Infinity Gauntlet Table Guide
By ShoryukenToTheChin



Key to Table Image Above

1. Lower Thanos Target
2. Upper Left Thanos Target
3. Left Orbit
4. Gauntlet Ramp
5. Left Spinner
6. Monument Ramp
7. Right Spinner
8. Right Orbit
9. Giveback Orbit
10. Thanos Ramp
11. Kiss of Death Sink Hole
12. Upper Right Thanos Target
13. Upper Gauntlet Ramp

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 The Infinity Gauntlet. 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; it really delves into the virtual aspect of these Tables as it contains crazy Modes such as flipping the Table upside down or slowing down time. It is truly the most unique Table in terms of Modes etc. and is tied as my Personal Favourite along with Moon Knight & Fear Itself Tables.

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.

Skill Shot – ***Note - The items change must faster on Ball 2 & 3 of your Game!****

The Skill Shot process for this Table is quite different from the other Tables in Zen's Library. It's basically a Wheel of Fortune type of deal; the Dot – Matrix displays several different items which can be attained by launching the Ball at the right time when that particular item is shown.

The awards available are as follows –

- ***Soul Pop Bumpers*** (Best choice from the awards available!)



  If you launch the Ball when Soul Pop Bumpers is displayed; you will notice that the Bumpers located at the Upper Right hand side of the Table will begin to flash. When you launch the Ball it will land in between them and begin to hit them, notice that the Dot –Matrix will display some Points in the Hundreds of Millions but this isn't Points as you know it. You need to make that Counter reach 1000 Million Souls to make the Half of The Universe Mode (Explained later in the Guide under 'Multiball Modes – Half of The Universe Multiball Mode' Section) available at the Kiss of Death Sink Hole (11).

  I usually go for Soul Pop Bumpers with a full charged Launch (Using the 'Launch' Button on my Controller) I then proceed to keep the Ball up there for as long as I can with the Top Right Flipper, if the Ball drains down the Silver Surfer Board (Explained later in the Guide under 'Surf The Board' Section) or I knock the ball up the Upper Gauntlet Ramp (13) I then allow the Ball to drain. The Ball will then be saved and it will be shot up to the Bumpers again, now I will try to keep the Ball there as long as I can. This usually nets me 200 Million Souls out of the 1000 Million Souls needed, so it's a good tactic in my opinion.

- ***Points related awards***
  Such as 1 Million Points etc.

- ***Impress the Mistress*** (Explained later in the Guide under 'Impress the Mistress' Section)

- ***Super Skill Shot***

  If you launch the Ball when Super Skill Shot is displayed; you will then need to hit the Ball into the Gauntlet within 10 or so Seconds, this can be achieved by hitting the Ball up the Upper Gauntlet Ramp (13) with the Top Right Flipper or by hitting the Ball up the Gauntlet Ramp (4).

- ***Advance Multiplier*** (Explained later in the Guide under 'Raising the Multiplier' Section)

Kick Back (Givebacks) & Ball Save (Gauntlet Saver & As it was Again!)

Kickbacks – Activating the Kickbacks or Givebacks as they are called on this Table is quite different from the usuall method you are used to, I will explain –

You may of noticed that hitting the Ball through the Gauntlet via either the Gauntlet Ramp (4), Monument Ramp (6) ***Note - The Death Target must be removed first for the Ball to be able to go up this Ramp*** or the Upper Gauntlet Ramp (13) will cause the Ball will divert between a total of 5 different ways –

- Into the Power Shot (Explained later in the Guide)
- Left Inlane
- Above the Upper Left Thanos Target (2)
- To the Bumpers area at the Upper Right of the Table
- Right Inlane

If the Ball is diverted to the Upper Left Thano Target (2) you will then need to hit the Ball through the Giveback Orbit (9) using the Top Left Flipper to successfully activate the Left Giveback (Kickback), repeat the process again to light the Right Giveback (Kickback).



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

Ball Save – This is know as Gauntlet Saver on this Table; its activated by repeating the process detailed above for attaining the Givebacks (Kickbacks) on this Table, it will only activate if you have both of the Givebacks (Kickbacks) activated first.

