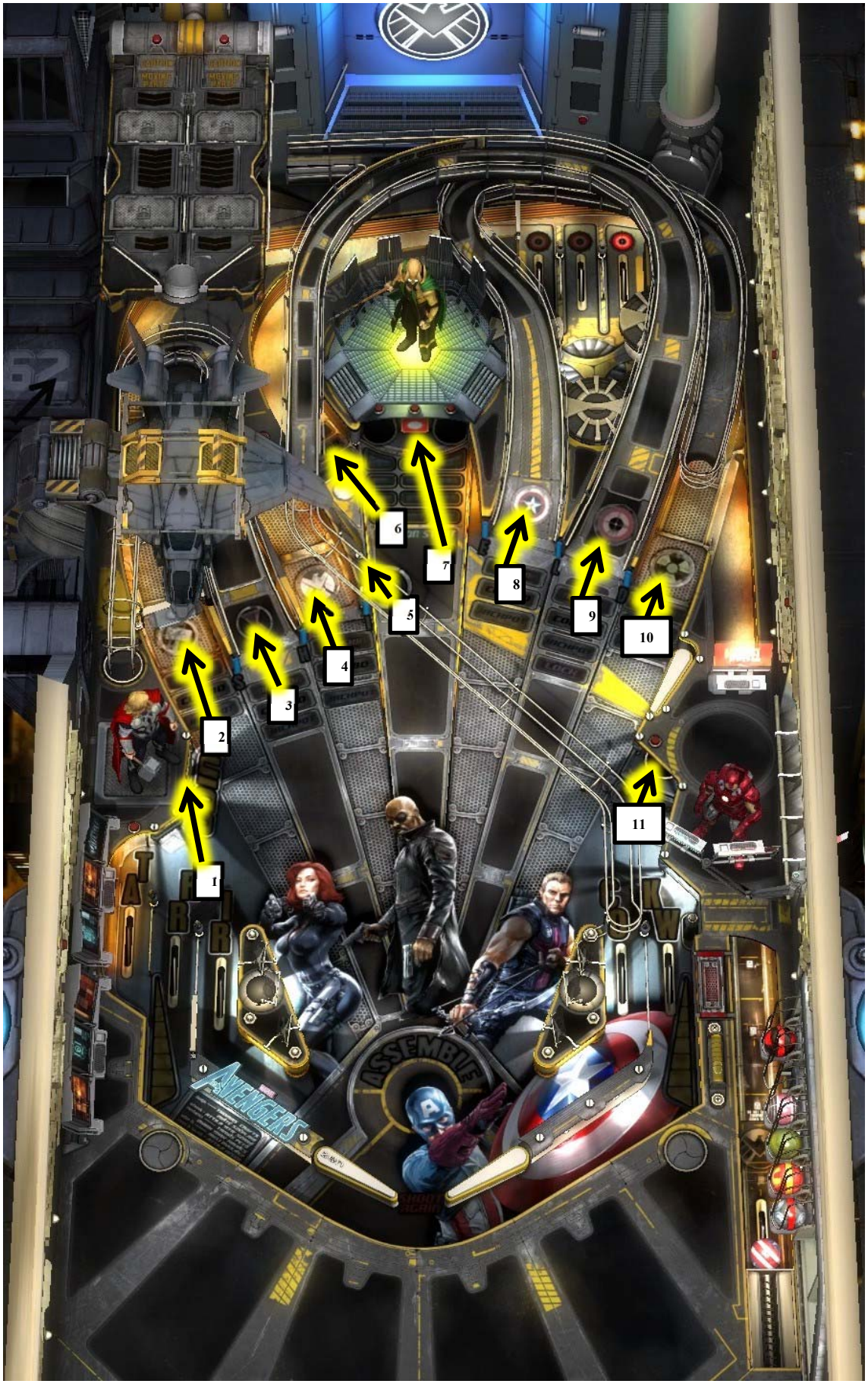
Avengers Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image Above

1. Odin Targets
2. Thor Orbit
3. Black Widow Ramp
4. Shield Mini - Orbit
5. Iron Man Mini - Orbit
6. Shield Target
7. Loki Targets
8. Captain America Ramp
9. Hawkeye Ramp
10. Hulk Orbit
11. Shield Sink Hole

In this Guide when I mention a Ramp etc. I will put a number in brackets which will correspond to the Key above, so that you know where on the Table that particular feature is located.

TABLE SPECIFICS

***Notice*: This Guide is based off of the Zen Pinball 2 (PS4/PS3/Vita) version of the Table on default controls. Some of the controls will be different on the other versions (Pinball FX 2, etc...), but everything else in the Guide remains the same.**



