck you will finally manage to complete all the shots and targets, You will know this because the "lock is lit" will light up in front of the Pyramid ramp. The final part of this mission requires you to lock all your balls in the pyramid. If you're still on 3 balls (I tip my hat off to you if you are), you're allowed to drain one of them which I would strongly recommend. Try to hold the balls often if you can and send one of the balls round the left orbit (Use the left Flipper) and then

time your top flipper shot into the Pyramid ramp. Having one ball on each of the flippers is the best one to do this as you can safely try to hit the Pyramid Ramp knowing the other ball is safe being held by the right flipper. After locking your first ball (or 2 balls in case you decided not to drain one), the multiball will end. Lock your remaining ball by hitting the Pyramid ramp one last time to complete this truly epic mission which I think is one of the hardest I have ever come across.

Note that you will fail this mission many times but keep trying and eventually you will complete it. I know I wanted to throw my pad into my screen a number of times when I just had to lock the balls and failed.

Satellite:

The first hit to the Satellite Upkicker will activate it, the second will start the next-in-line mission. The kickbacks are a must when trying to make the Satellite Upkicker shot especially the right one.

- **Scan: Sub Mission**
When you start this mission, the Shuttle Ramp, the Spider Ramp and the Mini Orbit will then light up. After hitting all 3, the satellite will project a blue light to the right side of the table (where that Galaxy thing is) and then 2 orbits will light up. Hit both of them to complete this mission.
- **Recharge: Sub Mission**
When you start this mission; the Shuttle Ramp, the Spider Ramp, the Pyramid Ramp and the Satellite Upkicker will then light up. They all represent one of the possible switches you need to activate to recharge the satellite's power. To complete the mission you will have to find the correct switch 3 times. Hit the wrong one and you'll get the "wrong switch" message displayed on the dot matrix, hit the correct one and a voice will say "awesome" and you'll advance to the next. Just hit all the lit stuff and you will complete this mission.
- **Dock (This needs to be done 3 times): Sub Mission**
Once this is activated you have about 20 seconds to hit the Satellite Upkicker again after starting the mission. This will lock a ball you must do the above process 2 more times thus Locking 3 balls and the Satellite main mission will become available.
Note that Like with the Pyramid leveling missions, if you do not lose a ball, you will not have to activate the Satellite again between dockings.
- **Satellite: Main Mission**
This mission is a 4-ball multiball challenge, this table loves its multiball. All seven ramps and orbits will light up. In order to travel the required 600 'lightyears', simply hit 6 of those 7 ramps/orbits. Keeping the balls in play should be enough to complete this mission with very little trouble. Every time you hear 'jackpot' you have hit one.
When you're down to 1 remaining orbit/ramp, they will all light up again giving you the chance to score some more points. But the mission is already completed.

Spider:

Hit the Spider Ramp once to activate it and a second time to start the Analysis mission.

- **Analysis: Sub Mission**
The Space Spider will shoot a beam of light uncovering one of the 5 symbols. You have 15 or so seconds to shoot through it and go to the next. Like the 'Sample' mission in the Shuttle series, your progress is saved if you happen to run out of time but I am sure you need to not lose the ball in which you started the mission for it to remember. Once again not sure.
- **Refuel: Main Mission**
Every 8 seconds, 2 or 3 random ramps/orbits will light up. Hit one of them in the given time and the mission hole will light up. Simply hit that hole to fill the first tank displayed on the dot matrix. Repeat this for the other 2 to complete the mission. This set of Sub Mission and Main Mission is the easiest on the table.

Final Mission:

When you have successfully completed all 4 main missions, the final mission will automatically start. This is another multiball challenge (Yes another multiball challenge) during which you will have to hunt for artifacts. These are the greenish glowing stuff that will appear on random locations on the table. Shoot a ball through it and a countdown from 10 million points will appear on the dot matrix if im not mistaken. Hit the mission hole before the countdown runs out to advance to the next artifact. To complete this mission, you will need to do this for all 6 of the artifacts. Hitting each of the first 3 will add a ball to the game, so you end up in a 4 ball multiball to complete the last 3.

Failing to hit the Lift Hole in time, as well as being reduced to a single ball will end the final mission.

The only advice I can give you is make sure you are confident at hitting the mission and don't panic because thinking you will complete something on your first time isn't logical.

Upon hitting the Lift Hole for the sixth and final time the mission will complete, take a look at your score..... It has shot up greatly hasn't it and you should be at a nice place in the leaderboards as I am sure not many will get to this point.

In closing I hope you enjoy this table as its one of Zen Studios best. I hope my guide is helpful to you and I would like to thank Zen Studios again!

Yours

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