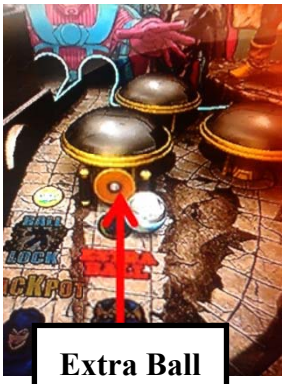
Note – Gauntlet Saver remains active until you lose the Ball

There is also a normal Ball Save called 'As it was Again' this is activated in various Gem Main Missions and Multiball Modes etc.

Note – Ball Save remains active until you lose the Ball or the Ball Save timer runs out

Extra Balls

The **4** Ways to achieve an Extra Ball, they are always collected at the Upper Right Thanos Target (12) -



Extra Ball

- ***Method 1***: *Max out the Multipliers*; (Explained later in the Guide under 'Raising the Multiplier' section).
- ***Method 2***: *Silver Surfer Extra Ball*; (Explained later in the Guide under 'Surf the Board Hurry Up Mode' section)
- ***Method 3***: *Kiss of Death Extra Ball*; (Explained later in the Guide under 'Kiss of Death' section)
- ***Method 4***: *Power Shot Extra Ball*; (Explained later in the Guide under 'Power Shot' section)

Although you can only get an Extra Balls 4 different ways, you can get 5 total Extra Balls per Game, but you must first get all 4 different ways of earning the Extra Balls (Max out Multiplier, Silver Surfer, Kiss of Death, and Power Shot) before you can achieve the 5th Extra Ball. The 5th Extra Ball can be acquired by any of the 4 ways listed above.

Raising the Multipliers -



The Multipliers on this Table are advanced by hitting the Ball at the all 4 'HERO' Targets. You can also use the Power Shot (Detailed earlier in the Guide) mechanic to make this a bit easier or use the Top Left Flipper by hitting the Ball very late. If you max out the Multiplier you will light max Multiplier **Extra Ball** which can be collected by hitting the Upper Right Thanos Target (12) with the Top Right Flipper to claim it.

Each time you light the 4 'HERO' Targets again after maxing out the Multiplier it will award you with a 5 Million Point Bonus (on the same Ball of course, but not if you have collected the Hold Multipliers Award from the Kiss Of Death explained later in the Guide).

