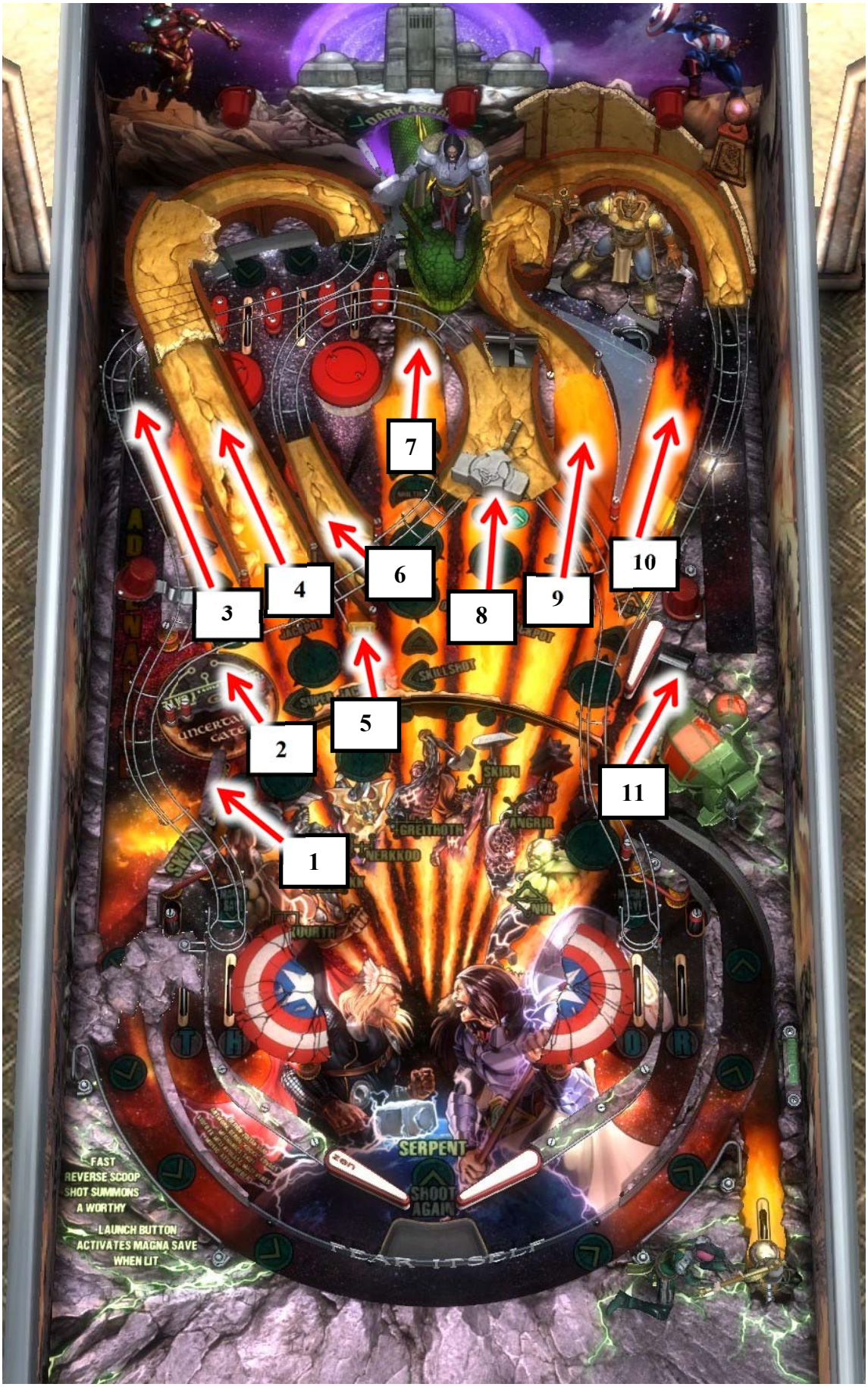
Fear Itself Table Guide
By ShoryukenToTheChin



Key to Table Image Above

1. Magna Save Targets
2. Spinner
3. Left Orbit
4. Iron Man Ramp
5. Dark Asgard Target
6. Hammer Ramp
7. Odin Sword Locker
8. Mission Targets
9. Odin Ramp
10. Right Orbit
11. Random Reward 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



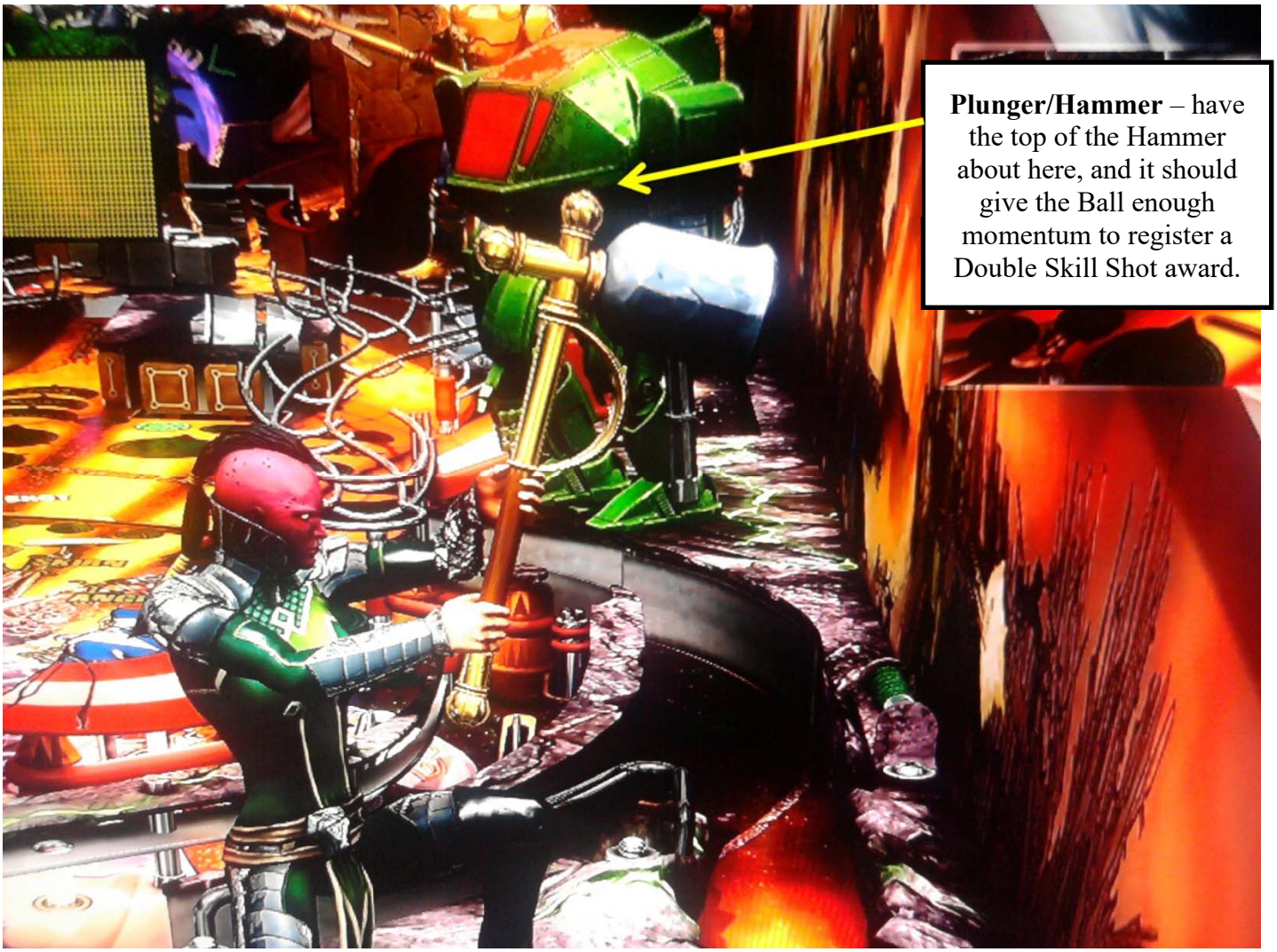
Introduction

This Table was one of the 4 Tables included in the Avengers Chronicles Pack, based on the Marvel Comic Event called Fear Itself. This Table tells the Story of the Event by means on a Pinball; blending Artwork with Audio Cues to truly make you feel like you are living through said Event. It features great gameplay; Magnetic Modes in one of the most unique Missions sets to date from Zen Studios, a crazy magnetically charged Half Circle Loop at the bottom of the Playfield. It is truly the most unique Table in terms of Modes etc. and is tied as my Personal Favourite along with Moon Knight & Infinity Gauntlet.

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 ☺
Make sure to try out the other classic Tables from Pinball FX 1, as well as the Tables from Pinball FX2, Zen Pinball 2 & Marvel Pinball.

Double Skill Shot –

To attain a Double Skill Shot award you will need to position the Hammer at just the right Height so that it gives the Ball enough momentum to Circle the Magnetic Half Circle Loop a total of 2 times resulting in a Double Skill Shot award. Below I will sure where the Hammer must be so that you achieve this –



Kick Back & Ball Save

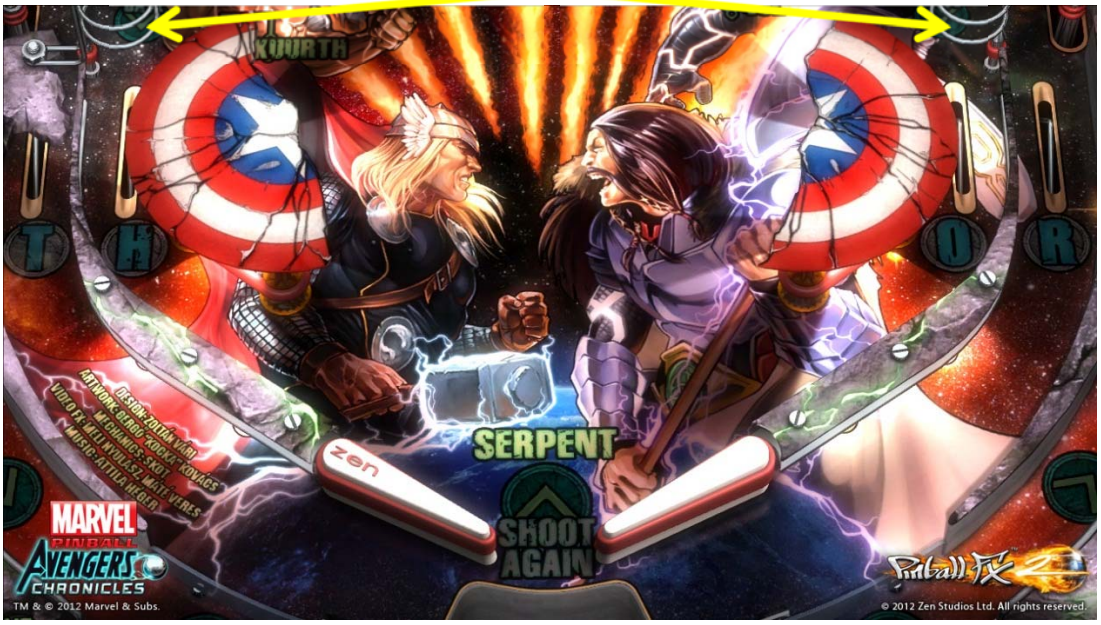
This Table doesn't have the usual Kickback mechanic that you may be used to, on this Table you have something which is called a Magna Save which is essentially a powerful Magnet that will draw the Ball out of draining and back into the Tables Playfield. This can also be activated/stacked so that you can use it more than once. Once Magna Save is charged/activated you can activate it by pressing the 'Launch' Button on your Controller and any Ball on the Table Playfield will be drawn to the Left & Right Inlanes of the Table.