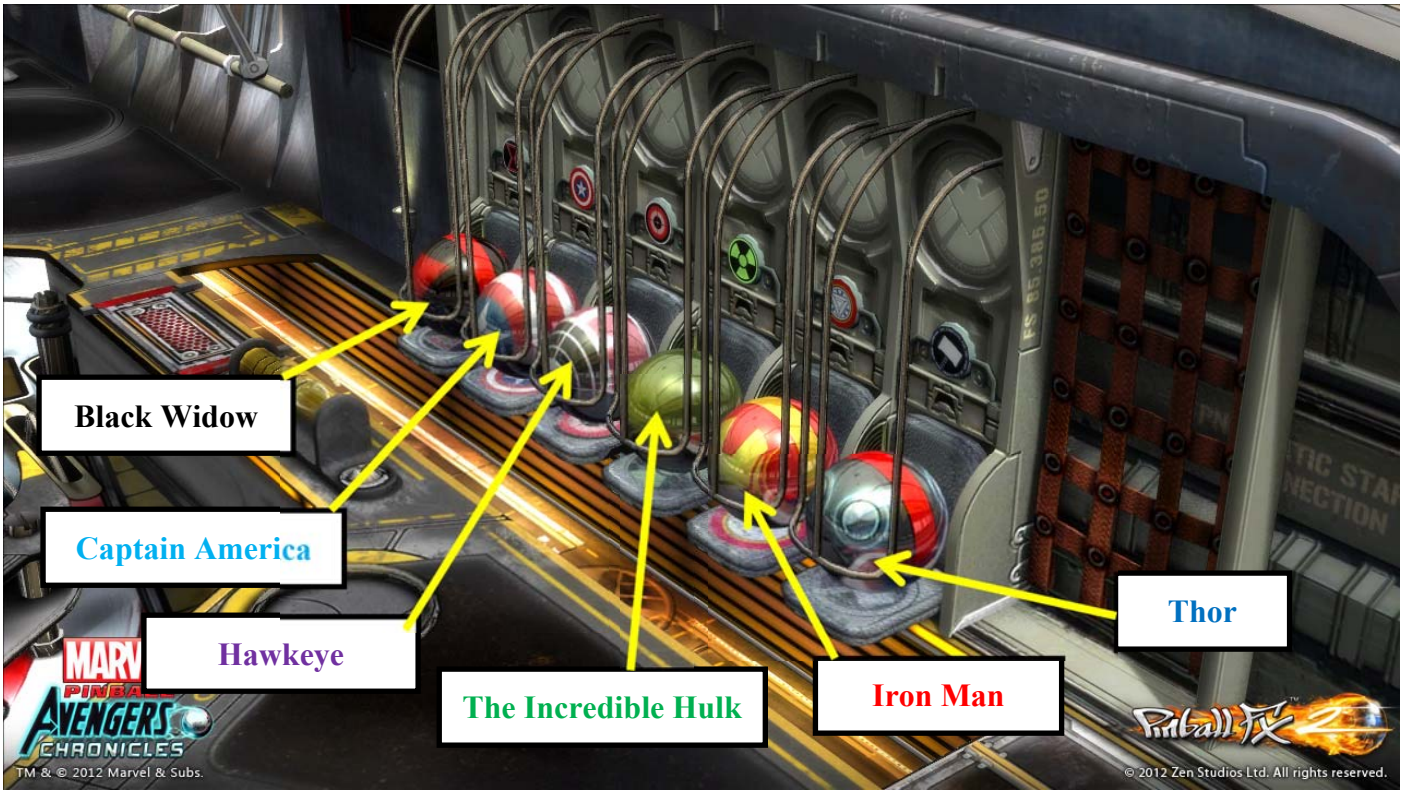
INTRODUCTION

This Table was part of the Avengers Chronicles pack. This pack contained 4 Tables; one of these was based on the Marvel Studios Movie Avengers. This Table tells the Story of the Movie by means on a Pinball; blending Artwork with Audio Cues from the Movie itself to truly make you feel like you are living through the Movie. It features great gameplay; one of its biggest pros is that it adds a depth of strategy as when you start each Game/Ball you get a choice of 6 different Balls which represents each of the Avengers, each has his/her unique abilities and thus it's important to come up with a strategy on how to amass Points in the most efficient manner.

I will try to explain the ins and outs of this Table, as with every Table it becomes more fun if you know what it is you are actually doing☺.

Table Mechanics

Avenger Balls –



When you start the Game you will have to choose which Ball you want to play as -

***Note** – **Captain America** Ball is always highlighted **first** when you are taken to the Launch Lane**

You have roughly 7 Seconds to select which Ball you want to play with; cycle through them with the Right & Left Triggers on your Controller and select which one you want by pressing the 'Launch' Button on your Controller.

Character Balls -

Now I will explain what each Ball brings to the Table ☺ hehe Pun intended –

To change the Ball hit the Shield Mini – Orbit (4) 4 times then hit the Shield Sink Hole (11)

- **Black Widow –**
  This Ball increases the Mission Bonus Points (this can be collected in all Game Modes) faster; instead of you hitting the Black Widow Ramp (3) 4 times to increase the Mission Bonus Points, you will only need to hit it 2 times if you are playing with the Black Widow Ball. It also allows you to access the Quinjet faster; as you will only need to hit the Hawkeye Ramp (9) once then again to gain access to the Quinjet locking mechanic.

- **Captain America –**
  This Ball allows instant locking of the Ball into the Loki Targets (7) which will be explained later in the Guide, increased the amount of time the Ball Save remains active, it also allows you to accumulate Combo shots far more efficiently than the other Balls available as it gives you more time in-between Combos to continue the Combo. If you manage to get a combo of 8 shots you will gain access to the Captain America **Extra Ball** via the Shield Sink Hole (11).

- **Hawkeye –**
  This Ball will increase the Skill Shot Bonus Points much more faster/efficiently either by lighting the 3 Skill Shot Rollovers or by attaining a Skill Shot, Activating the Kickbacks will be easier since instead it will light both of the Letters of the Rollover it rolls down thus you can light up 'TRICK ARROW' in half the time.