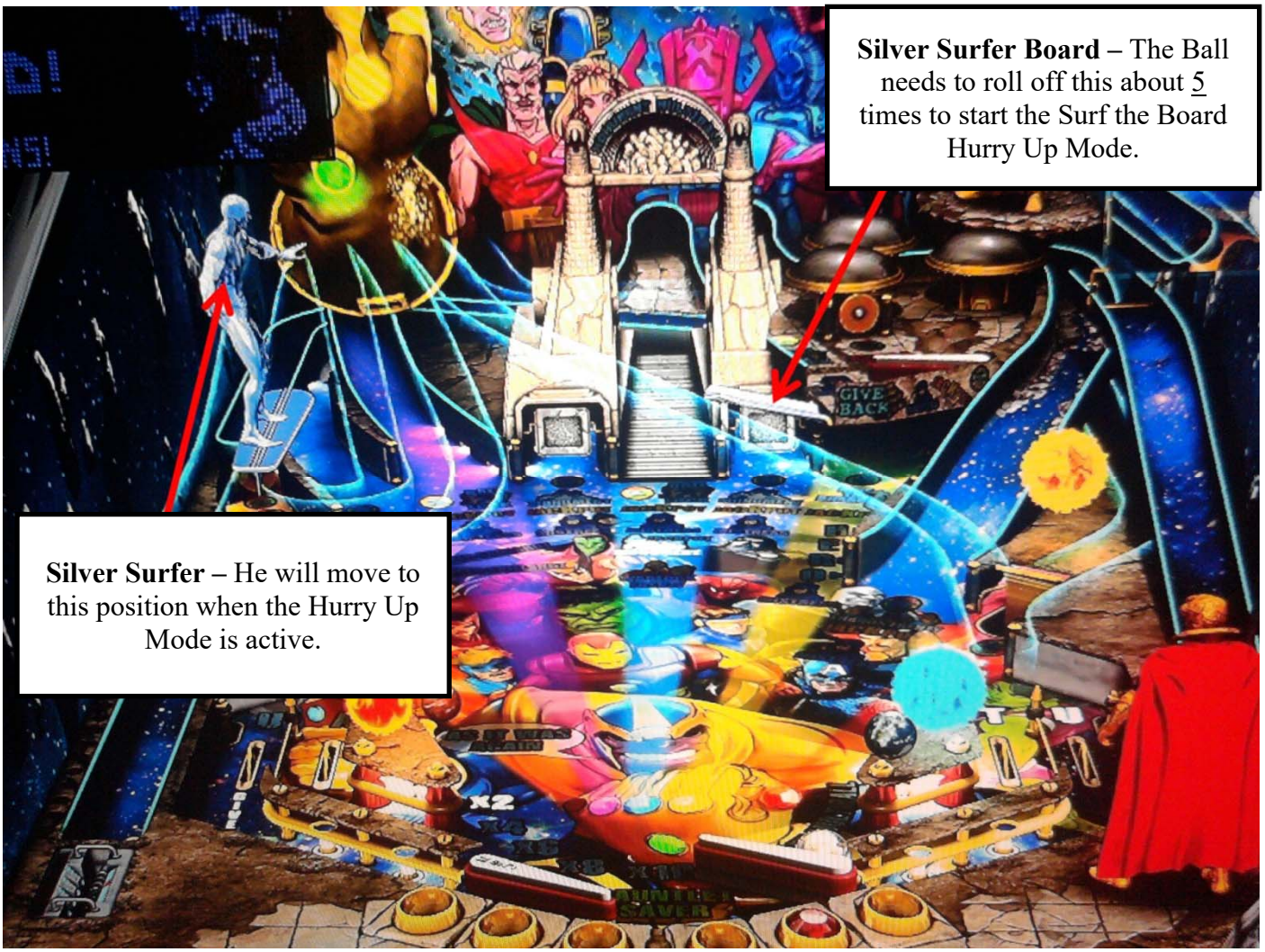
UATU Scoring Hurry Up Mode –

This Hurry Up Mode is activated upon lighting up all the 4 'UATU' Rollovers, they are lit when the Ball rolls down them via the Ins & Outlanes and the Lit Rollover can be changed with either the Left or Right Flipper Buttons on your Controller.



When they are all lit the Hurry Up Mode will begin, you gain points by hitting the Thanos Targets – Lower Thanos Target (1), Upper Left Thanos Target (2) and Upper Right Thanos Target (12). Also you can hit the 4 'HERO' Targets (These can be seen in the Raising the Multiplier section later in this Guide). When the Mode ends the score attained in this Mode will be added to your score.

Surf the Board Hurry Up Mode–



To gain Points in this Hurry Up Mode you must hit either the Upper Left Thanos Target (2) or the Right Orbit (8). Every time you successful hit one of these the Silver Surfer will then take control of the Ball and send it round the Giveback Orbit (9). Once the Mode ends the Points attained in this Mode will be added to your score.

If you managed to get the Silver Surfer to send it round the Giveback Orbit (9) by hitting either Upper Left Thanos Target (2) or the Right Orbit (8) a total of 9 times in the same Game, you will be awarded with the Silver Surfer **Extra Ball** which can be collected by hitting the Upper Right Thanos Target (12) with the Top Right Flipper to claim it.

Kiss of Death -

This is tied to the Combo System in place on this Table, every 2+ Ramp/Orbit Combo you do will add to the Impress the Mistress Level and once you reach Level 9 (Completion of 9 Combo shots) of that you will then need to hit the Kiss of Death Sink Hole (11) to gain access to the Kiss of Death reward Mini – Game.

A bunch of rewards will be cycling through the Dot – Matrix ranging from Points to lighting Kiss of Death **Extra Ball** which can be collected by hitting the Upper Right Thanos Target (12) with the Top Right Flipper to claim it, use the 'Launch' Button on your Controller to stop the Dot – Matrix on a reward or wait about 8 Seconds and the Game will chose for you.

Power Shot -

You may of noticed that hitting the Ball through the Gauntlet via either the Gauntlet Ramp (4), Monument Ramp (6) ***Note - The Target must be removed first for the Ball to be able to go up this Ramp*** or the Upper Gauntlet Ramp (13) will cause the Ball to divert between a total of 5 different ways –

- Into the **Power Shot**
- Left Inlane
- Above the Upper Left Thanos Target (2)
- To the Bumpers area at the Upper Right of the Table
- Right Inlane

When the Ball diverts into the Power Shot Launch Lane –



Power Shot – Depending on what is shown here (Dot – Matrix) is what then you will be aiming for when you launch the Ball and it also displays the amount of Points you will get for it.

Power Shot Launch Lane – You can either launch the Ball by pressing the 'Launch' Button down and releasing or you can adjust the Plunger with the Right Analogue Stick on your Controller.

