



MARVEL
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VENOM

RULESHEET

VENOM

How-To-Play and Rule Guide

VERSION 0.70.03

OVERVIEW

The player is Venom.

Carnage is your arch-villain. He is planning to return Knull to power. It is up to you to stop him.

PRO TIP - Text in purple are some tricks or shortcuts to make your journey easier.

HOST SELECTION

Venom needs a host. At the start of each ball and at times during a ball, the player will be able to change what host they are. Choosing from 4 hosts:

- Eddie Brock / Classic Venom
- Peter Parker / Black Suit Spider-Man
- Gwen Stacy / Gwenom
- Flash Thompson / Agent Venom

Each host will play differently and give different advantages throughout the game.

Venomized Host

There are 3 Venomized characters that the player will also be able to choose as a host once they are unlocked:

- Venomized Hulk
- Venomized Wolverine
- Venomized Captain America

Levels

Everything the player does will give them Experience Points (XP). Some things will give more than others. As the player gains XP, their level will increase.

The Higher the Level the more damage they will do in battles.

SKILL SHOTS

At the start of each ball use the left flipper button to change between 3 different skill shots for the current host.

See SKILL SHOTS EXPLAINED below for full details.

MINI-MODES

The grid of 12 inserts between the slingshots tells what path the current host is on and which ones have been completed in the past.

Each host has different lights in the grid as their path:

- Eddie has the 1st column of 3
- Flash has the 2nd column of 3
- Gwen has the 3rd column of 3
- Peter has the 4th column of 3

During mainplay, there are always 3 mini-modes running. They are color coded yellow, light blue, and white. Each Mini-Mode corresponds to a light in the grid. Complete the corresponding Mini-Mode to collect lights in the grid.

To complete a Mini-Mode:

Each Mini-Mode only requires two shots to complete.

- Shoot any of the 3 arrows that are solid yellow, light blue, or white. The first leg doesn't blink.
- Shooting the first leg will start the second arrow of the same color blinking and timing out.
- Shoot the 2nd one before it times out to complete the Mini-Mode.

GRID BONUS

Complete a group of 4 mini-mode lights in the grid on the playfield to collect powerful features:

- Extra Time - Timers will be longer.
- 2X Web Combos - Each Web Combo will give credit for 2.
- Extra Ball Save - Ball Saves at the start of balls and multiballs will be longer.
- +1X Playfield Multiplier - The base playfield multiplier will increase by one.
- Flame Thrower - The player will have a Flamethrower (see below)
- 2X Experience - XP is gained twice as fast



As long as the group of four lights, surrounding a Bonus item, are lit, the player will have the Bonus item.

FLAME THROWER

If the player has the bottom center 4 GRID lights completed then they have a Flamethrower.

During Multiballs, Wizard Modes, and Battle Modes the Flamethrower will become active. During these modes, if the player has two lit shots that are one shot apart, the Flamethrower will be flashing yellow and orange between them.

Shooting a lit Flamethrower shot will award all three shots.

BATTLE MODES

- Each time a path is completed and the player is level 10 or greater, they can fight one of the Minor Bosses: RIOT, AGONY, PHAGE, and LASHER.
- If the Minor Boss is defeated and the player is level 20 or higher, they can fight GRENDEL, a Major Boss.
- If the player is level 30 or higher, and GRENDEL is also defeated, they can attempt to battle KNULL the Final Boss.

For complete details see BATTLE MODES EXPLAINED

MAYHEM MULTIBALL

Mayhem Multiball can be a 2 to 6 ball multiball. It's up to the player.

TO START -

There are two ball lock-up devices, one on the left and one on the right. Each time locks are lit two insert arrows will be lit green. When the player shoots one of the two, the player has chosen which side they are locking on and both insert lights will go out.

Completing Mini-Modes will light locks. A player can have more than one lock lit at a time. To light the first lock, the player only needs to complete one Mini-Mode. The 2nd takes two. The 3rd lock and beyond take three Mini-Modes.

When a player locks 2 balls between the two sides, the game will try to start MAYHEM MULTIBALL. The player will be able to hold the action button down

to stop the multiball from starting. This will allow them to lock more balls. Up to six balls can be locked.

Which side the balls are locked will decide who the player fights and what other features they will gain during the multiball.



Locking one on the left will bring AGONY to the Multiball. The 2nd will bring LASHER. The 3rd will give 2X Experience Points during the Multiball.

Locking one on the right will bring RIOT to the Multiball. The 2nd will bring PHAGE. The 3rd will give +1X playfield multiball during the multiball.

ONCE STARTED -

This Multiball has 3 stages.

The first stage is one ball play. There is only one shot lit. If the player hits anything else, the stage ends. If they make it, they will collect a QUICK JACKPOT. Then, another ball is released from the opposite side and the player can shoot another QUICK JACKPOT. This will go on for a few shots if they continue making the one shot.

The second stage is the heart of the multiball. Balls are kicked out until the number of balls equals the number of locks and all shots are lit for Jackpots. Complete all the Jackpots to light SUPER JACKPOT.

Shoot Super Jackpot to defeat one of the Minor Bosses that was brought into the Multiball. This is another way to defeat them in addition to Battle Modes.