This is also used as the Tables Ball Save Mechanic, the normal Ball Save does activate within Multiball Mode and some Worthy Main Missions.

It is activated by hitting the 2 Magna Save Targets (1) just below the Spinner (2) –



Magna Save – Activated Notification Light



Note - This Table does reset the Kickbacks/Magna Saves earned if you lose a Ball

Extra Balls

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

- **Max out the Multipliers** – Once you max out the Multipliers at 250x (Explained later in the Guide under the 'Raising of the Multipliers' section)
- **Random Reward Extra Ball** – Hitting the Random Reward Sink Hole (11) awards various rewards to the player including lighting Extra Ball (Explained later in the Guide under the 'Random Awards' section)
- **Defeat any 4 Worthy Main Missions** - (Explained later in the Guide under the 'The Worthy Main Missions' section)

Increasing the Multipliers



The Multipliers on this Table are advanced by hitting the Ball up to the Upper Left side of the Table where the Bumpers are located, and then you need to light the 3 Rollovers which are located above the Bumpers. This is achieved by having the Ball roll down a non – lit Rollover to light it, then repeat this process to light up the remain 2 Rollovers ***Note - using the Left Trigger and Right Trigger on your Controller you can swap what Rollovers are lit so that the Ball can roll down a non – lit Rollover***

Once you light all 3 Rollovers it will activate the 'Active X' Lamps located on the Orbits of the Table – Left Orbit (3) & Right Orbit (10) for a short period of time. Hit the Ball round either of those Orbits to advance the Multiplier to the next stage, then for every Combo Shot round the Orbits it will advance the Multiplier in correspondence to the amount of Combo Shots round the Orbits you have achieved. If you max out the Multipliers (250x Multiplier Max Level!) you will light the max Multiplier **Extra Ball** which can be collected by hitting the Random Reward Sink Hole (11).

You can also advance the Multipliers by attaining a Random Reward from the Random Reward Sink Hole (11) which can increase the Multiplier by 5 times etc. I have noticed that a fast way to accelerate the Multipliers is to grind out (Repeat) the Angrir Worthy Main Mission as you constantly have to send the Ball to the Bumpers and it almost always lights the 3 Multiplier Rollovers

Random Reward –

Each time you hit the Random Reward Sink Hole (11) you stand a chance of winning several awards –



Which range from Points related awards like; 20,000 Points, increasing the Multiplier, Lighting **Extra Ball**, Magna Save and allow you to lock one Ball into the Odin Sword Locker (7) etc.

Super Jets –

You will notice every time you hit the Bumpers that it will display a countdown of hits on the Dot – Matrix; this is the requirement to enable the Super Jets mechanic and once active you can gain various Points related Bonuses from repeatedly hitting the Bumpers.

Raft Madness Hurry Up Mode–

After you have hit the Orbits - Left Orbit (3) & Right Orbit (10) about 10 times (If you drain the Ball the progress of Orbit hits reset!) you will have access to the Raft Madness Hurry Up Mode which can be started by hitting the Ball into the Random Reward Sink Hole (11).

Once this Mode begins the objective is to hit the Targets on the Table Playfield which evacuates People onto the Raft, and every hit to a Target increases the Raft total. Hitting the Bumpers located at the Upper Left of the Table increases the amount of People evacuated with each Target hit slightly. If you do well in this short timed mode the End of Ball Bonuses awarded can be very handsome indeed.

Targets on the Playfield -



Elven Forges & Hammer Drop Hurry Up Mode –

Shooting either the Iron Man Ramp (4) or Odin Ramp (9) will advance Iron Man on his way to the Elven Forges; you will notice that the Dot – Matrix will display a Gauge which shows how far away Iron Man is from the Elven Forges. The objective here is to fill the Gauge up by constantly hitting the Ball up the Iron Man Ramp (4) or Odin Ramp (9), don't worry about losing your progress if you drain a Ball as it remains!

1 Ramp shot will advance Iron Man 3 units of the way whereas if you do Combo Shots for example hit the Iron Man Ramp (4) then immediately hit the Odin Ramp (9) etc. it will advance by 6 or more units depending on your Combo Level. If you do a weak Ramp shot up the Odin Ramp (9) it will break the Combo and only advance by 1 unit.

When the Gauge is full the Hammer Drop Hurry Up Mode will activate automatically –

Elven Forges – Progress Bar



The objective of this Mode is to hit the Spinner (2) within the time limit so that it rotates about 20 times –



Each time it will Hammer a Sword into shape and once spun 20 times a new counter Weapon will be forged. You can then continue to hit the Spinner (2) to increase the score. Finally you will need to hit the Ball into the Odin Sword Locker (7) for Odin to bless the Weapon; you will see that the Spinner (2) will light up a bright Yellow to show this.

If you fail/complete this Hurry Up Mode will need to repeat the above 'getting to Elven Forges' again to re – enter the Mode.

Spinner Hurry Up Mode -

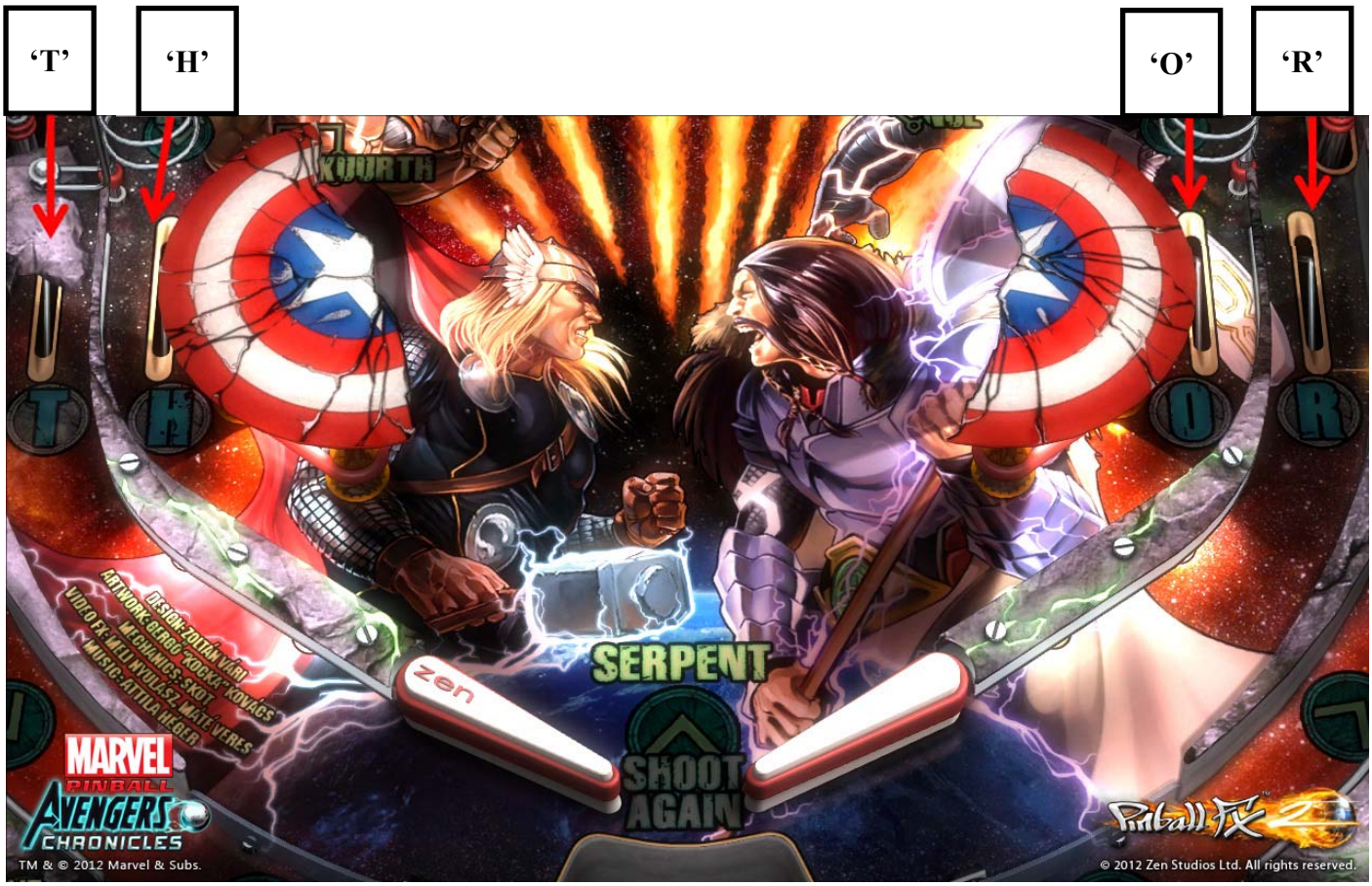
To start this Mode you must first hit the 2 Spin Off Targets which are located either side of the 2 Mission Targets (8) –



The Hurry Up Mode will then begin; you are then given a short amount of time to hit the Spinner (2), when you hit the Spinner (2) it will spin and show various Characters on the Dot – Matrix, the more it spins the more Points you will attain. The Points can be doubled if the last Character shown (the Spinner (2) stops on) a Hero, basically Heros belong to the even counts and Villians to the odd counts.