If you want to go for the Multiplier Targets which are the 4 'HERO' Targets then you will need to adjust the Plunger with the Right Analogue Stick on your Controller and release it when 'TARGETS' is displayed on the Dot – Matrix.

For the Orbit launch the Ball by pressing the 'Launch' Button down on your Controller and releasing it when 'ORBIT' is displayed on the Dot – Matrix. I found going for the Orbit shot the easiest in quickly getting enough Power Shots to light the Power Shot **Extra Ball**.

The more times you successful do a Power Shot the more the Points for doing one increases, also if you manage to do about 7 Power Shots in one Game you will light the Power Shot **Extra Ball** which can be collected by hitting the Upper Right Thanos Target (12) with the Top Right Flipper to claim it.

Multiball Modes

There are 3 Multiball Modes available on this Table –

Both the Monument & Gauntlet Multiball Modes are **stackable**; meaning you can activate the Monument Multiball while in the Gauntlet Multiball as long as you have destroyed the Monument on the Monument Ramp(6) which will be explained below. Therefore it would become a 4 Ball Multiball hybrid where the Jackpots for each mode will be available.

You can also have the Both the Monument & Gauntlet Multiball Modes ready for Gem Main Missions like Reality Gem etc. this can help you complete certain Gems or cause you to find it harder, its dependant on your personal preference. You can also have the UATA Scoring and Surf the Board Hurry Up Modes active as well.

Monument Multiball **2 Balls** –

To start this Multiball Mode you must first hit the Monument Ramp (6) several times to remove the Death Target which is blocking access to the Ramp ***Note – Be careful because hitting this causes the Ball to rebound violently!***



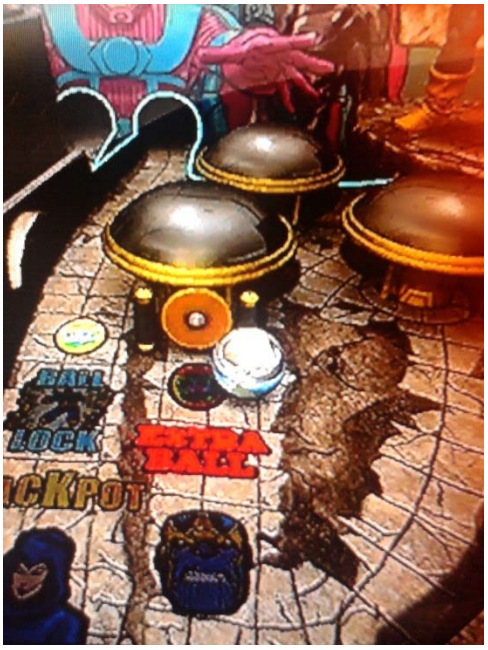
Once the Death Target has been destroyed, hit the Ball up the Monument Ramp (6) this will destroy the Monument that Thanos has made for Death. Now you must rebuild the Monument by hitting the 2 Spinners – Left Spinner (5) & Right Spinner (7) each time you hit one of those the Percentage of the Monument rebuilding process increases. Once you get the Percentage up to 100 % the Monument Multiball will begin.

The Objective of this Multiball is to hit the 2 Spinners – Left Spinner (5) & Right Spinner (7) each time you hit one of those the Jackpot increases, the Jackpot maxes out at 1.5 Million Points. You then need to hit the Monument Ramp (6) to collect the 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.

Gauntlet Multiball *3 Balls* –

To get this Multiball you must first hit the Pop Bumpers when they are not flashing about 45 or so times, this can increase to require 70 hits depending on how many times you activate this locking mechanic –



After you have done that the Locking Mechanic will be active on the Gauntlet; you must hit the lit Ramps to lock a Ball and each time it will be a different Ramp although always out of these 3 –

- Gauntlet Ramp (4).
- Monument Ramp (6). ***Note* - *The Death Target must be removed first for the Ball to be able to go up this Ramp****
- Upper Gauntlet Ramp (13).

Once 3 Balls have been locked the Multiball Mode will begin. Jackpots can be attained via the Ramps which divert into the Gauntlet –

- Gauntlet Ramp (4).
- Monument Ramp (6). ***Note* - *The Death Target must be removed first for the Ball to be able to go up this Ramp****
- Upper Gauntlet Ramp (13).

After you have hit all of those 3 Ramps, it will reset and you can hit them again. I believe the Jackpot increases with every reset.