After Collecting a Super Jackpot all the shots light for DOUBLE JACKPOT and need to be shot twice each before the next Super is lit. From then on they are TRIPLE JACKPOTS and need to be shot three times each.

CARNAGE

The Carnage Captive Ball will start the following:

- CARNAGE MULTIBALL
- CARNAGE HURRY-UP
- BLOOD LUST

CARNAGE MULTIBALL

Carnage needs help returning to RAVENCROFT.

TO START -

Hitting the Carnage toy all the way back locks him into Ravencroft and lights Carnage multiball on the Police Station (center ramp).

ONCE STARTED -

The objective is to get Carnage all the way back into Ravencroft again. Doing so will light Super Jackpot.

All the other shots are blinking blue. Hitting a blue shot will increase the value of Super Jackpot.

Carnage Multiball can be stacked with Mayhem Multiball.

CARNAGE HURRY-UP

This is the second item awarded from getting Carnage all the way back. Once lit, the player can start it by shooting the Police Station (center ramp).

The objective is to get Carnage all the way back and collect the hurry-up.

Each time the player hits the Carnage captive ball, shoots Alchemax (the left ramp), or shoots the Police Station (center ramp), they will add value to the hurry-up and therefore add time to the mode.

Carnage Hurry-Up can be stacked with Mayhem Multiball.

BLOOD LUST

This is the third item awarded from getting Carnage all the way back. Once lit, the player can start it by shooting the right ramp.

This mode is about Flips. The player will only get so many flips before the mode ends. If they run out of flips the flippers will die. The ball will be collected and then kicked out to the shooter lane.

Every few seconds Carnage will try to do a Special Attack and shorten the time by taking some of the flips away.

There are two parts to this mode:

1 - The player can add more flips by looping the Center ramp then eventually hitting Carnage. This will slow down the heartbeat that has been speeding up faster and faster. The more they loop the center ramp the more flips will be added when Carnage is hit.

2 - Collecting points by shooting blue shots. Blue shots will give points and then go out but relight all the other blue shots.

The player must balance the goals of stopping the special attacks and adding back flips or collecting points in order to excel in Blood Lust.

PRO TIP - Keep an eye on your remaining Flips and how fast the heartbeats are going. The center ramp / captive ball combo will help on both fronts.

DOPPELGANGER

Doppelganger will attack you at all times during the game. It will seem random but in reality it's every few times you defeat an Infected. Carnage gets frustrated and sends his lieutenant to deal with you.

TO START -

Defeat Infected to start Doppelganger. It could start in the middle of anything else running.

ONCE STARTED -

The first time the player will need to hit one target. The 2nd time they will need two targets but they will be one at a time. The 3rd time they will need three, one at a time. And so on.

After completing 3 modes Rampage will light.

RAMPAGE

Rampage is a medium level wizard mode. Doppelganger is running about town causing trouble and somebody needs to stop him.

TO START -

Complete the regular Doppelganger mode 3 times then shoot the center ramp when it is blinking RED / BLUE.

ONCE STARTED -

This is a timed one-ball Wizard Mode.

All the shots are lit blue. The player will have a few seconds to shoot as many as they can. Each time will build the value.

When the time is up the blue shots go away and Doppelganger is lit (Swings out on the PREM/LE and lit on the Life Foundation shot on the PRO). Now the player will have only a few seconds to hit Doppelganger as many times as they can to collect the value that was built up in the first part.

QUICK DOPPELGANGER MULTIBALL (PREM/LE ONLY)

Even Doppelganger gets a Multiball.

TO START -

If the current host is Gwen or Wolverine, each time the player shoots the right loop, and the ball is stopped by the post, they will be one shot closer to Starting Quick Doppelganger Multiball.

ONCE STARTED -

This is a two-ball Multiball.

Doppelganger swings out, with a HURRY-UP running. Complete the hurry-up by hitting the lit target to lock in the Jackpot value.

Four shots light for Jackpots equal to the amount locked in. Complete the 4 to light Super Jackpot.

The Value collected for Super Jackpot is equal to the 4 Jackpots collected. Then the whole thing repeats.

TOXIN TEAM-UP

The player is teamed up with Toxin to attack Carnage.

This is a low level wizard mode. If the player has played Mayhem Multiball + Carnage Multiball + Doppelganger, Toxin Team-Up will light on the Daily Bugle shot.

TO START -

When all three are blinking in the billboard, shoot the Daily Bugle shot.

ONCE STARTED -

There are 3 Jackpot shots flashing, each with two arrows lit. Shoot each shot 2 times to light Super Jackpot.

Hitting Carnage back and keeping him back increases the value of the Jackpot shots.

The first time the player collects a Super Jackpot, a 2nd ball will kick into play. The mode becomes a multiball.

INFECTED

Each time the player hits a target they will start a timer on that target with its light flashing and timing out. If the player hits the target while it's timing out they will get one or more Infected Defeated. The game will track how many Infected Defeated the player accumulates and will award the following on thresholds of defeated:

- Cause the Doppelganger to attack the player
- Award Bonus Multipliers
- Unlock Sleeper
- Light Extra Ball
- Light Scream

BELL TOWER

Each time the player shoots the Police Station (center ramp) they will build the next Bell Tower value. The game will also track how many center ramps they have made in a row.