- **The Incredible Hulk –**
  This Ball will hit the Loki Targets (7) harder resulting in Power shots thus it will enable faster access to the Loki Main Missions (Repair The Engines, Duplicates, Thor Vs. Loki & Interrogation), It will also light the letters of 'HULK' faster to allow faster access to the Thor Vs. Hulk Hurry Up Mode (Explained later in the Guide), It will also give more Points when you hit the Slingshots & Bumpers (located at Upper Right of the Table).

- **Iron Man –**
  This Ball allows instant locking of the Ball into the Loki Targets (7) which will be explained later in the Guide. It increases the Multipliers faster, as instead of requiring 4 hits to the Iron Man Mini – Orbit (5) with this Ball, it only needs 2 hits to increase the Multiplier. It will also give you much better rewards from the Random Shield Award (explained later in the Guide).

- **Thor -**
  This Ball allows access to the Odin Double Scoring Mechanic (explained earlier in the Guide under the section 'Odin Double Scoring'), you also gain more Points when you hit the Spinner via the Thor Orbit (2) as well as also lighting the letters of 'THOR' faster to allow faster access to the Thor Vs. Hulk Hurry Up Mode (Explained later in the Guide).

Character Lanes -

- **Thor Orbit (2)** -
  Hitting this will change the Loki Targets (7) to allow access to the Thor Vs. Loki Mission, it will also increase the 'THOR' letters and if you have the **Thor** Ball it will accumulate the Letters faster to allow faster access to the Thor Vs. Hulk Hurry Up Mode (Explained later in the Guide).

- **Black Widow Ramp (3)** -
  Hitting this will change the Loki Targets (7) to allow access to the Interrogation Mission, also increase the Mission Bonus Points (this can be collected in all Game Modes) faster; instead of you hitting the Black Widow Ramp (3) 4 times to increase the Mission Bonus Points, you will only need to hit it 2 times if you are playing with the **Black Widow** Ball. The Mission Bonus I believe maxes out at 5 Million Points, but completing Mission etc.

- *Shield Mini – Orbit (4)* -
  Hitting this 4 times will allow you to change the Ball that is currently in play by then hitting the Shield Sink Hole (11).

- **Iron Man Mini – Orbit (5)** -
  Hitting this 4 times will increase the Multiplier to the next stage and if you use the **Iron Man** Ball; the Multiplier will advance to the next stage with just 2 hits.

- **Captain America Ramp (8)** –
  Hitting this will change the Loki Targets (7) to allow access to the Repair The Engines Mission, also hitting this 4 times will activate the Tables Ball Save Mechanic and if you have the **Captain America** Ball the Ball Save will be active for longer.

- **Hawkeye Ramp (9)** –
  Hitting this 4 times will then enable access to the Quinjet when you hit the Ball up the Ramp again but with the **Black Widow** Ball it will instead only require 1 hit then another hit to access the Quinjet.

- **Hulk Orbit (10)** –
  Hitting this will change the Loki Targets (7) to allow access to the Duplicates Mission, it will also increase the 'HULK' letters and if you have **The Incredible Hulk** Ball it will accumulate the Letters faster to allow faster access to the Thor Vs. Hulk Hurry Up Mode (Explained later in the Guide).

Skill Shot -



Skill Shot Example Target –In this case the Middle one is lit, you then need to adjust the Plunger using either the Analogue Stick (for manual Ball launch) or how hard you press down the 'X' Button (PS3).

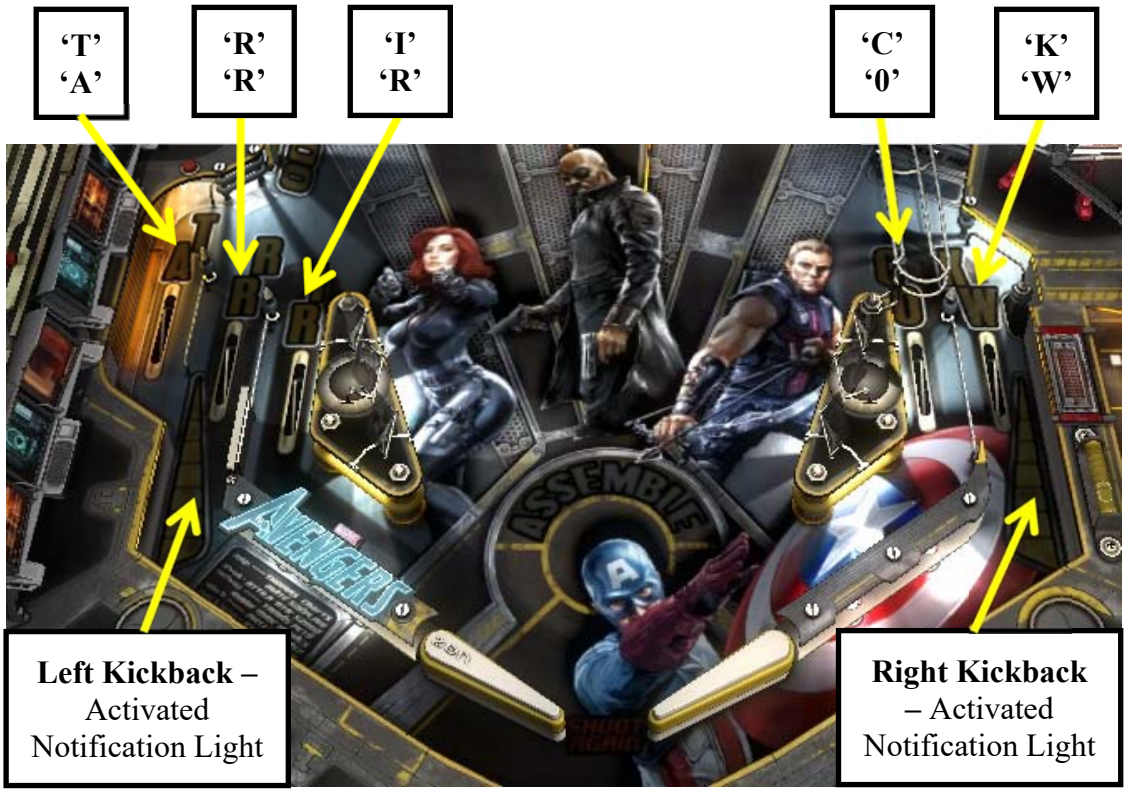
Skill Shot Award – this is hard to attain on this Table, as it always almost needs the Plunger to be fully pressed down but just a little off being fully pressed. Therefore if it's the Middle Lane, leave about 4 Springs of the Plunger visible. Adjust for a lighter shot for if the Right Lane is lit, and pull back a bit more for the Left Lane.