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.

Half of the Universe Multiball *4 Balls* –

To start this Multiball Mode you must first claim 1000 Million Souls from the Soul Pop Bumpers; this is activated when you -

- Achieve a Soul Pop Bumpers Skill Shot award (Detailed earlier in the Guide under 'Skill Shot' Section)
- Awarded from the Kiss of Death (Detailed earlier in the Guide under 'Kiss of Death' Section)
- By failing a Gem Main Mission (Explained later in the Guide) – This will make the Soul Pop Bumpers flash for a short time.
- By completing a Gem Main Mission (Explained below this Page) – This will make the Soul Pop Bumpers flash for a short time, but once you get up to the Upper Right of the Table the Ball will be kept up there and won't be able to drain down the Silver Surfer Board as a reward for completing the Gem Main Mission.



Regarding the Gem Main Missions when you Fail/Complete them you must then get the Ball up to the Upper Right of the Table as fast you can, I tend to quickly hit the Ball up the Thanos Ramp (10) then hit the Ball with the Top Right Flipper to try and hit the Bumpers as many times as possible till they stop Flashing. I just keep rinsing and repeating this till they stop Flashing.

Community Member – **Bearded Warrior** suggested that nudging the Table to the Right just before the Ball goes down the Silver Surf board will knock the ball back just far enough to continue hitting the bumpers with the Top Right Flipper.

Once you have reached 1000 Million Souls; the Half of the Universe Multiball Mode can now be activated by hitting the Kiss of Death Sink Hole (11).

Note – Every Hero you have collected by raising the Multipliers (Explained earlier in the Guide under 'Raising the Multipliers' section) will work as a Ball Save, you can also light the 4 'HERO' Targets within this Mode to gain another

Upon hitting that you will be given 4 Balls; Red Gates will block all of the Paths (Ramps/Orbits) but one. Hit that Path (Ramp/Orbit) and one of the Gates will disappear. Hit that newly lit Path (Ramp/Orbit) and another Gate disappears. Rinse and repeat until all of the Gates are gone and the Monument Ramp (6) is lit. Shoot the Monument Ramp (6) and you will earn one random Gem as well as a Super Jackpot.

The Gates will then re-erect but this time you will only gain a Super Jackpot not a Random Gem, for that you must drain 3 of the Balls then collect 1000 Million Souls 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.

Gem Main Missions

To start one of the Main Missions you must first hit the Gauntlet a total of 3 times via either the Gauntlet Ramp (4), Monument Ramp (6) ***Note - The Death Target must be removed first for the Ball to be able to go up this Ramp*** or the Upper Gauntlet Ramp (13).

Upon hitting the Gauntlet 3 times one of the Gem Main Missions will activate, below I will explain how to complete each Gem Mission -

Time Gem *Timed*

Help Silver Surfer who is trapped in Time by the Mad Titan Thanos –



To free Silver Surfer you must hit one of the 3 Thanos Targets –

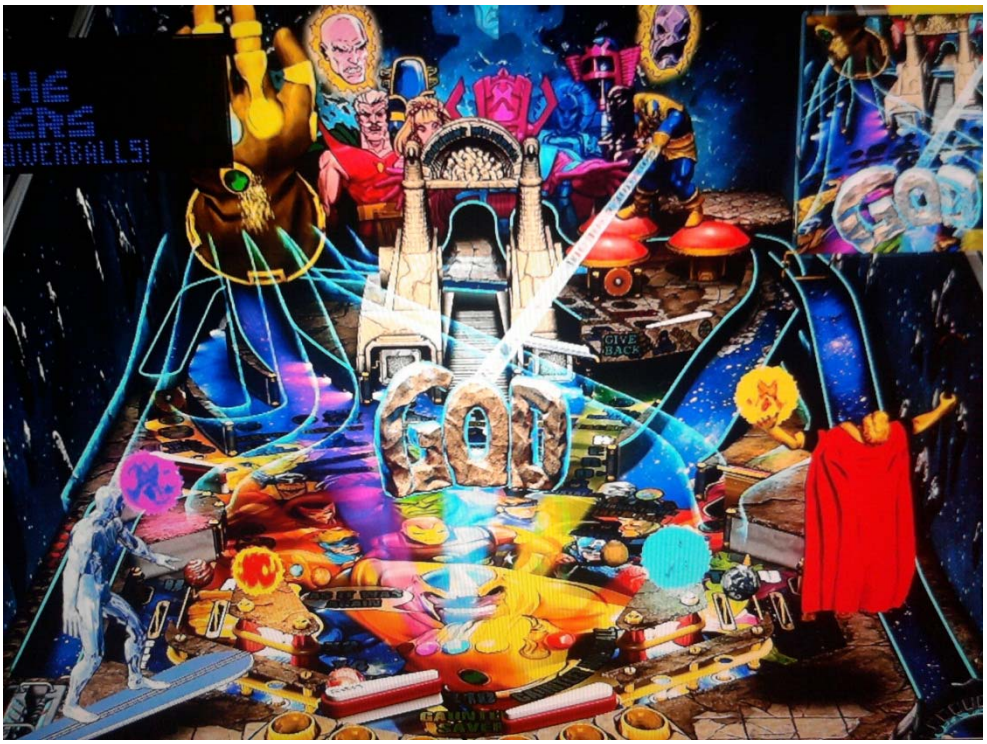
- Lower Thanos Target (1)
- Upper Left Thanos Target (2)
- Upper Right Thanos Target (12)