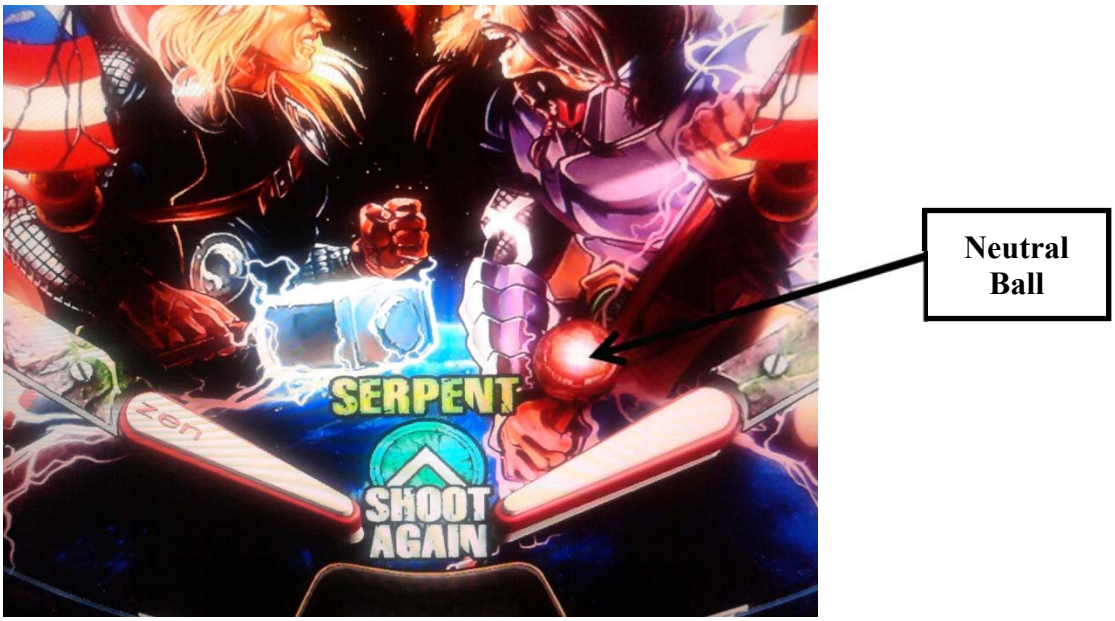
Thunder God Hurry Up -

This Hurry Up Mode can be activated by lighting the 4 'THOR' Rollover lanes located on the In's & Outlanes, and the Lit Rollover can be changed with either the Left or Right Trigger Buttons on your Controller -



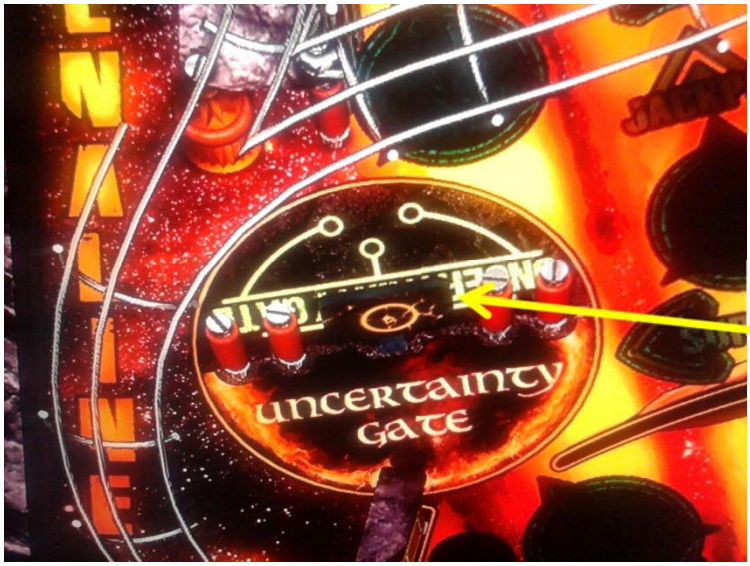
After which the Odin Sword Locker (7) will be lit for about 10 Seconds, you need to hit the Ball into it quicky and once you do so the Thunder God Hurry Up Mode will begin.

Odin will then give you a Neutral Ball (Red Ball) to play with –



Neutral Ball - This Ball is uneffected by Magnetic interference so I believe you can't use Magna Save (explained earlier in the Guide) to save it and you should take note that the Ball will have slightly difference physics compared to its Steel brother.

Now you are given about 30 Seconds to gain some Thunder God Points, this is done by sending the Ball round the Half Magnet Circle Loop located at the bottom of the Playfield. This is done by either a Right Orbit (10) shot (this is the **prefered** method for me) or hitting the Ball through the gap that the Spinner (2) has opened up upon this mode beginning –



Spinner (2) – its open thus meaning the Half Circle Magnetic Loop is accessible

If you hit the Ball into the Half Magnet Circle Loop with enough force it will loop round it and come out just above the 'O' Rollover on the Right Inlane, it will also be blasted with lightning and now you can complete the Hurry Up Mode by hitting the Odin Sword Locker (7) to bank the Points and end the Hurry Up Mode prematurely or you can continue to send the Ball round the Half Magnet Cirle Loop to keep amassing more Points.

Once the time ends you will remain with the Neutral Ball until you lock it into the Odin Sword Locker (7), you will also receive the Points attained from the Hurry Up Mode when you do.

Blitz USA Hurry Up Mode

This Hurry Up Mode can be activated only by hitting the Random Reward Sink Hole (11) and receiving the Blitz USA Reward, just keep hitting the Sink Hole till you are awarded with it if you wish to start it.

Once this Mode starts you will see a couple of 1 Million Targets at various sections of the Tables Playfield, the Objective is to hit them before the Gaint Robot destorys them by shooting them. Each 1 Million Target has a set amount of Health which will be displayed on the Dot – Matrix by means of a Percentage count, if it gets to 0% then that Target is destoryed.



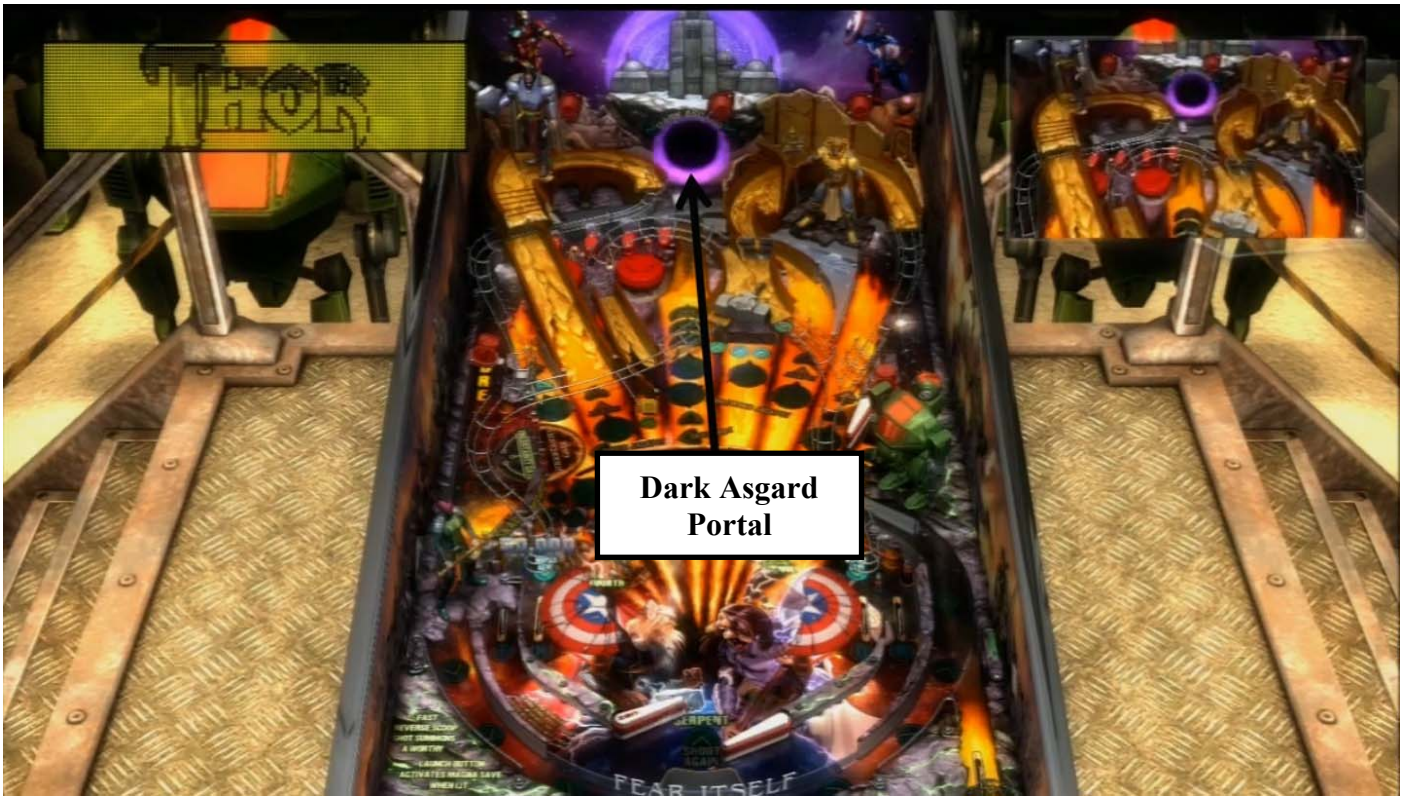
The five 1 Million Targets are located at the entrances of these Ramps/Orbits/Targets/Sink Hole –

- Magna Save Targets (1)
- Iron Man Ramp (4)
- Odin Sword Locker (7)
- Mission Targets (8)
- Random Reward Sink Hole (11)

