

Spiderman Table Guide By ShoryukenToTheChin



Key to Table Overhead Image – Thanks to [Clouda](#) on the Zen Studios Forums for the Image

1. Dr. Octopus Mission Hole
2. Upper Playfield Websling Ramp Access (Dr. Octopus)
3. Upper Playfield Websling Ramp Access (Mysterio)
4. Mysterio Mission Activation
5. Left Orbit
6. Dr. Octopus Ramp (Hideout Access)
7. Websling Ramp
8. Jameson Mini-Orbit
9. Mary Jane Ramp
10. Green Goblin Ramp
11. Right Orbit
12. Green Goblin Sinkhole

In this guide when I mention a Ramp 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

INTRODUCTION

This Table in my opinion is very fast and easy to control once you get the hang of it. Evidence of this can be seen in the leaderboards as the scores for this table are insane. This is because of the easy activation of Kickback, Ball Save and Extra Ball. This is the easiest table of the 4 core Marvel Pinball Tables (Spiderman, Iron Man, Wolverine & Blade) in my opinion.

Kick Back, Ball Save & Extra Ball

Kickback & Ball Save activation procedures

Kickbacks

Kickbacks are activated by lighting up the letters on the Inlanes and Outlanes, it will spell 'THWIP'

Left Side

THW

Right Side

IP

So this means that the lanes must be lit up 5 times. Once you light them all up, the Left side Kickback will be activated. Now you must repeat that for Right Kickback to be activated.

Ball Save

Also once you have activated both Kickbacks if you again light 'THWIP' you will activate Ball Save which for a limited time you can lose the Ball (1 time) and it will return that Ball. Do note when this Ball Save is lit you can only lose the Ball once.

Extra Balls

I remember getting an Extra Ball by going round the Left Orbit (5) & Right Orbit (11); I think it was to do with lighting up 'SPIDEY' these letters can be seen at the entrance of the Left Orbit. I assume this works like all others in a sense that each successfully hit of an Orbit gives you a letter. This is one of the main reasons that this table gets such high scores because Kickback, Ball Save and Extra Ball are activated with little trouble.

MAIN TABLE MISSIONS

There are 4 Main Missions on this table which are Dr. Octopus, Mysterio, Green Goblin & Jameson. Each of these Missions has various stages to them for example when you complete stage 1 of Green Goblin you get awards with points etc. But now if you activate the mission again you will begin stage 2 of the Mission and the difficulty goes up after every completion of a stage.

Dr. Octopus Mission

Activation

To access this mission you need to get up to the upper playfield and hit the ball into the Dr. Octopus Mission Hole (1).

This can be achieved in 2 ways; the first being that you send the Ball round the Right Orbit (11) then as soon as the Ball comes round to exit from the Left Orbit (5) entrance you need to hit the Ball with the Top Left Flipper. Your objective is to cause the Ball to go up the Mary Jane Ramp (9) when you successfully hit this the Dot Matrix will display Peter and Mary Jane kissing, now using the Top Right Flipper on the Upper Playfield (Hideout Area), steady yourself and hit the Dr. Octopus Mission Hole (1). This is the recommended way to activate it.

The second way which I do not recommend as you can cause some madness in terms of rebounds is to aim for the Left Orbit (5) but as soon as the Ball nears the Top Left Flipper immediately hit the Ball and it should go up the Mary Jane Ramp (9) if you're lucky. After that just follow the previous paragraph, the section where you hold the Ball etc.

Completion

Once you have activated the Dr. Octopus Mission you will then see that Dr. Octopus starts approaching the middle of the screen once he gets far enough (about $\frac{3}{4}$ of the way down the table) the Mission will fail. To stop his advance you must hit the Websling Ramp (7) repeated, each hit causes him to retreat once he has fully retreated you win (Mission complete).

Now a tip for this is that once you hit the Websling Ramp (7) the Ball will then always come down on the Lower Left Flipper by correct timing you can send the Ball back up the Websling Ramp (7), remember the Ball must only roll a bit on the Flipper before attempting to hit the Websling Ramp (7) again. If you get the down the timing this mission becomes very easy.

This Mission has multiple stages to it so after you complete it you can access it again to try to complete stage 2 and so forth.

Mysterio Mission

Activation

You activate this Mission by hitting the Mysterio Mission Activation (4), he will then switch Ramps – note he changes Ramp every 20-30 seconds or so and if you don't hit him in time you must hit the Mysterio Mission Activation (4) again. Once you hit the Ramp he is on a couple of times the Mission is then enabled.

Completion

Now this is tricky because you will be hit by hallucinogenic gas which will cause the Flipper Controls to reverse. Example Right Trigger = Left Flipper Control & Left Trigger = Right Flipper Control

But I got a little trick for this, you can turn your Controller backwards so that now your muscle memory is not affected because like this Right Flipper is the Left Flipper etc. This is shown in the Picture below –



This mission is pretty straight forward in that you have hit the Ramps etc. which are lit up also don't worry about losing the Ball because you have unlimited Ball Saves at this point. The Mission does have a time limit like most missions so when the timer gets down to let's say 5 seconds prepare to switch you pad the Right way round.

This Mission has multiple stages to it so after you complete it you can access it again to try to complete stage 2 and so forth.

Green Goblin Mission

Activation

This is activated by hitting the Green Goblin Ramp (10) 3-4 times.

Completion

Once this is activated the Green Goblin will throw out a Pumpkin Ball thus now it's a Multiball mode, if you go down to one Ball the Mission is failed. Now with the Pumpkin Ball you must hit the Ramp in which the Green Goblin is hovering over if I remember correctly he goes to 1 of 2 ramps Websling Ramp (7) and Green Goblin Ramp (10). Once you hit him with the Pumpkin Ball the Mission is completed.

This Mission has multiple stages to it so after you complete it you can access it again to try to complete stage 2 and so forth. Note that on Stage 2 he throws 2 Pumpkin Balls instead of 1, it works the same hit the Pumpkin Ball up the Ramp he is hovering over.

Jameson Mission

Activation

For this you need to hit the Jameson Mini-orbit (8) once this is successfully hit then the Mission is enabled.

Completion

You then need to hit the Right Orbit (11) very quickly since the timer is about 25 seconds or so. Once you successfully hit that the Mission is completed.

This Mission has multiple stages to it so after you complete it you can access it again to try to complete stage 2 and so forth.

WIZARD MODE (FINAL MISSION)

This Mission called **Clone Chaos** it can only be accessed once all of the 4 Main Missions (Dr. Octopus, Green Goblin, Jameson and Mysterio) has been successfully completed once which means Stage 1 of each of those must be completed.

You will then be allowed to lock 3 balls into the Dr. Octopus Mission Hole (1) once the 3rd Ball is locked the Wizard Mode begins this is more of a Bonus Mission in that the only objective is to gain as many points as you can because near everything is lit up like a Christmas tree.

Thanks for viewing my guide Web Heads, now go be a Super Hero!

*Yours
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