To light the Bell Tower Target: The first time the player will need 2 ramps. The second time they will need 3, then four and so on. This count resets each ball.

Each time the player hits the lit Bell Tower target during mainplay, it will increase their Playfield Multipliers. If the Bell Tower target is not lit, hitting it will add time to the multipliers.

If the player makes 4 or more ramps in a row before hitting the target, they will start Bell Tower Frenzy. The next time it will take 6 or more and so on.

PLAYFIELD MULTIPLIERS

The playfield multiplier starts at 1X at the start of each ball. There are several ways to raise the multiplier:

- Each time a lit Bell Tower target is hit during mainplay, playfield multipliers will be increased up to 7X for a limited time.
 - Even if it's not lit, the target will add time to the timer.
- If the player completed the bottom left Mini-Mode box, they will raise their base playfield multiplier by +1X.
- If the player lock 3 balls on the right side, their base will be +1X during Mayhem Multiball.

BELL TOWER FRENZY

This is a timed Frenzy mode where all switches score points.

Hitting the Bell Tower target will add time to the mode.

SCREAM

This is a video mode.

Scream is not your friend but she hates Carnage even more. Attempting to learn Carnage's plans, she is discovered and Carnage sends his Infected to attack her.

Using the flipper buttons, stop the Infected from reaching Scream as they attack her from the left and right.

If they all are defeated, the player will receive a bonus.

TEAM-UPS

There are 3 characters the player can Team-Up with:

- Hybrid
- Sleeper
- Miles Morales

The player will be able to choose a team-up at the start of multiballs and Battle modes.

Each Team-Up character will provide different advantages:

- **Hybrid** - Light the Action Button for SUPER BOMB + Maxes out the Playfield Multipliers to 7X.
- **Sleeper** - Light Action button for ADD A BALL during Multiball. During BATTLE MODE, he will give more time.
- **Miles Morales** - Will give +1 web Combo for each Combo the player makes.

Each TEAM-UP character has a different way to unlock them. Once unlocked they will be available to use whenever the player wants. Even across games if the player is logged into STERN INSIDER CONNECTED.

To unlock them:

- **Hybrid** - Defeat Riot, Agony, Phage, and Lasher in their Battle Modes or in Mayhem Multiball.
- **Sleeper** - Unlocked from Infected defeated. Sleeper is also unlocked if Flash is chosen as the first host of the game.
- **Miles Morales** - Complete a 4-WAY combo. Miles is also unlocked if Peter is chosen as the first host of the game.

Once they are used they have to be requalified again to be added to the players roster.

WEB SLINGING COMBOS

Each time the player shoots any shot, some of the other shots will light and begin timing out. Each time a combo is shot, the combo count will advance.

Combos will increase shot multipliers and damage delivered to villains in Battle Modes.

The multipliers will grow quickly at first and then slow down to a maximum of 5X. It takes a 10-way combo to get the multiplier up to 5X.

How many shots light up for the next combo can be different for some of the host. There are 3 levels. Some of the host will be really good and some will be not so good:

- Eddie Brock / Venom - AVERAGE
- Flash Thompson / Agent Venom - POOR
- Gwen Stacy / Gwenom - GOOD
- Peter Parker / Black-suit Spider-Man - GOOD
- Venomized Hulk - POOR
- Venomized Captain America - POOR
- Venomized Wolverine - AVERAGE

HOST COMBOS

Each host has a Signature 4-way combo. Completing it will enable Host Hurry-Up.

The shots needed for each Signature Combo:

- Eddie Brock / Venom - CR - LR - 180 - RO
- Flash Thompson / Agent Venom - RR - SC - LR - SC
- Gwen Stacy / Gwenom - LL - CR - LL - LR
- Peter Parker / Black-suit Spider-Man - LO - LR - 180 - SC
- Venomized Hulk - RO - SC - LO - LR
- Venomized Captain America - 180 - CR - LO - LR
- Venomized Wolverine - LO - LR - SC - CR

KEY -

- CR - CENTER RAMP - POLICE STATION
- LR - LEFT RAMP - ALCHEMAX
- 180 - 180 SCOOP - LIFE FOUNDATION
- RO - RIGHT ORBIT - THE VAULT PRISON
- RR - RIGHT RAMP - ARGO LAB
- SC - SCOOP - THE DAILY BUGLE
- LL - LEFT LOOP - LIFE FOUNDATION
- LO - LEFT ORBIT - RYKERS PRISON

The first shot will start the sequence. The player can only complete the sequence once per host.

HOST HURRY-UP

Completing the Host combo will light Host Hurry-Up on the scoop.

TO START -

Shoot the Daily Bugle scoop when the light on the billboard is blinking.

This is a cascading 4-stage hurry-up. Each shot of the host's combo will in turn be the shot needed to complete that stage.

Each time the player completes a stage, the points awarded are also added to the start of the next stage.

MYSTERY

Complete the bottom four lanes 3 times to light Mystery on the scoop (The Daily Bugle shot). Multiple Mysteries can be lit at once.