Every time you gain a Skill Shot you increase the Skill Shot award, also while in the Game if you light all the 3 Skill Shot Rollovers you will also increase the Skill Shot point value for the next Skill Shot award.

Kick Back & Ball Save

Kickback –

To activate this Tables Kickbacks you must first light 'TRICK ARROW' on the In's & Outlanes; so as the Ball rolls down a non – lit Rollover a Letter from 'TRICK' will be lit and if you go down that same lit Rollover it will instead light a Letter from 'ARROW'. Therefore you will approximately need to go down the Rollovers about 10 times to activate the Left Kickback. Repeat the above process again for the Right Kickback.



Note – if you use the Hawkeye Ball; it will instead light both of the Letters of the Rollover it rolls down thus you can light up 'TRICK ARROW' in half the effort/time.

You can alternate which Rollover Lane is lit by pressing the Trigger Buttons on your Controller so that the Ball can roll down a non – lit Rollover.

Note - This Table doesn't reset the Kickbacks earned if you lose a Ball

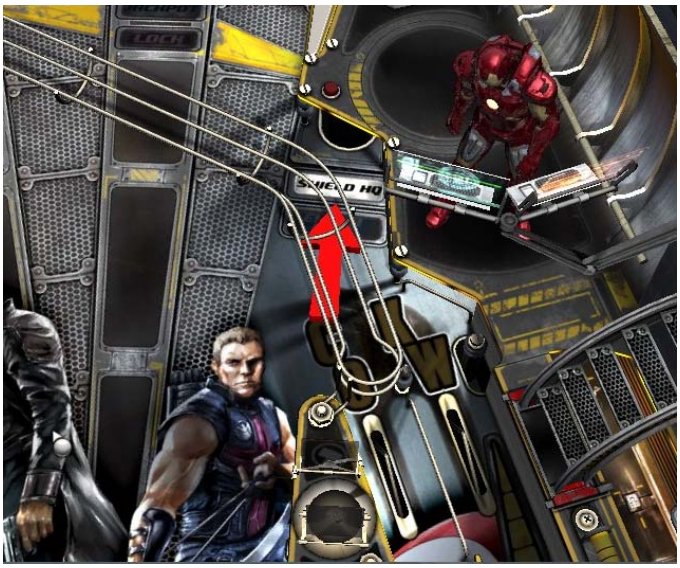
Ball Save –

This is activated by hitting the Ball up the Captain America Ramp (8) a total of 4 times

Note – if you use the Captain America Ball; the Ball Save will last longer.

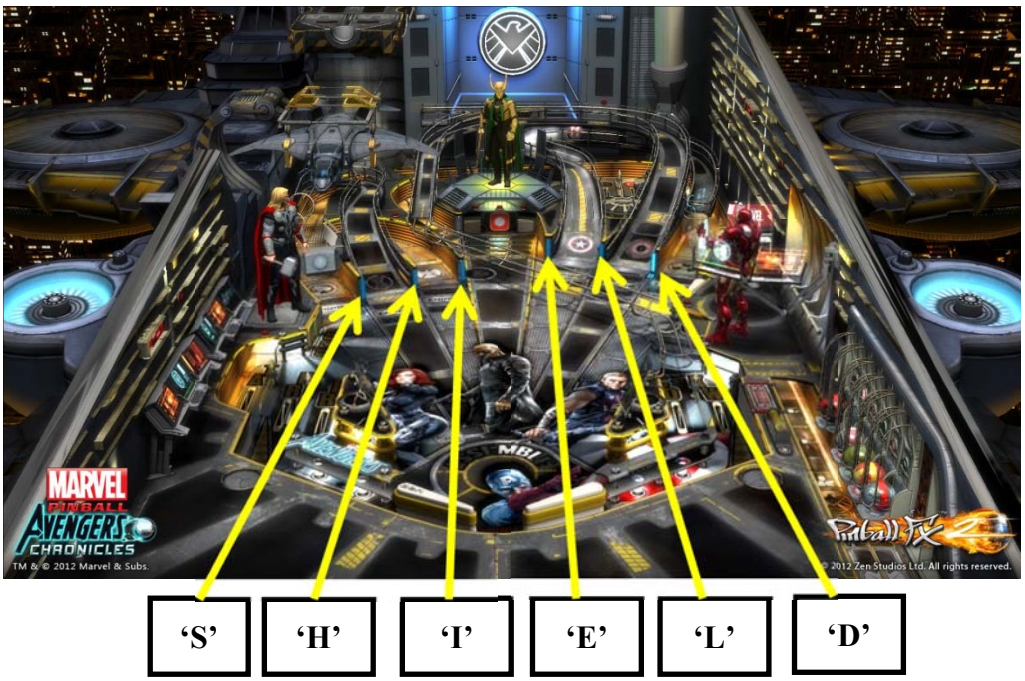
Extra Balls

The **3** Ways to achieve an **Extra Ball**, they are always collected at the Shield Sink Hole (11) once you achieve any of the below tasks –