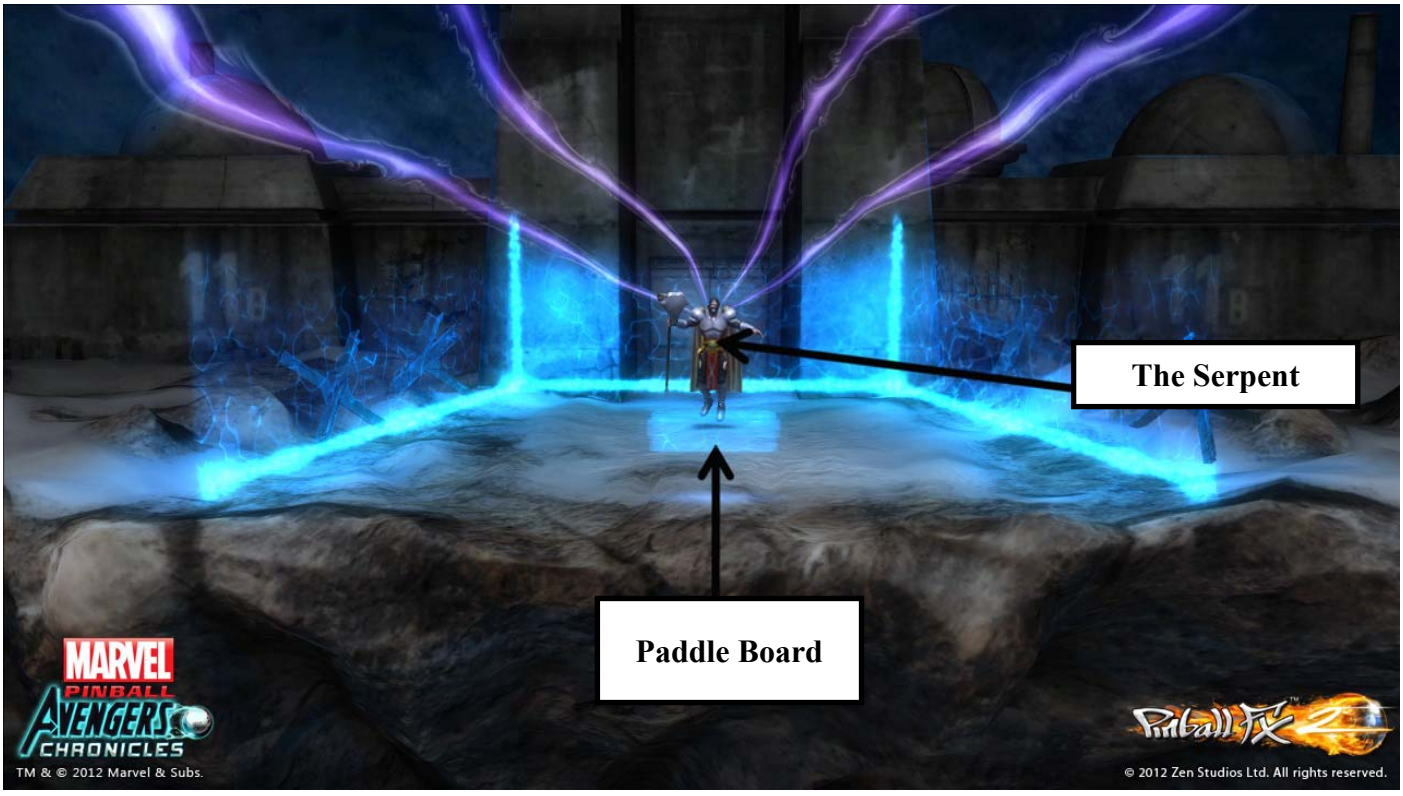
Note – Be carefully as hitting the Giant Robot results in hard to jugde rebounds.

Dark Asgard -

To gain access to the Dark Asgard Mini – Playfield you must first hit the Dark Asgard Target (5) a couple of times, each time it will give you a Letter of 'ASGARD' the objective is to collect all the Letters of 'ASGARD'. Don't worry if you drain the Ball as the progress is carried over on the Game until Game Over. After you have done this, the Giant Green Snake will pull back for a limited time and thus you must hit the Ball into the Purple Dark Asgard Portal that is accessed by hitting the Ball into the Odin Sword Locker (7) –



Once done you will be transported to the Dark Asgard Mini – Playfield –



The objective is to keep Thors Hammer from draining down the bottom of the Mini – Playfield, this is done by moving the Paddle Board either Left (with the Left Trigger on your Controller) or Right (with the Right Trigger on you Controller) this is sort of like an Arkanoid meets Pong Mini – Game.

You need to hit the back of the Serpent about 3 times with the Hammer. Remember the Hammer will rebound of the top and sides of the Mini – Playfield so be alert at all times. To make the Hammer go in a specific direction for example right; when the Hammer is coming towards the Paddle Board have it positioned so the Hammer hits the Right edge of it then immediately press the Right Trigger on your Controller to move the Paddle Board to the Right, this should send the Hammer to the Right. Repeat this but adapt it to move to the left etc.

After 3 or so successfully hits (the hits left is displayed on the Dot – Matrix) to the Serpent you win the Mini – Game and are awarded Completion Bonus Points.

Multiball Modes

There are 3 Multiball Modes on this Table –

Odin Sword Multiball *3 Balls* –

To start this Multiball Mode you must first lock 3 Balls into the Odin Sword Locker (7); this is achieved by hitting the Odin Sword Locker (7) multiple times, each time the Dot – Matrix will display some Chains and one Chain will be broken. Repeat the above until you hear 'Lock is lit!' then proceed to hit the Odin Sword Locker (7) to lock 1 Ball. Then the game will take you to the Launch Lane to launch a Ball to the Playfield, repeat the above process to lock a further 2 Balls.

Upon locking the 3rd Ball the Multiball will begin; you collect the Jackpot by hitting the Hammer Ramp (6) the award will start at 4 Million Points and can be increased by hitting the lit Ramps/Orbits which will add 1 Million to the Jackpot. Also if you hit the Reverse Scoop which is available via the Mission Targets (8) –



Reverse Scoop – access granted upon hitting the 2 Mission Targets (8)

It will instead add 2 Million Points to the Jackpot. After collecting the Jackpot via the Hammer Ramp (6), you then re – light it by hitting the same Ramps etc. again.

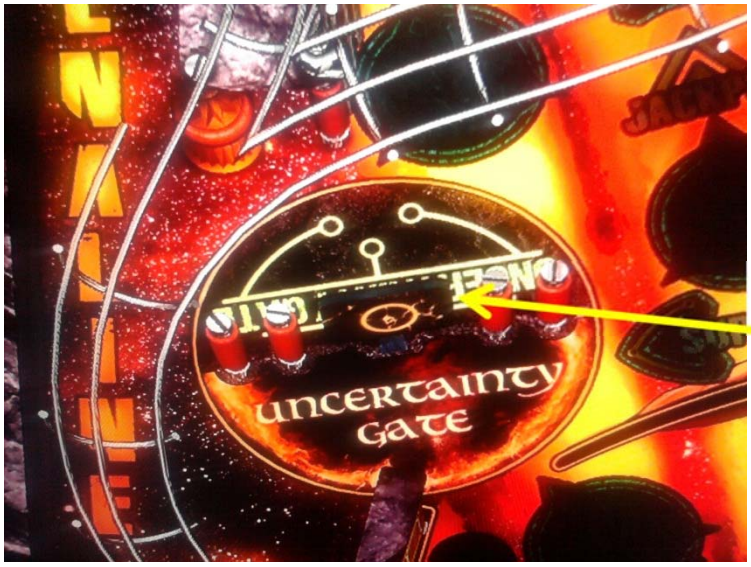
The Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

Chaos Multiball *2 or 3 Balls* –



'ADRENALINE' – Notification Lights

To get this Multiball you must light up all the Letters of 'ADRENALINE' to do this you must hit the Ball round the Half Circle Magnetic Loop located at the bottom of the Tables Playfield. This can be done by hitting the Spinner (2) with a late Top Right Flipper shot which if done right will rotate the Spinner (2) -



Spinner (2) – its open thus meaning the Half Circle Magnetic Loop is accessible

You can then hit the Right Orbit (10) or if the shot to the Spinner (2) was good enough it will go into the Half Circle Magnetic Loop. For each full loop you gain a Letter of 'ADRENALINE' and for a limited time you can hit the Right Orbit (10) again to do another loop to gain yet another Letter. Rinse and repeat the above till you have lit all the Letters.

The Multiball Mode will then begin upon collecting the last Letter, and the last Ball that went into the Half Circle Magnetic Loop will remain in there and the Table will give you a 2nd Ball to the Table Playfield. You then have a short amount of time to put that 2nd Ball into the Half Circle Magnetic Loop so that it can join the 1st Ball which is already inside it looping around the Table. You can also hit the 1st Ball in the Loop which will then cause a 2 Ball Multiball to begin but this usually happens when you don't hit the Right Orbit (10) in time. With the 2 Ball Multiball version of this Mode the Jackpot will be doubled, now if you manage to put 2 Balls into the Half Circle Magnetic Loop then repeat the above process to get the 3rd Ball into it in the short time limit available then instead the Jackpot will be tripled.

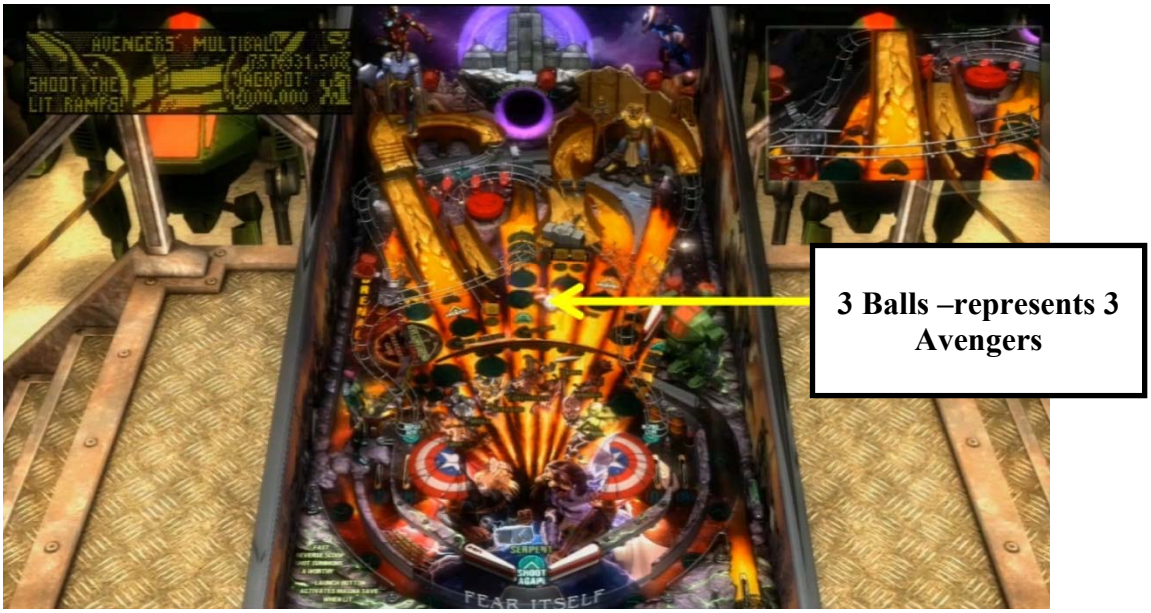
Now either in the 2 or 3 Ball Multiball; the Jackpots are collected by hitting the 2 Ramps – Iron Man Ramp (4) & Odin Ramp (9) upon which the Super Jackpot will then be available by hitting the Ball into the Right Orbit (10). Upon attaining a Super Jackpot the Multiball will revert to its first stage, i.e. you need to hit the 2 Ramps again etc.

The Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

Avengers Multiball *3 Balls* –

To start this Multiball Mode you must first max out Captain Americas Vigor (displayed on the Dot – Matrix upon hitting the lit Orbit); this is done by hitting the Hammer Ramp (6) which will then feed the Ball to either the Left or Right Inlane and thus it will light either the Left Orbit (3) or Right Orbit (10) for a short time. If you manage to hit the lit Orbit then Captain Americas Vigor will increase and the other Orbit will be lit, hit that in time to increase the Vigor even more and then another Orbit will be lit therefore if you are fast enough you can light all of the Vigor in this one sequence as these Combo Shots increase it more than the single shot at the start. If you fail to hit the proceeding Orbit shot for a Combo, you will need to hit the Hammer Ramp (6) again to start the process again and don't worry as the progress of the Vigor is saved during the process of the Game until its Game Over.

Once you have the Vigor maxed out you will then need to hit the Odin Sword Locker (7) to start the Avengers Multiball Mode.



The 3 Balls will have a ghost effect on them when they are in play so try to not let this put you off. Now you can collect 2 Jackpots from the 2 Ramps - Iron Man Ramp (4) & Odin Ramp (9) you then can collect a Super Jackpot by hitting a Ball into the Odin Sword Locker (7). The Playfield will then reset and the 2 Jackpot Ramps will be re – lit, repeat the above to claim another Super Jackpot award. You can **double** the Jackpot by locking one of the Balls into either Sink Hole – Odin Sword Locker (7) or Random Reward Sink Hole (11) upon which it will remained locked and you will have 2 Balls playable on the Playfield until you attain the 2 Jackpots & Super Jackpot available. You can also lock one of the 2 Balls after locking 1 of them into the other Sink Hole which you didn't hit previously; this will then **triple** the Jackpot.

Now you can also **triple** the Super Jackpot but this is far harder as you need to hit the Odin Ramp (9) with a weak shot to attain the **triple** Super Jackpot.

The Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

The Worthy Main Missions

To start one of the Worthy Main Missions you must first hit the 2 Mission Targets (8) and then hit the Ball with a strong true shot up the Reverse Scoop which is now available via the Mission Targets (8) since you previously knocked them down.



Reverse Scoop – access granted upon hitting the 2 Mission Targets (8)

But if you hit the Reverse Scoop with a weak shot it won't count and you will have to repeat the above process of hitting the 2 Mission Targets (8) etc.

After you successfully hit that the Ball will then be magnetized in the centre of the Playfield and you will roughly have 7 seconds to select which Mission you would like to attempt by using the Left Flipper to scroll to the Left or the Right Flipper to scroll to the Right, otherwise it will be selected automatically by the Game. The Missions will be displayed in the Dot – Matrix, after you decided which Mission you want to select hit the Launch Button ('A' button on the Xbox Controller or the 'X' button if using a PlayStation 3 Controller).

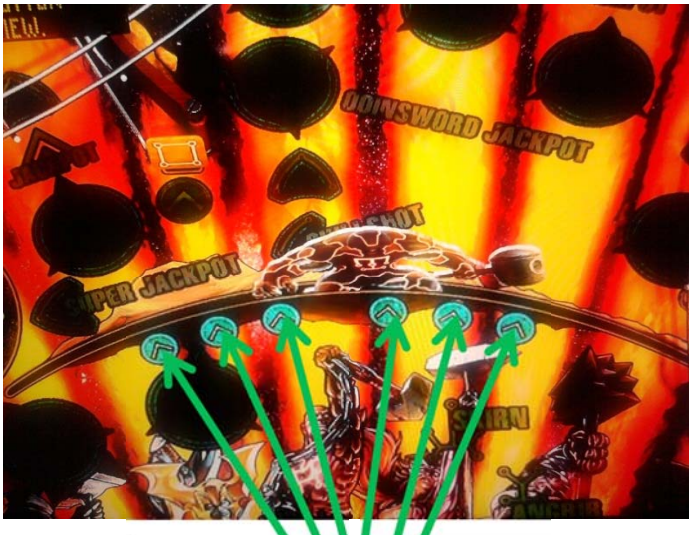
End Mission Battles –

At the end of the main objective of any of the below Missions you will then need to hit a Moving Target which represents The Worthy of that particular Mission, it will move into one of six different positions. You need to hit it in all positions to successfully complete the Mission, the rebounds can be unpredictable but if you hit the Target in a position that you haven't hit before it will light **Ball Save** for about **5** Seconds in case of an accidental drain.

Example of an End of Mission Battle -



The Worthy Target – it will move side to side and stop at 1 of 6 positions

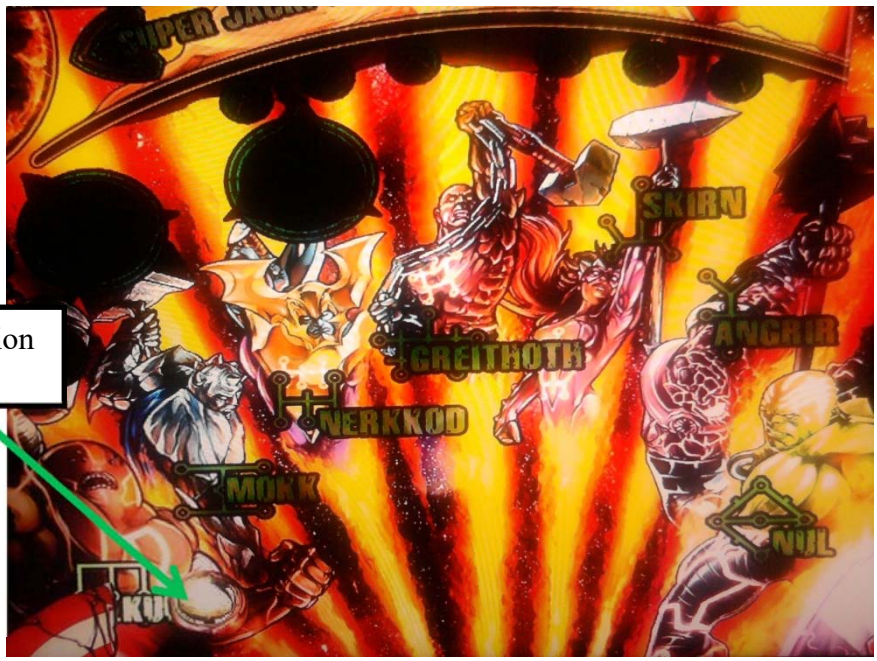


The Worthy Target Positions – Overhead View

Be careful because if you fail this part the Mission will fail and you will have to repeat the above process of starting that Mission then completing it again.

From Left to Right on the Mission selection -

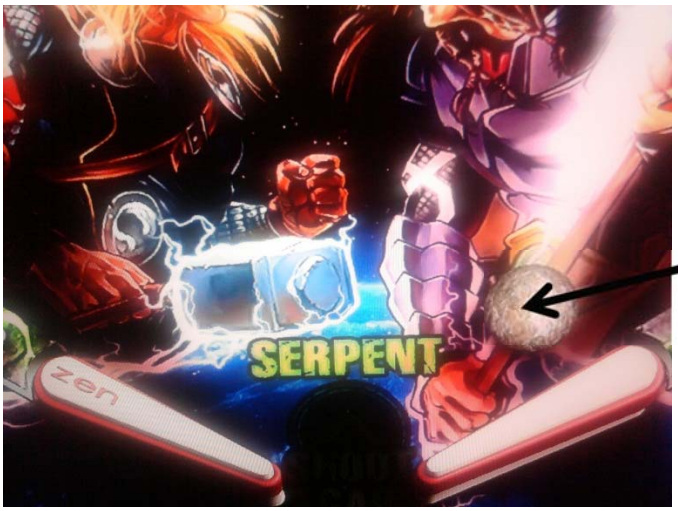
Kuurth ***Timed – about 90 Seconds****



Kurrth – Mission Selection

Tip - Once the Mission begins just let the Ball bounce of the Left Slingshot then as its coming up the Right Flipper keep the Right Flipper dead! (Don't press anything) the Ball should bounce of the Right Flipper towards the Left Flipper. Let the Ball roll up all of the Left Flipper then press and hold the Left Trigger on your Controller and the Ball should be safely caught on the Left Flipper.

Firstly you will need to hit the Ball into the Random Reward Sink Hole (11); once you have done this the Ball will be transformed into a Rock Ball (Grey Ball) –



Rock Ball

Rock Ball - This Ball is uneffected by Magnetic interference so I believe you can't use Magna Save (explained earlier in the Guide) to save it and you should take note that the Ball will have slightly difference physics compared to its Steel brother.

Now you will need to smash the 4 Targets on the Tables Playfield –



Tip - Once the Mission begins just let the Ball bounce of the Left Slingshot then as its coming up the Right Flipper; press and hold the Right Trigger on your Controller and the Ball should be safely caught on the Right Flipper.

Now if you have followed the above Tip; it will be easier to hit the other 3 Targets as the Ball will always be launched and you can always hold up the Left Flipper up (hold down the Left Trigger on your Controller) the Ball should always come to rest on that Flipper.–

- Dark Asgard Target (4)
- 2 Mission Targets (8)

Each time the Ball will explode on impact when you hit the lit Target or if you miss i.e. hit another Target, you are only allowed up to 3 failures as you are only given 7 Rock Balls = 4 Rock Balls for the 4 Targets and 3 Rock Balls in case you miss said Targets.

After you have hit all of the 4 Targets; you then need to complete the End of Mission Battle (this was explained early in the Guide under ‘The Worthy Main Missions’). Once that is done the Mission is completed and you are awarded with some Completion Bonus Points.

Mokk *Timed – about 90 Seconds*



Upon starting the Mission the Ball will charge into a Rock Ball (Grey Ball) –



Rock Ball - This Ball is uneffected by Magnetic interference so I believe you can't use Magna Save (explained earlier in the Guide) to save it and you should take note that the Ball will have slightly difference physics compared to its Steel brother.

Tip - Once the Mission begins just let the Ball bounce of the Left Slingshot then as its coming up the Right Flipper; press and hold the Right Trigger on your Controller and the Ball should be safely caught on the Right Flipper.