The Mystery will show 3 random items and ALL OF THE ABOVE. Then it will select one of the 4 and award it. These are the possible awards:

- BIG POINTS
- INCREASE CARNAGE HURRY UP
- INCREASE BELL TOWER FRENZY
- DEFEAT 5 INFECTED
- SPECIAL
- LIGHT EXTRA BALL
- PLUS ONE PLAYFIELD MULTIPLIER
- PLUS 1000 EXPERIENCE POINTS
- PLUS 2 LEVELS

- PLUS 3 LEVELS
- ENABLE HORDE MULTIBALL
- LIGHT 2 MORE MYSTERIES
- PLUS 1 BONUS MULTIPLIER
- PLUS 2 BONUS MULTIPLIERS
- PLUS 3 BONUS MULTIPLIERS
- START SCREAM
- START DOPPELGANGER
- LIGHT CARNAGE
- START BELL TOWER FRENZY
- START CARNAGE HURRY UP
- LIGHT LOCKS
- COMPLETE EXTRA TIME BOX
- COMPLETE 2X WEB COMBOS BOX
- COMPLETE FLAME THROWER BOX
- COMPLETE 2X EXPERIENCE BOX
- COMPLETE MULTIPLIER BOX
- COMPLETE EXTRA BALL SAVE BOX
- UNLOCK MILES
- UNLOCK SLEEPER
- UNLOCK HYBRID

ACTION BUTTON

There are several states the button can be in during this game:

- OFF/DARK - Wont do anything
- GREEN (Blinking. Not during a game)
 - Will start a game.
 - Select the current choice of the GAME PLAY MENU if that is active and then will start a game.
- WHITE (Blinking)
 - Will launch the ball
- YELLOW (Not blinking)
 - Will use Spider-Sense but it will not start a SPIDER-SENSE hurry-up.
- YELLOW/RED
 - Spider-Sense will start a hurry-up if held for >3/4ths of a second.
- GREEN (Blinking, during a game)
 - HULK SMASH!

- BLUE (Blinking)
 - Will cancel the start of Mayhem Multiball so that the player can lock more balls before they begin.
- ORANGE (Blinking)
 - Will choose the currently selected TEAM-UP choice.
- GREEN (Blinking, during HSTD same as the START button)
 - It will enter the current selection.

SPIDER-SENSE

If the action button is toggling between yellow and red, hold it down to start a Spider-Sense Hurry-Up. The Action Button needs to be held for over 3/4ths of a second. During which the game lights and music will change. You will be using your Spider-Sense.

If it is only yellow, the game will go into Spider-Sense mode but will not start a hurry-up because there is no danger.

SPIDER-SENSE HURRY-UP

This Hurry-Up starts when the Action Button is released after holding it for 3/4th of a second and there is danger for the player. A random shot will be selected and it will start flashing White.

Spider-Sense can be used during the follow other modes:

- DOPPELGANGER
- RAMPAGE
- CARNAGE MULTIBALL
- MAYHEM MULTIBALL
- CARNAGE HURRY-UP
- BLOOD LUST
- TOXIN TEAM-UP
- BATTLE MODES

Completing the Spider-Sense hurry-up will try help complete whatever else is running.

HULK SMASH

Hulk doesn't get Spider Sense. Instead he gets HULK SMASH.

Once per ball the player can press the Action Button to be awarded all the shots in the game. ALL of them.

BONUS SHOT

During CHOOSE A HOST mid-ball from shooting the left ramp when it was lit, the player can also choose one of the skill shot choices. Two of the choices are not available: TOP LANES and START DOPPELGANGER.

SECRET HIDEOUT SKILL SHOT

If on a plunge during a skill shot, the ball is dropped into the top hole, it will award the SECRET HIDEOUT SKILL SHOT. This Awards 4 Bonus Multipliers.

EXTRA BALL

Defeating Infected will light EXTRA BALL.

TOP LANES

Completing the two lanes will award an End of Ball Bonus Multiplier.

SKILL SHOTS EXPLAINED

At the start of each ball use the left flipper button to change between 3 different skill shots for the current host:

- Eddie Brock / Venom
 - TOP LANES for 2 BONUS MULTIPLIERS
 - 180 RAMP for SPOT MINI-MODE
 - RIGHT ORBIT for BIG POINTS
- Flash Thompson / Agent Venom
 - TOP LANES for 2 BONUS MULTIPLIERS
 - MYSTERY SCOOP for LIGHT MYSTERY
 - RIGHT RAMP for SPOT MINI-MODE
- Gwen Stacy / Gwenom
 - TOP LANES for 2 BONUS MULTIPLIERS
 - LEFT HORSESHOE ENTRANCE for SPOT MINI-MODE
 - RIGHT HORSESHOE ENTRANCE for START DOPPELGANGER
- Peter Parker / Spider-Man
 - TOP LANES for 2 BONUS MULTIPLIERS
 - 180 RAMP for SPOT MINI-MODE

- MYSTERY SCOOP for LIGHT MYSTERY
- Venomized Hulk
 - TOP LANES for 2 BONUS MULTIPLIERS
 - MYSTERY SCOOP for LIGHT MYSTERY
 - RIGHT ORBIT for SPOT MINI-MODE
- Venomized Captain America
 - TOP LANES for 2 BONUS MULTIPLIERS
 - MYSTERY SCOOP for LIGHT MYSTERY
 - RIGHT RAMP for SPOT MINI-MODE
- Venomized Wolverine
 - TOP LANES for 2 BONUS MULTIPLIERS
 - LEFT HORSESHOE ENTRANCE for SPOT MINI-MODE
 - MYSTERY SCOOP for LIGHT MYSTERY

Look for an arrow in the color of the current host moving when the left flipper button is pressed.