- ***Method 1***: **Captain America Extra Ball** – Select the Captain America Ball; then proceed to perform a Combo of 8 shots, don't worry as the Captain America Ball gives you more time in-between Combos to continue the Combo.

- ***Method 2***: **Random Shield Reward Extra Ball** – You may have noticed that there are 6 small Targets located on the entrances of the Ramps on this Table, each represent a Letter of 'SHEILD' and when you hit them all the Shield Target (6) is activated. If you hit then hit the Shield Target (6) it can award you with Point related rewards as well as lighting **Extra Ball**.



- ***Method 3***: **Avengers Assemble Extra Ball** – If you manage to collect all the Super Jackpots within the Avengers Assemble Multiball (Wizard Reward Mode) you will light the Extra Ball (explained later in the Guide).

Increasing the Multipliers

You can increase the Multipliers by hitting the Iron Man Mini - Orbit (5) a total of 4 times -



This will then advance the Multiplier to the next stage; this Tables Multiplier stages go up in 1's i.e. 1x then 2x then 3x Multiplier. The Max Level of the Multiplier is 20 times Multiplier!

Note – if you use the Iron Man Ball; the Multiplier will advance to the next stage with just 2 hits to the Iron Man Mini – Orbit (5).

Odin Double Scoring

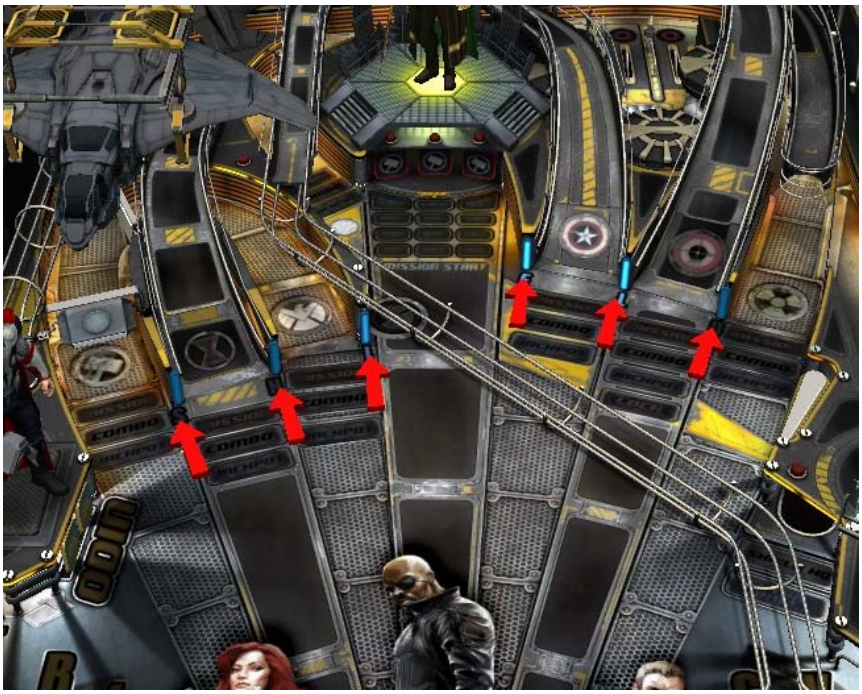
Hitting the Odin Targets (1) about 4 times -



Will then activate the Odin Double Scoring Mechanic of this Table, but it can only be started if you are playing as the **Thor** Ball. It will activate for about 30 Seconds, and will double all scores attained while it's activated.

Shield Targets

Hitting all of the Shield Targets –



Will light up the Shield Target (6) –



Upon hitting that Target you will be rewarded with a Point based award, and if you use the **Iron Man** Ball to do this they Points will be larger.

AVENGERS ASSEMBLE

Quinjet Multiball

Repair The Engines Multiball Mission

Duplicates Mission



Thor vs. Loki Mission

Thor vs. Hulk Hurry Up Mode

Interrogation Mission

***BIG TIP** – you can gain a 4 times Multiplier increase on your Mission/Mode completion bonus, if you use the correct Character Ball!**

***Note** – Hitting the Shield Sink Hole (11) within a Mode etc. will plunger the correct Character Ball into the Playfield while in a Mission/Mode etc.**

“A” = Quinjet Multiball Mode *Use the Hawkeye & Black Widow Balls for added Bonuses* –

You must first lock 2 Balls into the Quinjet; ***Note – You can use any Ball but it better to use either the Black Widow or Hawkeye Balls*** Select the **Hawkeye** Ball then hit the Hawkeye Ramp (9) 4 times which then enables you to access the Quinjet locking Mechanic which is done by hitting the Ball up the Hawkeye Ramp (9) again. Once you have done that you will be taken to the Quinjet Playfield –



Red Light – shows where the Ball will be dropped

Drop Hole Example – avoid this as it will cause the Ball to drain back to the Main Playfield.