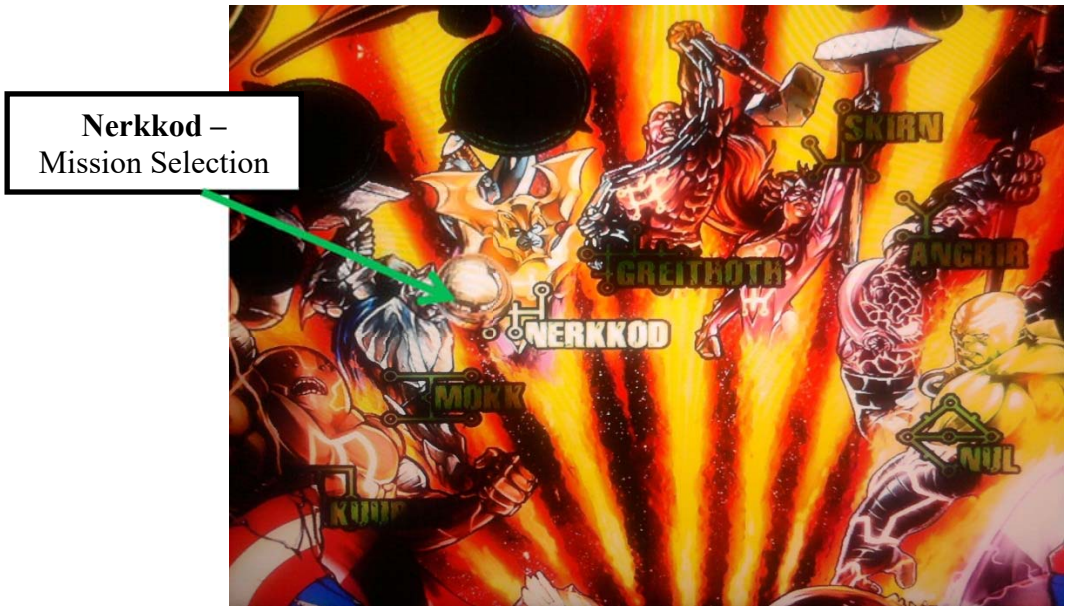
You then need to hit these 4 Ramps/Orbits –

- Left Orbit (3)
- Iron Man Ramp (4)
- Odin Ramp (9)
- Right Orbit (10)

If you miss and hit a Target for example the Rock Ball gets damaged, the Rock Ball can only survive about 3 or so Hits so try your best to hit the Ramps/Orbits which are needed.

After you have hit all of the 4 Ramps/Orbits; you then need to complete the End of Mission Battle (this was explained early in the Guide under 'The Worthy Main Missions'). Once that is done the Mission is completed and you are awarded with some Completion Bonus Points.

Nerkkod ***2 Ball Multiball – 1 Ball is the standard Steel Ball and the other is the Neutral Ball (Red Ball)****



Tip** **- Once the Mission begins just hold up the Left Flipper by pressing and holding the Left Trigger on your Controller and the Ball should roll up the Left Flipper. As the Ball goes pass the Left Flipper immediately let go off the Left Trigger on your Controller so that the Left Flipper is dead, then as the Ball is coming down the Left Flipper hit the Ball when it's near the end of the Left Flipper by pressing the Left Trigger on your Controller and this should then hit the Ball round the Right Orbit (10) before the Neutral Ball gets released.

Neutral Ball - This Ball is uneffected by Magnetic interference so I believe you can't use Magna Save (explained earlier in the Guide) to save it and you should take note that the Ball will have slightly difference physics compared to its Steel brother.

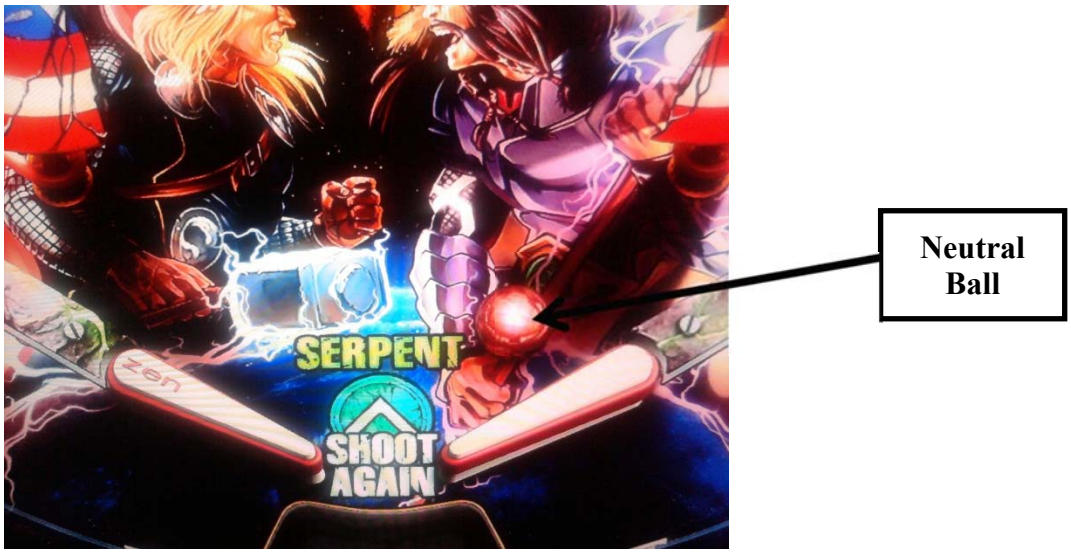
This Mission go in a Sequence of 2 Phases; the 1st (If you do the Tip explained above this Phase can be done once instantly) being that you must hit the standard **Steel Ball** ***Note – the Neutral Ball (Red Ball) will not count, this Phase must be done with the Steel Ball.*** up the Right Orbit (10) to have the Ball loop round the Half Circle Magnetic Loop.

The 2nd Phase requires you to hit one of 2 lit Ramps – Iron Man Ramp (3) or Odin Ramp (9) with the **Neutral Ball** (Red Ball) ***Note – the Steel Ball will not count, this Phase must be done with the Neutral Ball (Red Ball). Otherwise if you try to hit it with the Steel Ball then the Ball will be magnetized outside said Ramp for a few Seconds.***

Repeat the above 2 Phases again, but this time the 2nd Phase will have only one Ramp lit from Iron Man Ramp (3) or Odin Ramp (9) depending what Ramp you hit when you did this Phase in the 2nd Phase in the first completion of the Sequence.

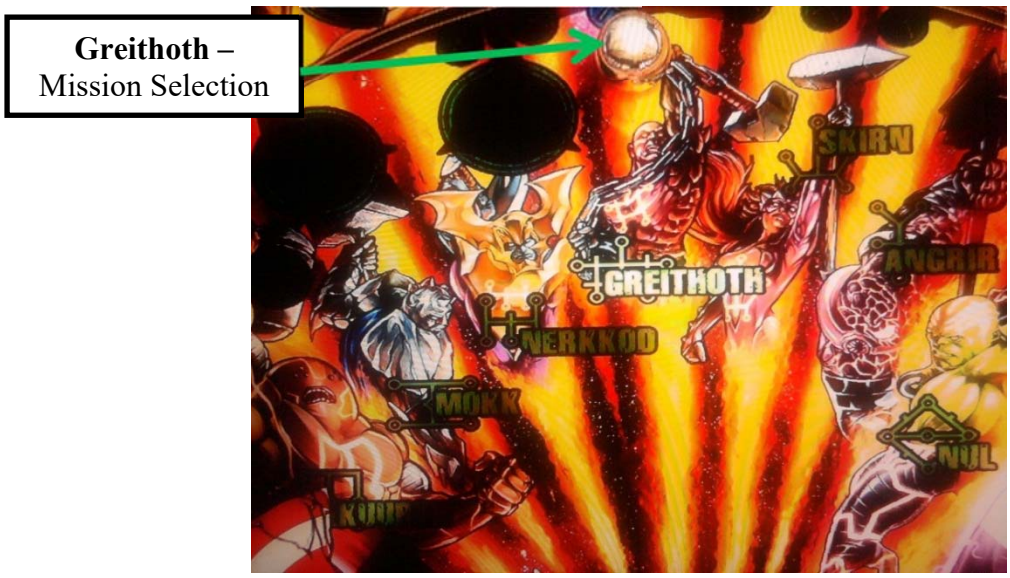
The Mission will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Mission again.

Finally after you have done the above Sequence (Phase 1 & 2) twice, you have to lock the Neutral Ball (Red Ball) into the Odin Sword Locker (7) –



After you have done the above; you then need to complete the End of Mission Battle (this was explained early in the Guide under ‘The Worthy Main Missions’). Once that is done the Mission is completed and you are awarded with some Completion Bonus Points.

Greithoth *2 Ball Multiball – Timed in a sense of the Magnetic Power Bar*



The Mission will begin with the Ball being Magnetized under the Dark Asgard Target (5) –



A 2nd Ball will be launched onto the Playfield, you then need to hit the Magnetized Ball with that but you need to do this quickly as you only have 6 or so Seconds to do so and if you fail to do that the Mission fails. Also the 2 Balls can become Magnetized together if you hit the 1st Magnetized Ball with not enough force and thus the Mission will also fail.

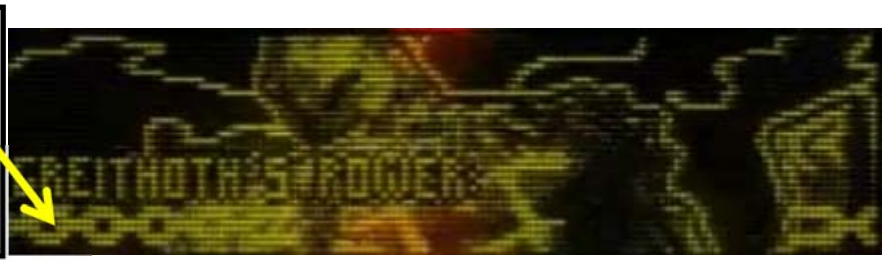
If you managed to knock the Ball out of the Magnetized spot then the next objective of the Mission becomes available, in which you will need to hit these Ramps/Orbits –

- Left Orbit (3)
- Iron Man Ramp (4)
- Odin Sword Locker (7)
- Odin Ramp (9)
- Right Orbit (10)

After hitting all the above you will then need to lock one of the Balls into the Random Reward Sink Hole (11).

But do note the longer you take to hit those 5 Ramp/Orbits the more powerful the Magnetic Bursts (The Bursts happen every 7 or so Seconds) will be and this becomes very scary as this almost always results in the draining of one of the 2 Balls.