BATTLE MODES EXPLAINED

- Each time a path is completed and the player is level 10 or greater, they can fight one of the Minor Bosses: RIOT, AGONY, PHAGE, and LASHER.
- If the Minor Boss is defeated and the player is level 20 or higher, they can fight GRENDEL, a Major Boss.
- If the player is level 30 or higher, and GRENDEL is also defeated, they can attempt to battle KNULL the Final Boss.

BATTLE MODE COMMONALITIES

All battle modes will have some similarities. Here are some common Battle Mode characteristics:

- All Battle Mode villains have a life bar.
- Each life bar is called a phase.
 - All Phases end on a shot that can be held.
- The player needs to complete all phases to win.
 - Not winning a minor boss will turn off all the Mini-Modes that lead to it.
- The higher the players level the more damage that will be delivered with one punch.
- The Shot Multiplier from Web Combos is also a damage multiplier. If the Shot Multiplier is 3X and damage dealt to villains will be 3X.

- Some villains can regenerate or do other things like turn off a flipper.
 - Villains are about to do something bad when their light is about to timeout. A big hit will stop them and make the light timer start over.
- All battle modes are timed. When the player runs out of time the mode ends and the player loses.
 - The player can always add time to the timer by hitting the Bell Tower target.
 - How much time added will depend on the level and/or the player host and/or which villain is being battled.
- Each Battle Mode has a way for the player to deliver small, medium, and large hits on the villain. Also there is always a way to light SPECIAL ATTACK.
 - SPECIAL ATTACK does a very large amount of damage.

RIOT - MINOR BOSS

Riot has two phases; the player has to defeat his lifebar twice.

PHASE ONE

- There are two pairs of moving lights.
 - One set is red and uses the large shot arrows and the other is blue and uses the small shot arrows.
 - The red set moves from left to right.
 - The blue set moves from right to left.
- Red shots will deliver medium hits.
- Blue shots will deliver small hits.
- The two together will deliver large hits and light SPECIAL ATTACK

PHASE TWO

- Same as PHASE ONE except only one light in each set.

AGONY - MINOR BOSS

Agony has two phases; the player has to defeat his Lifebar twice.

PHASE ONE

- It starts with 3 shots lit red.
 - Shooting a lit red shot awards a medium award and lights the small arrow red.

- Shooting a shot with 2 red arrows awards a large award, lights Special Attack, and the shot goes out, lighting another shot red.
- Every few seconds Agony spits at the player on the screen and each lit shot small arrow counterpart will light green timing out really fast.
 - If the small green arrow times out the large arrow will light green as well and both will begin to time out.
 - If they time-out the shot turns off and is removed from the list of shots that can be lit.
 - If the player shoots the shot when green it awards a low hit, turns the shot red, and turns off the smaller arrow.
- The Bell tower is lit if the player has less than 4 shots lit.
 - If the player shoots a lit Bell Tower shot, the player lights a new red shot.
 - The most shots that can be lit at once is 4.

PHASE TWO

- Same as PHASE ONE except the small arrows don't light when she spits poison. It goes straight to the large arrows that are green and timing out.

PHAGE - MINOR BOSS

Phage has two phases; the player has to defeat his Lifebar twice.

PHASE ONE

- The mode is always in one of two states. At the start of STATE #1 there are two shots lit, the left ramp and the right Orbit. They are different colors.
- The left ramp will be lit with two arrows, the small arrow and the large.
 - Shooting the left ramp will light the scoop. Then shooting the scoop will light the Center ramp. Finally, shooting the center ramp will relight the left ramp. This continues until the player moves to STATE #2.
 - Each shot will be lit with two arrows, the large and small arrows.
 - Each time the player shoots one of these 3, they will score a large hit on PHAGE.
- Shooting the right orbit will turn it off and light the bell tower.
 - Shooting the right orbit will bring down the top post diverting the ball to the right flipper.

- Shooting a lit right orbit will score a small hit.
- Shooting a lit bell tower will move the mode to STATE #2
 - The bell tower turns off
 - A large amount of time is added
 - The other shot (left ramp, center ramp, or scoop) becomes 3 shots; the shots to the left and right will also light. The 3 of them will begin to time out on a short timer.
 - The three shots of this state will be in a 3rd color.
 - Each time one of these shots are made the player gets a large hit. And that shot goes out. Also the short timer resets.
 - If all 3 are shot the player will light Special Attack and the mode will move back to STATE #1.

PRO TIP - This is a good mode to have the Flamethrower.

PHASE TWO

- SAME AS PHASE ONE except:
 - The small arrows are removed

LASHER - MINOR BOSS

Lasher has two phases; the player has to defeat his Lifebar twice.

PHASE ONE

- This mode is about left and right orbits. One is lit at a time.
 - Two small arrows next to the lit orbit are also lit. Shooting these will award a small hit on the villain.
- Hit lit orbit to advance the color to do more damage and light special attack.
- After a few seconds, Lasher moves across the playfield to the other orbit.