Quinjet Lock – You need to get the Ball here to lock the Ball

This Playfield requires you to usher the Ball safely to the Quinjet at the bottom of the Playfield; this is done by pressing the Right Trigger (tilts the Playfield Right) to make the Ball roll to the Right or pressing the Left Trigger (tilts the Playfield Left) to make the Ball roll to the Left. This needs to be done because you will have 2 Drop Holes which will open up in 2 of 4 places, you need to avoid those because if the Ball rolls down one of them then you will need to re – hit the Hawkeye Ramp (9) again and repeat the process till you successfully get the Ball locked. Now before the Ball is released onto the Playfield you will see a Red light flash to shown which side it will come into from.

After locking the 1st Ball you will be taken to the Launch Playfield where you will select another Ball other than the one that has been previously locked. Choose the **Black Widow** Ball, after you have done that repeat the above process but you will only need to hit the Hawkeye Ramp (9) once to activate the locking Mechanic then hit the Hawkeye Ramp (9) again to be taken to the Playfield to lock the 2nd Ball and begin the Quinjet Multiball Mode thus lighting the **‘A’ Letter of ‘ASSEMBLE’**



The objective of this Multiball is to hit the Black Widow Ramp (3) & Hawkeye Ramp (9) after any successful hit up those the Loki Targets (7) will open up a Sink Hole on the side of the Table that the Ramp you hit is located on, hit that to claim a Jackpot. Repeat this as many times as you can to amass as much Points as possible, but remember hitting the Black Widow Ramp (3) with the **Black Widow** Ball & Hawkeye Ramp (9) with the **Hawkeye** Ball will result in more Points and locking the Ball in its respected Sink Hole – **Black Widow** Ball is the Left Sink Hole at the Loki Targets (7) & **Hawkeye** Ball is the Right Sink Hole at the Loki Targets (7) will result in greater Jackpot awards (more Points).

The Multiball will continue as long as you have a minimum of 2 Balls in play, after which you will have about 30 Seconds to hit the Iron Man Mini – Orbit (5) to fix the Quinjet to gain an added Bonus. The Mission Bonus will also be increased, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

“S” = Repair The Engines Multiball Mission *Use the Captain America & Iron Man Balls for added Bonuses* –

***Note** – You can use any Ball but it better to use either the **Captain America** & **Iron Man** Balls as it makes the Mission easier to complete and awards more Bonus Points**

First have the **Captain America** Ball selected then hit the central Bulls Eye Target which is located via the Loki Targets (7), upon doing so 2 Sink Holes will open up either side of the Loki Targets (7) and you will need to hit one of them with the **Captain America** Ball. Once you have done that you will be taken to the Launch Lane to select a Ball; chose the **Iron Man** Ball and repeat the above process, one done the Repair The Engines Multiball Mission will begin –



The Playfield will then be lit Red –



The Mission will continue as long as you have a minimum of 2 Balls in play, otherwise the Mission will end and you will gain the Letter **'S' for 'ASSEMBLE'** and you won't be able to re – enter this Mission until you gain all the Letters of 'ASSEMBLE' etc.

Now to fix the Engines you need to hit one of these 3 lit Ramps/Orbits –

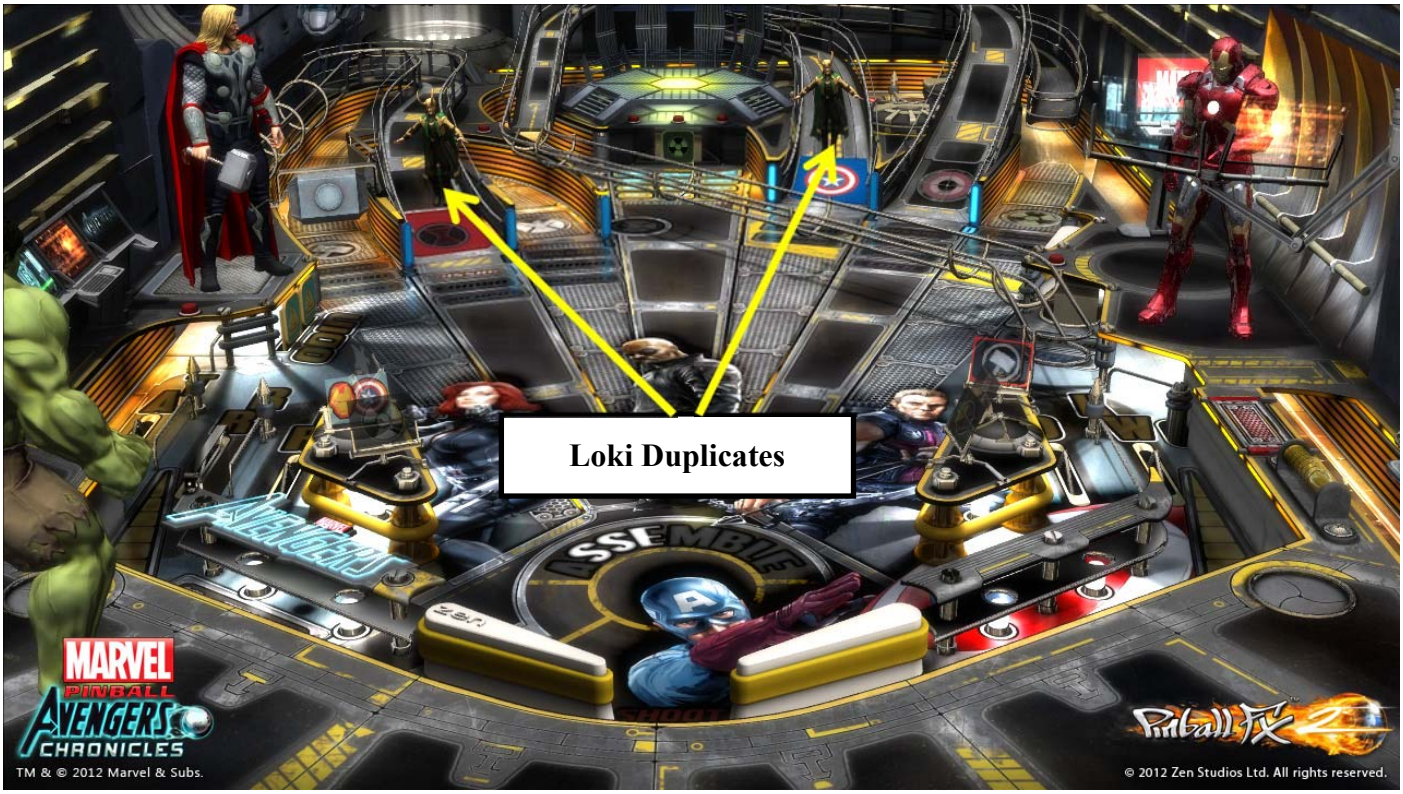
- Thor Orbit (2)
- Hawkeye Ramp (9)
- Hulk Orbit (10)