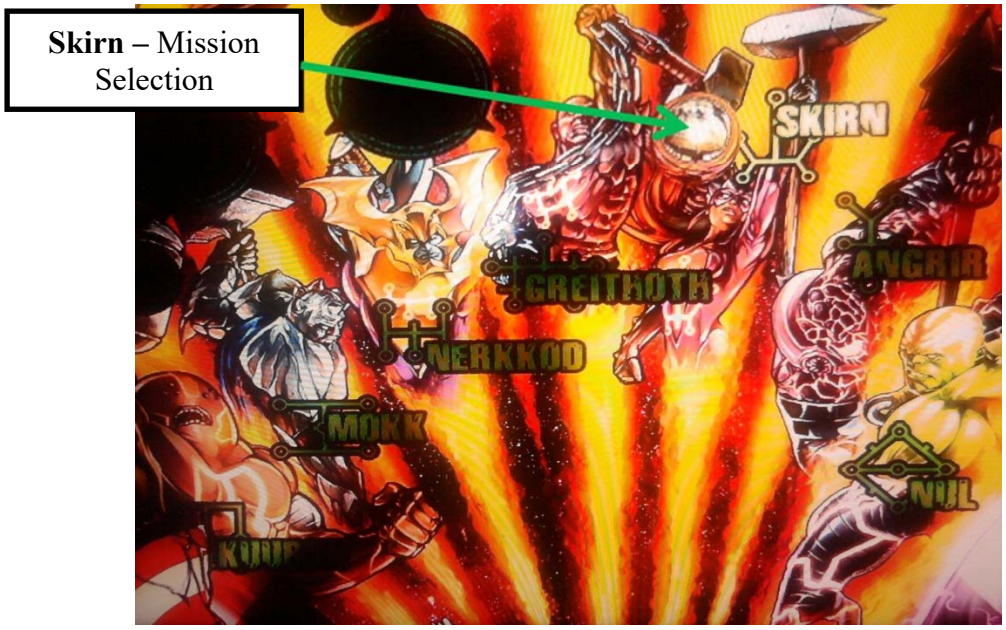
Greithoths – Magnetic Power Bar if it reaches full power the Mission will fail



The Mission will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Mission again.

After you have done the above; you will need to complete the End of Mission Battle (this was explained early in the Guide under 'The Worthy Main Missions'). Once that is done the Mission is completed and you are awarded with some Completion Bonus Points.

Skirn ***Timed – about 90 Seconds****

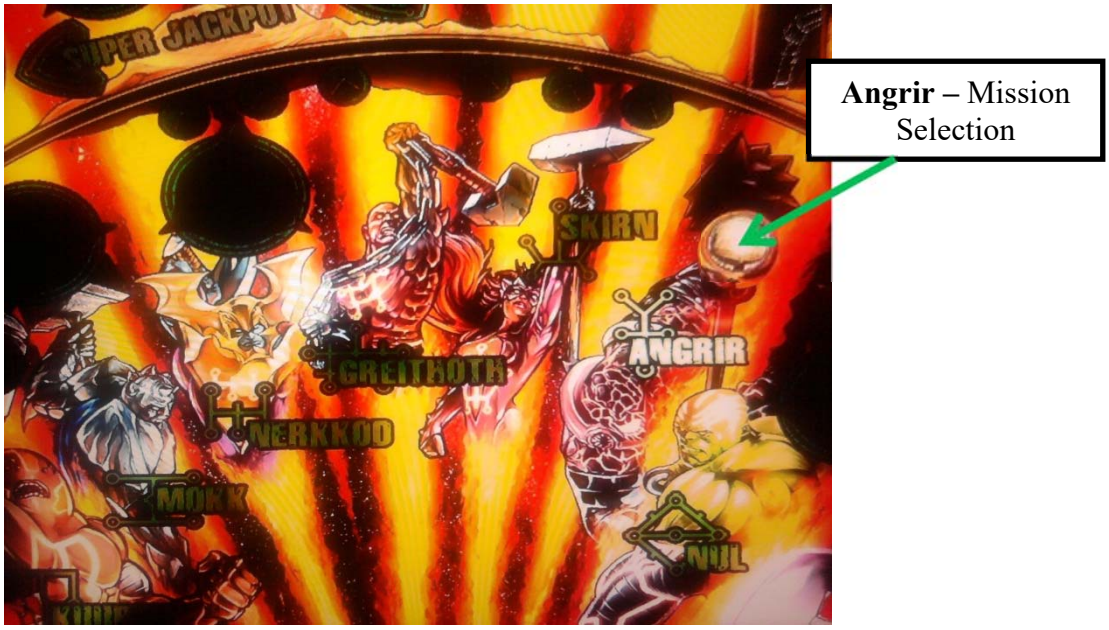


Tip** – **Once you select the Mission; hold the Left Trigger of your Controller down to bring up the Left Flipper, the Ball will hit just on the tip of that Flipper but keep the Flipper raised as the Ball will then roll back down it. Therefore you will have the Ball safely held with the Left Flipper.*

You then need to hit the Spinner (2), upon doing so the Spinner (2) will switch to its opposite side and you now have about 15 Seconds to hit the Spinner (2) again. If you fail to hit the Spinner (2) will revert back to its normal side and you will need to repeat the first hit to change it over.

You will need to repeat the above process about 3 times, upon doing so you then need to complete the End of Mission Battle (this was explained early in the Guide under 'The Worthy Main Missions'). Once that is done the Mission is completed and you are awarded with some Completion Bonus Points.

Angrir ***Timed – about 90 Seconds****



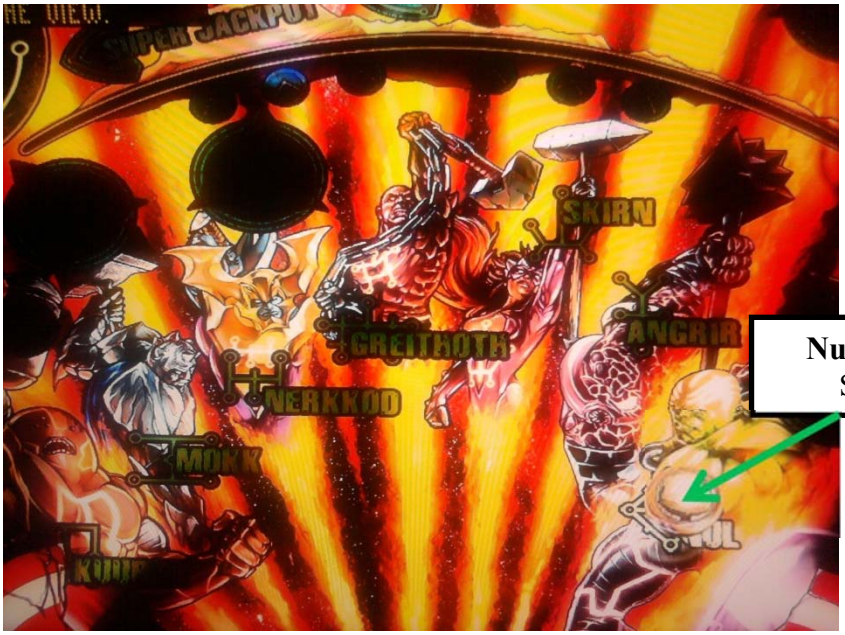
Tip** **- Once the Mission begins just let the Ball bounce of the Right Slingshot then as its coming up the Left Flipper; press and hold the Left Trigger on your Controller and the Ball should be safely caught on the Left Flipper.

Note – This Mission is a good way to increase the Tables Multipliers (Explained earlier in the Guide under the 'Raising the Multipliers' section).

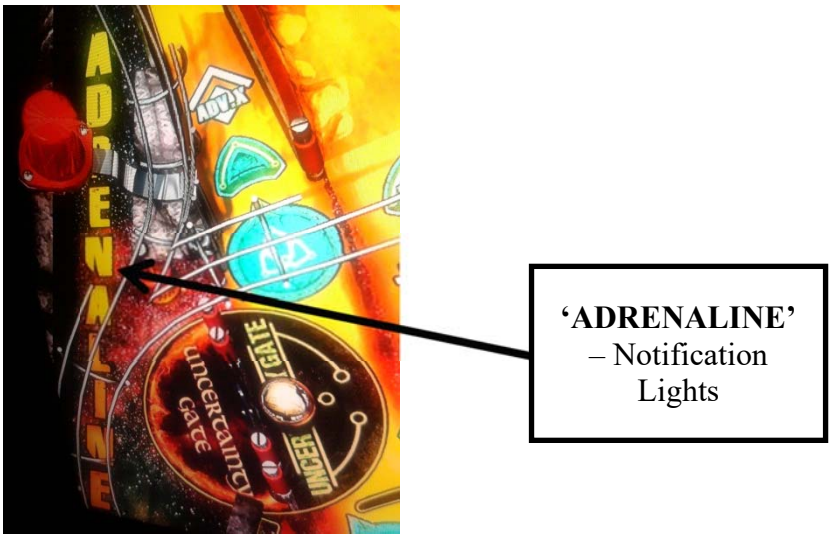
The Objective of this Mission is to hit the Bumpers (located at the Upper Left of the Tables Playfield) 100 times; this is done by hitting the Ball through the 2 Orbits – Left Orbit (3) & Right Orbit (10). To make the hits count for more hit the Ball through the Ramps/Orbits such as – the Iron Man Ramp (4), Odin Ramp (9) etc. each time you successfully hit either of those the hit count will instead be multiplied by 2, then for each more hit it will then be multiplied by 3 then 4 and so forth.

Upon hitting the Bumpers 100 times; you then need to complete the End of Mission Battle (this was explained early in the Guide under 'The Worthy Main Missions'). Once that is done the Mission is completed and you are awarded with some Completion Bonus Points.

Nul *Timed – about 90 Seconds*



The Objective of this Mission is to remove the **'ADRENALINE'** lights to calm Nul down -



This is done by completing successful loops round the Half Circle Magnetic Loop; you can enter the Loop by hitting the Ball into the Spinner (2) as there is a gap in Spinner (2) which if hit right the Ball will fail into the Loop –



Spinner (2) – its open thus meaning the Half Circle Magnetic Loop is accessible

But you can also enter the Loop via the Right Orbit (10) this is what I **recommend** you go for!

Note – When you press either the Left or Right Triggers on your Controller to activate the Flippers; it also activates the Magnets in the Loop and this causes the Ball to react to the Magnets therefore it can result in Ball drains so be careful!