PHASE TWO

- SAME AS PHASE ONE except:
 - Only one addition shot next to the lit orbit.

GRENDEL - MAJOR BOSS

Grendel will have four phases; the player has to defeat his lifebar four times.

If the player loses all the progress below Grendel on the path they are on will be lost including the Minor Boss.

PHASE ONE

This is a single ball phase. The mode is always in one of two states.

STATE ONE - DAMAGE

- As the player makes shots, all of them except the last one, will be blinking. When the player shoots one of them, it will go out and all the others will be blinking.
- When blinking, lights will flash the color of their current level. The first of 3 levels is blue.
 - When the player shoots a blue shot
 - They will be awarded a small hit on Grendel.
 - The shot will go out
 - The shot will upgrade to orange.
 - When the player shoots an orange shot
 - They will be awarded a medium hit on Grendel.
 - The shot will go out
 - The shot will upgrade to red.
 - When the player shoots a red shot
 - They will be awarded a large hit on Grendel.
 - The shot will go out
 - Each award will add time to the timer.
- At the start all 5 Infected targets are blinking.
 - Each time the player shoots one they will go out.
 - When the player complete all 5:
 - They will all start blinking again.
 - Special Attack will light and the arrow leading to the scoop will be purple.
- Grendel's insert is often timing out on a timer
 - If a red shot is made or a Special attack is made, the timer will reset.
 - If it times out it will reset and Grendel will make a Special Attack.

- If Grendel does a Special Attack the mode will switch to STATE TWO - REVERSE
- Hit the Bell Tower to add a large amount of time to the clock.

STATE TWO - REVERSE

- The flippers are reversed. The left button activates the right flipper and vice versa.
- The player cannot damage Grendel during this state.
- The Infected shots go out and Special Attack can not be lit
- All the shots are flashing Lt Blue.
 - Shoot any shot to switch back to STATE ONE and un-reverse the flippers. All shots go back to blue level.
- Hit the Bell Tower to add a large amount of time to the clock.

PHASE TWO

- SAME AS PHASE ONE except:
 - Infected targets are not all blinking. One target at a time is timing out.
 - If it times out a different one blinks and starts timing out.
 - Hitting a target that is timing out will light Special Attack.
 - During STATE TWO only half the shots are available (Lt Blue) to un-reverse.

PHASE THREE

This starts as a single ball phase. The mode is always in one of two states.

STATE ONE - DAMAGE

- Same as PHASE ONE except
 - When the life bar is half way down or less, move to STATE TWO.
 - Grendel is not timing down to do a Special Attack.

STATE TWO - MULTIBALL

- 3 balls kick into play with a short ball saver.
 - Two shots are lit to lock the ball. The left ramp and the center ramp.
- The player has to shoot both locks
 - Shooting one lock will hold onto that ball and the lock light will go out.
 - The damage meter will go down.
 - When both are made the scoop will light to complete the PHASE.

- If a ball is drained after the short ball save is over:
 - Grendel does a special attack
 - He regenerates back to half bar.
 - The game puts the player back into 3 ball play with a short ball save.
 - Two locks are lit again.

PHASE FOUR

- SAME AS PHASE THREE except:
 - 5 balls and the player has to lock 4 two on each side.
 - STATE ONE is like PHASE TWO with regard to the Infected targets. They will behave like they do in PHASE TWO.

KNULL - FINAL BOSS

Knull is the final villain to face.

- Defeating him will stop the SPEED-RUN clock.
- The player will also unlock an additional Venomized character to play:
 - HULK
 - CAPTAIN AMERICA
 - WOLVERINE
- When the player beats KNULL their XP will reset to zero. Therefore they will be at level one.
- All the phases have some common rules:
 - Shots move between 3 colors: BLUE, YELLOW, and RED.
 - BLUE will give small hits
 - YELLOW will give medium hits
 - RED will give large hits AND light Special Attack
 - Each time KNULL does a Special Attack he will do one of the following:
 - SHIELD -
 - All the shots change to LIME GREEN
 - The player needs to shoot any of them to turn them back.
 - LIME GREEN shots dont award anything except remove the shield and turn the colors back.
 - DARKNESS -
 - For a few seconds the game will be hard to see what is happening
 - KILL A FLIPPER -
 - For a couple seconds the left flipper turns off.

- This is not used in the 5th PHASE.

PHASE ONE

- All shots are lit BLUE.
- Each time the player shoots a BLUE shot, it changes to YELLOW. Also it will give a small attack.
- Each time the player shoots a YELLOW shot, it changes to RED. Also it will give a medium attack.
- Each time the player shoots a RED shot, it will give a large attack and light Special attack.

PRO TIP - You can shoot a looping shot over and over to win this PHASE.

PHASE TWO

- Same as PHASE ONE except:
 - The player has to choose a host and can not choose one that was used so far.
 - Each time the player shoots a Red shot, they will give a large attack, light Special attack, AND the shot will go out.
 - All the shots will come back if there are 4 turned off.

PHASE THREE

- Same as PHASE TWO except:
 - When a shot is made it goes to the next level but it goes out and all the others come on at their current level.