When you successfully hit one of these you will then have 20 or so Seconds to hit the Captain America Ramp (8) ***Note – If you used the Captain America & Iron Man Balls for this Mission then the countdown will be longer*** Once you hit that you will then have to hit one of the 2 other lit Ramps/Orbits as the one you hit previously is not lit now, repeat the above process until you are granted access to the 2 Sink Holes which will open up on either side where the Loki Targets (7) are located. Once you lock one of the Balls into either of them the Mission is completed, you are awarded with some Mission Completed Bonus Points and the Mission Bonus will also be increased. You won't be able to re – enter this Mission until you gain all the Letters of 'ASSEMBLE' etc.

“S” = Duplicates Mission *Use the Incredible Hulk Ball for added Bonuses* –

Note – You can use any Ball but it better to use The Incredible Hulk Ball as it makes the Mission easier to activate/complete and awards more Bonus Points

First select **The Incredible Hulk** Ball; now you will see that a Target will be moving side to side on the Loki Targets (7), you need to hit it in each of its 3 positions with **The Incredible Hulk** Ball which registers a Power shot and once you have done this a Sink Hole will open up directly in the Middle of the Loki Targets (7). Hit the Ball into it to begin the Duplicates Mission –



Once the Mission begins 2 Loki Duplicates will appear at the entrances of one of the Ramps/Orbits on the Table (Shown in the Image above is an example of this). You basically just need to hit both of them before the time runs out, once you do this another 2 Loki Duplicates will appear for the 2nd time and the time limit will reset basically repeat the above process again a further time to uncover the real Loki which will appear on one of the Ramps/Orbits hit that one to complete the Mission. You are awarded with some Mission Completed Bonus Points and the Mission Bonus will also be increased. You will gain a **‘S’ from the ‘ASSEMBLE’** even if you fail the Mission, you won’t be able to re – enter this Mission until you gain all the Letters of ‘ASSEMBLE’ etc.

“E” = Thor vs. Loki Mission *Use the Thor Ball for added Bonuses* –

***Note** – You can use any Ball but it better to use the **Thor** Ball as it makes the Mission easier to activate/complete and awards more Bonus Points**

First select the **Thor** Ball and hit the Loki Targets (7) about 4 or 5 times, after which the Thor vs. Loki Mission will begin –



The objective of this Mission is to defeat Loki; this is done by hitting him 3 times but first you need to charge you mighty Hammer which is done by hitting the Spinner via a Thor Orbit (2) shot (Best Way!) or by hitting the Shield Mini – Orbit (4). A Power Bar can be seen on the Dot – Matrix, once you have that maxed out hit the Ball at the Loki Targets to throw the Hammer at Loki. Repeat the above a further 2 times to complete the Mission, you will then be awarded with some Mission Completed Bonus Points and the Mission Bonus will also be increased. You will gain a **‘E’ from the ‘ASSEMBLE’** even if you fail the Mission, you won’t be able to re – enter this Mission until you gain all the Letters of ‘ASSEMBLE’ etc.

But remember Loki will also try to attack you; to dodge his attacks simply hit Ramp etc. from the opposite side from where Thor is standing… Thor will then jump across dodging the attack.