Now once you hit the Ball into the Loop; I will explain when and how to activate the 2 Set of Magnets present within it –

When the Ball enters the Loop here – press the Left Trigger on your Controller to activate the Left set of Magnets causing the Ball to be propelled to the Right into the Loop!



When the Ball is just reaching here– press the Right Trigger on your Controller to activate the Right set of Magnets, this causes the Ball to be propelled Right to pass through the rest of the way through the Loop!

When the Ball does one successful loop round the Half Circle Magnetic Loop there is a chance it will loop fully back round the Right Orbit (10) of its own accord thus heading towards the entrance of the Loop again, just repeat the above process to do another loop.

Once you have done the above about 8 or so times; you then need to complete the End of Mission Battle (this was explained early in the Guide under 'The Worthy Main Missions'). Once that is done the Mission is completed and you are awarded with some Completion Bonus Points.

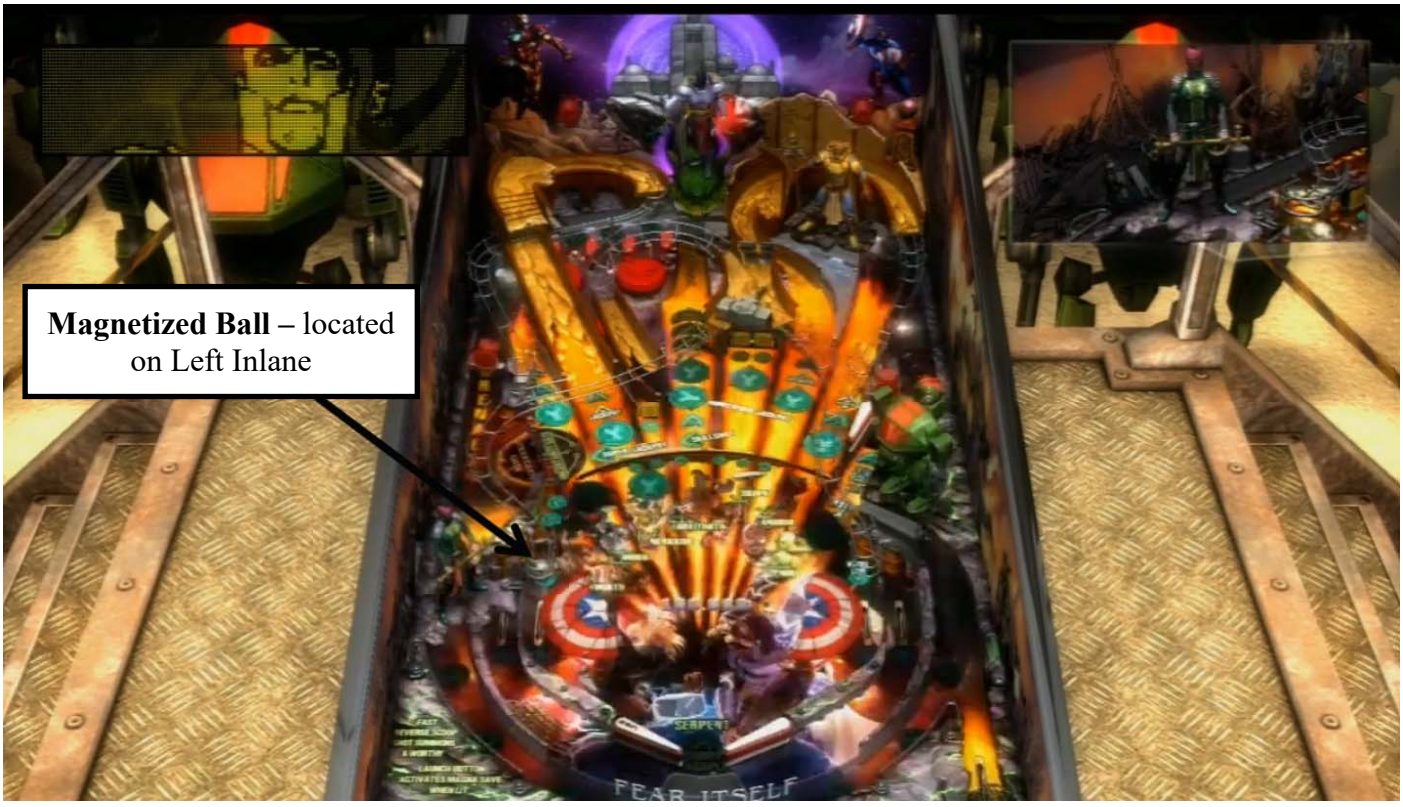
FINAL BATTLE / WIZARD MODE (Final Missions)

After you have completed all The Worthy Main Missions; you will then have to hit the 2 Mission Targets (8) and then hit the Ball with a strong true shot up the Reverse Scoop which is now available via the Mission Targets (8) since you previously knocked them down.



But if you hit the Reverse Scoop with a weak shot it won't count and you will have to repeat the above process of hitting the 2 Mission Targets (8).

After you successfully hit that the Ball will then be magnetized just inside the Left Inlane where the 'H' Rollover is located for a few Seconds and then the Final Battle will begin -



Skadi (Final Battle) ***Timed 90 or so Seconds* -**

Once this Mission begins you need to hit these 3 Ramps –

- Iron Man Ramp (4)
- Hammer Ramp (6) - ***Tip – this Ramp is best accessed by hitting the Ball into the Odin Sword Locker (7) then as the Ball comes down out of the entrance of the Right Orbit (10) you can time your shot up the Hammer Ramp (6) with the Top Right Flipper.***
- Odin Ramp (9)

If you take too long between shoots you will have to repeat shots that you made previously.

Upon hitting all 3 Ramps; you then need to complete the End of Mission Battle (this was explained early in the Guide under 'The Worthy Main Missions'). But this is a bit different because we have a Giant Robot moving along with the Target that makes it far more difficult to hit the Target behind it, and thus can result in unwanted Ball Drains. ******BE CAREFUL! ******

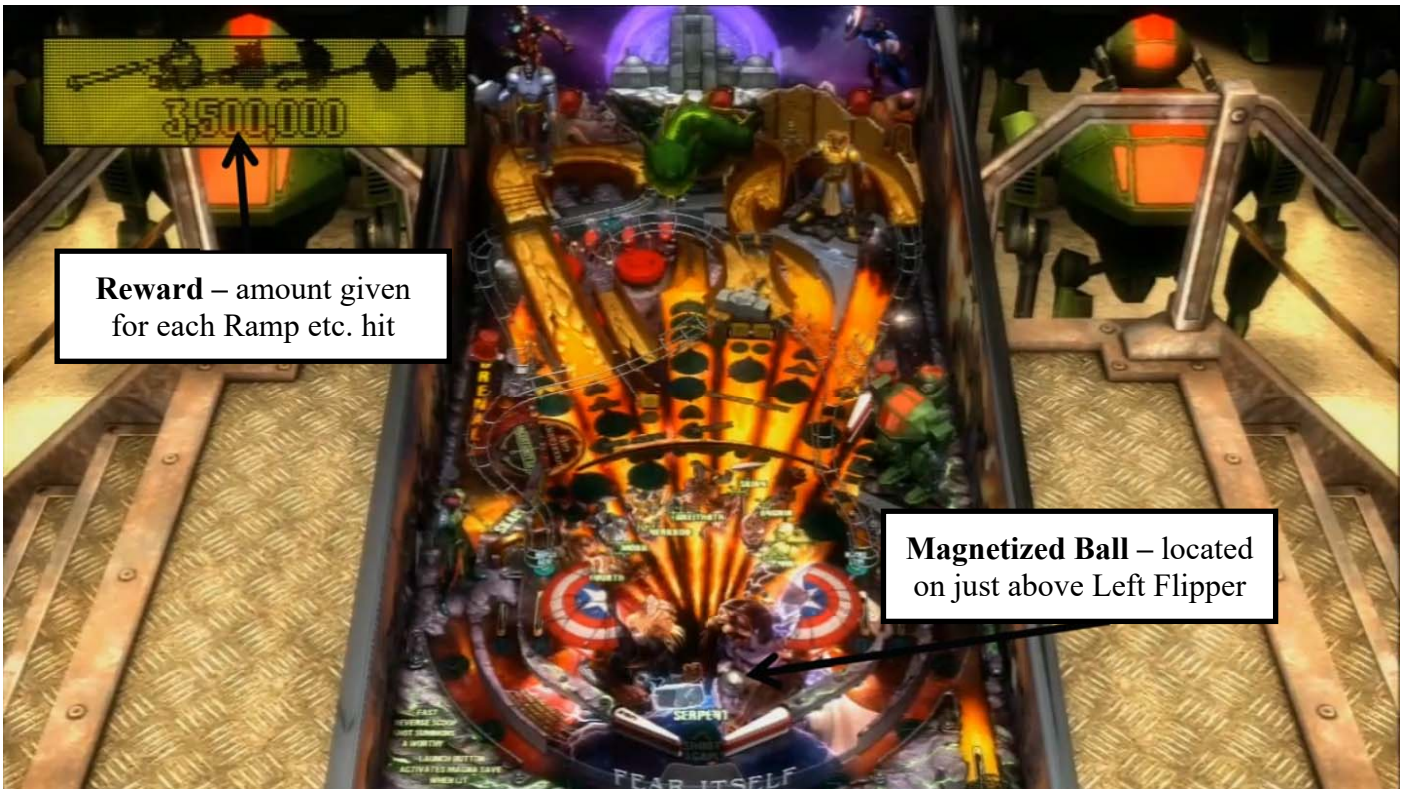


Failing the Final Battle / Wizard Mode **won't** reset the Table, so you can just repeat the Mission Activation process to try again.

Once that is done the Wizard Mode (Final Battle) is completed and you are awarded with some Completion Bonus Points. The Wizard Reward Mode will also start automatically upon completion of the Final Battle.

Wizard/Frenzy Reward Mode *3 Ball Multiball* –

Upon starting this Reward Mode, the Ball will be Magnetized for a few seconds just above the Right Flipper, the Dot – Matrix will then display how much you will get for hitting each Ramp etc. in this Mode (I think it's dependent on how well you do on The Worthy Main Missions) –



You will then be given a 3 Ball Multiball; hit as many Ramp etc. as possible to gain as many points as you can, this is where you can gain the most Points on this Table so becoming adept at getting to this Stage is a must to improve your High Scores!

The Wizard Reward Multiball Mode will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process (defeating The Worthy Missions & Final Battle) again if you wish to re-enter this Mission again.

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 & 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,

"There is nothing to Fear, but FEAR ITSELF!"

Yours

ShoryukenToTheChin