Then you are given about 20 or so Seconds to hit one of the 2 Spinners - Left Spinner (5) & Right Spinner (7).

You must then repeat the above a further 2 times to finish the Mission and you acquire the Time Gem as well as 6 Million Completion Bonus Points.

Power Gem ** Non -Timed**

A massive GOD Monument will be put at the centre of the Table Playfield, so be carefully as hitting it as at this moment of time it could result in a Ball Drain.



The objective is to power up the Ball to allow you to destroy the God Monument; this is done by hitting the Ball up the Thanos Ramp (10) then hitting the Pop Bumpers with the Top Right Flipper. Rinse and repeat till you have hit the Bumpers 25 times, 2 Balls will then be added and be infused with the necessary power to destroy the GOD Monument.



You then have 3 Balls on the Playfield; you need to keep hitting the GOD Monument till it is destroyed, the progress of this can be seen on the Dot - Matrix. Destroying it completes the Mission and you acquire the Power Gem as well as 6 Million Completion Bonus Points.

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 Gem Main Mission again.

Mind Gem **Non - Timed**

Upon starting this Mission you will see 2 Balls floating around on the centre of the Playfield, also you will notice that the Flipper controls have been reversed meaning – Holding or pressing the Flipper Buttons on your Controller will now release the Flipper instead of pull/hold the Flipper up.



This is the one that most people are having trouble with, but I figured out the trick to it. It's a pretty simple trick really. You just need to let the Flippers catch the Balls. In other words, don't press the Flipper Buttons on your Controller at all. The Balls rarely do a side drain in this Mission and since the Flippers are up, the gap between the Flippers is even smaller than usual. Not to mention, the extra elastic Slingshots really come in handy in this Mission.

Now on to completing this Mission and collecting the Gem - In the **1st Phase**, you need to free the captured Balls with the Blue Ball. If the Blue Ball drains before you rescue any of the captured Balls, the Mission will end. My advice is let the Blue Ball rest on the Flipper (a simple Nudge will do it) and then press and release the Trigger Button on your Controller to free the other Balls. About 50% of the time, the Blue Ball will hit one of the captured Balls while coming down from the Gauntlet at the start of the Mission, so you may not even have to worry about this Phase at all.