***Note** – **Be careful**! As Thor gets in the way of the Flippers when he jumps**

“M” = Thor vs. Hulk Hurry up Mode *Use the Thor or Incredible Hulk Ball for added Bonuses* –

***Note** – You can use any Ball but it better to use either the **Thor** or **The Incredible Hulk** Ball as it makes the Mission easier to activate/complete and awards more Bonus Points**

***Note** – You may need to fight for both **Thor** & **The Incredible Hulk** within **1** game to attain a Trophy on PSN.**

Select either **The Incredible Hulk** (starting the Mode with this Ball will make you fight for Hulk) or **Thor** (starting the Mode with this Ball will make you fight for Hulk) Balls; hit the Thor Orbit (2) multiple times to light all the Letters to spell out ‘THOR’ which is displayed on the Dot – Matrix ***Note** – if you use the **Thor** Ball to do this then the Letters will be attained faster** and then hit the Bumpers (located on the Upper Right of the Table) multiple times to light all the Letters to spell out ‘HULK’ which is displayed on the Dot – Matrix ***Note** – if you use **The Incredible Hulk** Ball to do this then the Letters will be attained faster.**

Once ‘THOR’ & ‘HULK’ have been filled up the Thor vs. Hulk Hurry Up Mode will begin automatically –



Depending on which Ball you have on the Playfield upon starting this Mode will mean if you are fighting for Hulk (**The Incredible Hulk** Ball) or Thor (**Thor** Ball). A Power Bar can then be seen on the Dot – Matrix, think of this as a Tug of War between Thor & The Incredible Hulk – if the Bar is increased then Hulk is winning, whereas if it decreases then Thor is winning and therefore if you manage to decrease or increase it to its max. The Mode is completed dependant on who it is you’re fighting for.

Increasing (Fight for Hulk)/Decreasing (Fight for Thor) is done by hitting the lit Ramps/Orbits and if you hit any non – lit Ramps/Orbits you help the other Party either it be Thor or Hulk which you are competing against. Once you have maxed out the Bar which way depends on who you are fighting for, you will then complete the Mode and be awarded with some Mode Completed Bonus Points and the Mission Bonus will also be increased. You will gain a **‘M’ from the ‘ASSEMBLE’** even if you fail the Mission, you won’t be able to re – enter this Mission until you gain all the Letters of ‘ASSEMBLE’ etc.

“BLE” = Interrogation Mission *Use the Black Widow Ball for added Bonuses* –

Now to acquire the last 3 Letters ‘BLE’ of ‘ASSEMBLE’ you need to experience the 3 Loki Dialogue exchanges; now they can occur in any of the Tables Modes/Missions etc. but I find it much easier to just complete the 3 stages of the Interrogation Mission –

Note – You can use any Ball but it better to use the Black Widow Ball as it makes the Mission easier to activate/complete and awards more Bonus Points

Select the **Black Widow** Ball and then hit the Loki Targets (7) hit those a few times until a Sink Hole opens up at the centre of the Loki Targets (7) hit the Ball into it to start the Mission –

‘B’ = *Attaining the 1st answer in the Interrogation –*

Hit the lit Ramp/Orbit within the time limit to attain the **‘B’ Letter of ‘ASSEMBLE’**

‘L’ = *Attaining the 2nd answer in the Interrogation –*

Hit the lit Ramp/Orbit within the time limit to attain the **‘L’ Letter of ‘ASSEMBLE’**

‘E’ = *Attaining the 3rd answer in the Interrogation –*

Hit the lit Ramp/Orbit within the time limit to attain the **‘E’ Letter of ‘ASSEMBLE’**

Once you have done the above the Mission will be completed; awarded with some Mode Completed Bonus Points and the Mission Bonus will also be increased. You will gain the **‘BLE’ Letters from the ‘ASSEMBLE’**, you won’t be able to re – enter this Mission if you complete it until you gain all the Letters of ‘ASSEMBLE’ etc.

Wizard Mode – "AVENGERS ASSEMBLE MULTIBALL" *4 Balls*

Upon collecting all the '**ASSEMBLE**' Letters the Wizard Reward Mode known as the Avengers Assemble Multiball will automatically begin -



'ASSEMBLE' Fully Lit!

The objective here is to score as much points as possible; hitting any of the Ramps/Orbits will award a Jackpot Bonus Points and if you hit a Ramp/Orbit with the relevant Character Ball it will instead result in a Super Jackpot Bonus Point being awarded, at one point Super Jackpots where giving me 20 Million Points which I believe is the max. And if you manage to hit all of the Character Lanes with the corresponding Character Ball you will light the Avengers Assemble **Extra Ball** at the Shield Sink Hole (11) –

- Thor Orbit (2) – hit with **Thor** Ball
- Black Widow Ramp (3) – hit with **Black Widow** Ball
- Iron Man Mini – Orbit (5) – hit with **Iron Man** Ball
- Captain America Ramp (8) – hit with **Captain America** Ball
- Hawkeye Ramp (9) – hit with **Hawkeye** Ball
- Hulk Orbit (10) – hit with **The Incredible Hulk** Ball

To change what 4 Balls are on the playfield hit the Shield Sink Hole (11) and it will swap out the Balls as long as all 4 are on the Table Playfield, now if you hit the Shield Sink Hole (11) when you have less that 4 Balls on the Playfield it will instead give you a random Character Ball.

The Mode will only end if you go down to only 1 Ball only the Playfield

After completion, the progress of the Table will be reset thus Table Reset!

Special Thanks to all the Zen Studios Forum Community! Members such as **Cloda, shogun00, tenorhero, snakeman07, PSKay, Evolve or die, BPestZ & E113** 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 etc.

Check out the other Tables available, they are all available to download on the Xbox Live Marketplace in Add-Ons section or download it straight from the PFX2 Platform itself. Zen Pinball 2 on PlayStation Network, Zen Pinball on the Apple AppStore, Zen Pinball 3D & Marvel Pinball 3D on Nintendo 3DS and Zen Pinball THD on Android Marketplace.

Thanks for viewing my Guide,

"AVENGERS ASSEMBLE!!!"

Yours

ShoryukenToTheChin