PHASE FOUR

- The player has to choose a host and can not choose one that was used so far.
- All start at BLUE and go out when shot.
- When 4 are out all come back at the next level.
- When shots are at RED they loop back to BLUE when 4 are out.

PHASE FIVE

- Same as PHASE FOUR except:
 - The player can choose any host they have unlocked.
 - 3-BALL multiball
 - TIMED FLIPPERS from Impossible mode is turned on.

- At the start of the PHASE, before balls are kicked out, the grid of lights drains and the player is stripped of the mini-mode boxes.
- The normal Infected, Doppel, and Carnage Rules are suspended.
- The infected targets work like normal. When the player hits one, it will start timing out. If they hit it while it is timing out, it will award a random light in the grid.
 - The game will track the number of infected defeated during this PHASE.
- Each time Carnage is hit it will award a random light in the grid.
 - The game will track the number of Carnage hits during this PHASE.
 - Carnage will come back down each time.
- Every 8 seconds DOPPELGANGER will start for 6 seconds. Each time Doppelganger is hit it will award a random light in the grid.
 - The game will track the number of Doppel hits during this PHASE.
- The players level could help to add more lights in the Grid. For each 5 levels over 30, when they are awarded a grid light they are awarded one extra.
 - IE - If they are level 45 they will get 4 grid lights instead of 1.
- When boxes are complete in the grid they will turn on as normal.
- The PHASE only ends when the grid is complete and Knulls life bar is drained.

AFTER ALL ARE COMPLETE

- After the final shot Knull is defeated:
 - The SPEED RUN clock stops.
 - The flippers turn off and the balls are collected.
 - The player is awarded points for INFECTED, CARNAGE, and DOPPELS hit during PHASE 5.
 - The player is shown Their total points
 - The player is shown their SPEED RUN time. If they are logged-in they will also see their BEST SPEED RUN time.
 - If the player has NEW HOST still locked they are prompted to unlock one.
 - The player will be able to choose any host, from their old host and their new.
 - The player's XP is set to zero and their level is one
 - A ball is kicked in to play.

KLYNTAR MULTIBALL

Knoll, defeated, retreats and you need to chase him down and get all the Symbiotes to imprison him again, recreating the planet Klyntar.

TO START -

Shoot the center ramp when Klyntar Multiball Ready is running.

ONCE STARTED -

This is a timed two-ball Multiball and the ball saver is always running. If the timer runs out or the player shoots all 16 shots the mode ends.

At the start, there are four shots that are blinking both of their arrows a particular color. All 4 colors are different. All the other flashers, GI, and lamps are on and not blinking. The 4 shots are: Alchemax (Left Ramp), Police Station (Center Ramp), Daily Bugle (Scoop), and The Vault Prison (Right Orbit).

Each of the 4 shots have a 4-level Hurry-Up running. When a shot is made the level is complete the next level is initialized adding the value just awarded to it. If a shot is on its last level the lower / smaller arrow turns off.

If all levels are complete for a shot the final value collected is added to all the other shots. This may restart their countdown. Also that shot turns off.

Each shot also darkens the playfield by reducing the lights lit. When only one shot is lit on its last level the whole playfield will be dark except for that one shot.

When it ends the flippers will die and the total page is shown. The player receives a bonus for all the seconds remaining.

KLYNTAR MULTIBALL READY

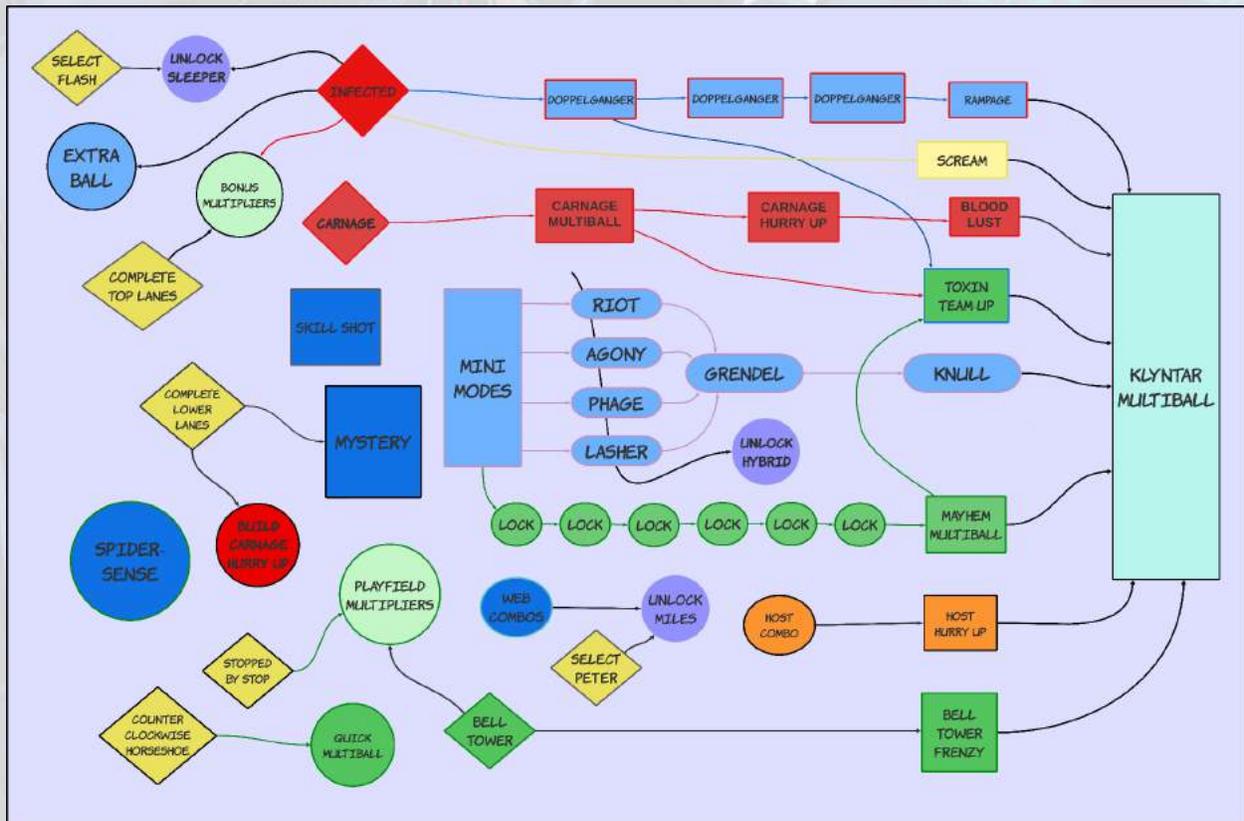
In order to start Klyntar Multiball the player needs to accomplish eight things:

1. Start RAMPAGE
2. Start SCREAM
3. Start BLOOD LUST
4. Start TOXIN TEAM-UP
5. Defeat KNOLL

6. Start MAYHEM MULTIBALL
7. Complete HOST HURRY-UP
8. Start BELL TOWER FRENZY

Once they have completed these the game will start Klyntar Multiball Ready as soon as it can. This will put the game into a state where the player can not do much more than shoot the center ramp to start the Klyntar Multiball.

GAME RULE FLOW CHART



PERSISTENCE

If players are logged in the game will remember a few things that will help beat the game next time. It will remember:

- Your experience points and level
- All the Venomized Characters that you have unlocked
- Your unplayed Team-Up characters
- Your current Speed Run time and your best Speed Run time
- The Minor Bosses and Grendel you have defeated

If you log in to Insider Connected you can see all of your saved Progress.

GAME PLAY MODE MENU

VENOM has several game play modes one or more players can explore. You can access the game play menu and start a game play mode by pressing and holding both flippers between games. *You can only do this if you can currently start a game.*

COOPERATION PLAY

All the players are on the same team. This affects the game in 3 ways:

1. Shared scores
 - a. All scoring will add to all players.
2. Shared Mini-mode progress
 - a. All progress is shared. If you complete a path of 3 or a box of 4 your teammates will too. Also, if you lose a path of 3 your teammates will too.
3. Shared Experience Points
 - a. You will receive full experience points for the actions you accomplish. Your teammates will receive that amount divided by the number of players.

IMPOSSIBLE PLAY

Impossible makes the game difficult on many fronts:

- The game is temporarily set to VERY HARD
- You can not hold a flipper for more than 1.75 seconds. You have to release the flipper to charge it back up. There are meters in the main score frame display that show you how much time you have on each of the flippers.
- You will not be able to get any extra balls

MONSTER PLAY

IMPOSSIBLE PLAY for player one only. Player one is the MONSTER can you beat them?

TEAM PLAY

Team play adds the scores of players together so that you can easily team-up. There are 3 types of Team play:

1. **2 versus 2** - Players one and three versus players two and four.
2. **3 versus 1** - Players one, two, and three versus player four.
3. **2 versus 1**- Players one and two versus player three.

COMPETITION PLAY

Randomness is removed:

- Mystery will give only certain awards in order:
 - PLUS 3 BONUS MULTIPLIERS
 - PLUS 1000 EXPERIENCE POINTS
 - LIGHT 3 LOCKS
 - +1X PLAYFIELD MULTIPLIER
 - START BELL TOWER FRENZY
 - DEFEAT 5 INFECTED
 - PLUS 2 BONUS MULTIPLIERS
 - START DOPPELGANGER
 - BIG POINTS
 - PLUS 1 BONUS MULTIPLIER
- (PREM/LE) Doppelganger targets are not randomly chosen. The left target is first then the middle then the right target. Then it loops back to the left target.

PRO TIP - The main score frame will confirm that the game is currently in **COMPETITION** game play mode.

DJ MIXER

You can turn the game into your own personal JUKEBOX. There are several playlists that feature most of the tunes from the game.

DJ Mixer is only available when the game is set to **FREE PLAY**

Here are the playlist:

- EDDIE TRACKS
- FLASH TRACKS
- GWEN TRACKS
- PETER TRACKS
- MULTIBALLS AND WIZARD MODES
- CODER MONKEY
- FIXING LAVA LAMPS WITH BRIAN
- TRAINING FOR TOURNAMENTS WITH KEVIN

- ROCKING WITH JERRY
- TUNES FOR BATTLE
- TREMONTI
- ALL TRACKS