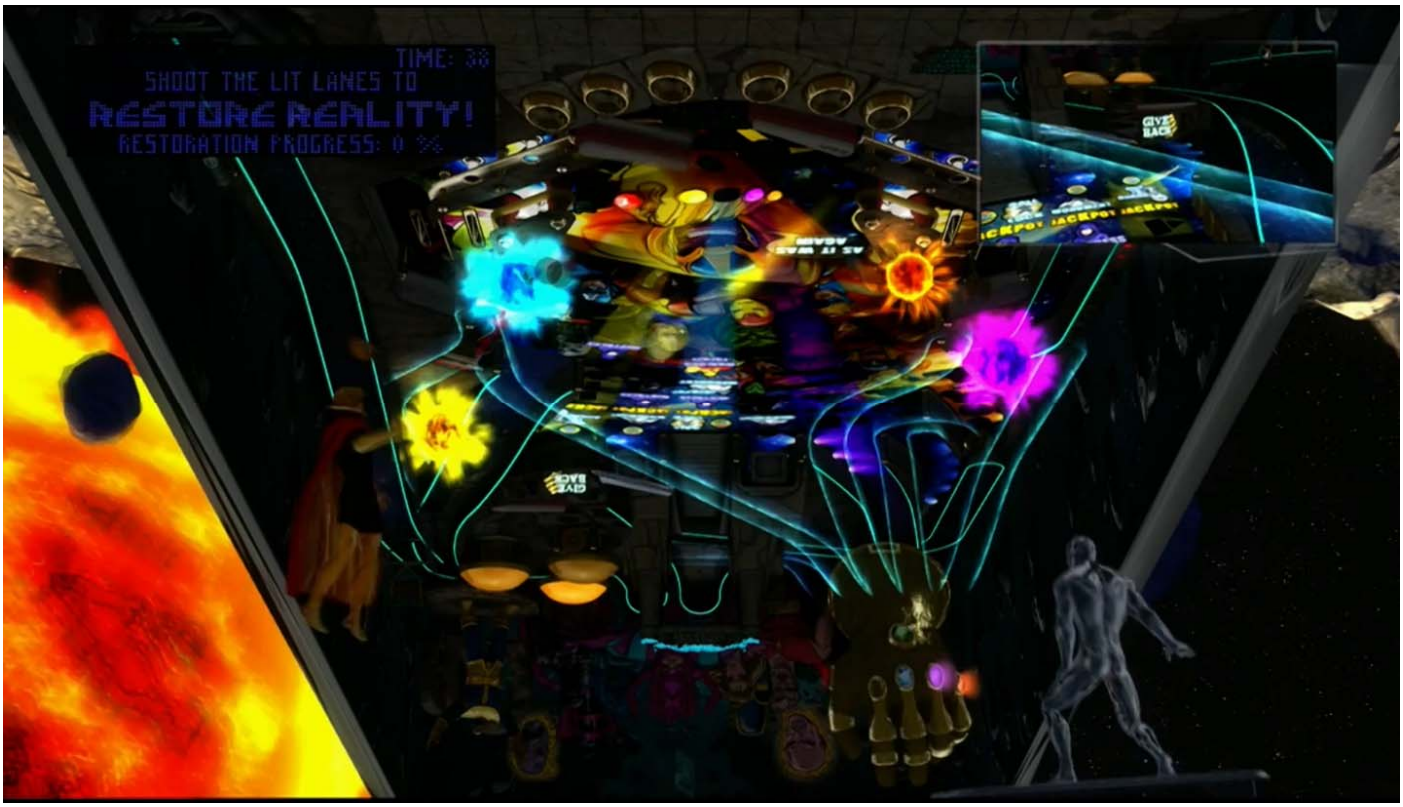
In **2nd Phase**, The Mission will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Gem Main Mission again.

You will need to hit the Gauntlet 6 times via the Gauntlet Ramp (4), Monument Ramp (6) or the Upper Gauntlet Ramp (13). This is pretty simple to do, when the 2/3 Balls are captured on the Flippers. Just aim for the Gauntlet Ramp (4) with the Ball on the Right Flipper and Monument Ramp (6) with the Ball on the Left Flipper, this is assuming you have at least a Ball on each of the Flippers. Just keep hitting those Ramps and the Ball will continue to go through the Gauntlet, the last hit needed for the Gauntlet is only 1 Ball which is the Blue Ball as the other 2 Balls are locked in the Gauntlet.

Once you have hit the Gauntlet 6 times the Mission is completed and you acquire the Time Gem as well as 6 Million Completion Bonus Points.

Reality Gem **Timed**

Once the Reality Gem Main Mission begins the Table Playfield will be turned upside down, don't worry you have Infinite Ball Saver while this Mission is active –



You start of which a time limit of about 30 or so Seconds in which you need to build up the Percentage Metre (Seen on the Dot – Matrix) to restore Reality to 100% by hitting the lit Ramps/Orbits (solid lights), before the time runs out. Each time you hit a lit Ramp/Orbit, the lit Ramp/Orbit will change. Repeat the process of hitting the solid lit Ramps/Orbits till you reach 100%, also hitting the Pop Bumpers on the Upper Right of the Table adds 1% to the Metre and will pause the time limit by 1 Second for each hit.

You can activate one of the Multiball Modes within this Mission like Monument or Gauntlet Multiball depending if before this Mission became active that the Locking process for either was active. In my opinion having Multiball makes this Mission a breeze.

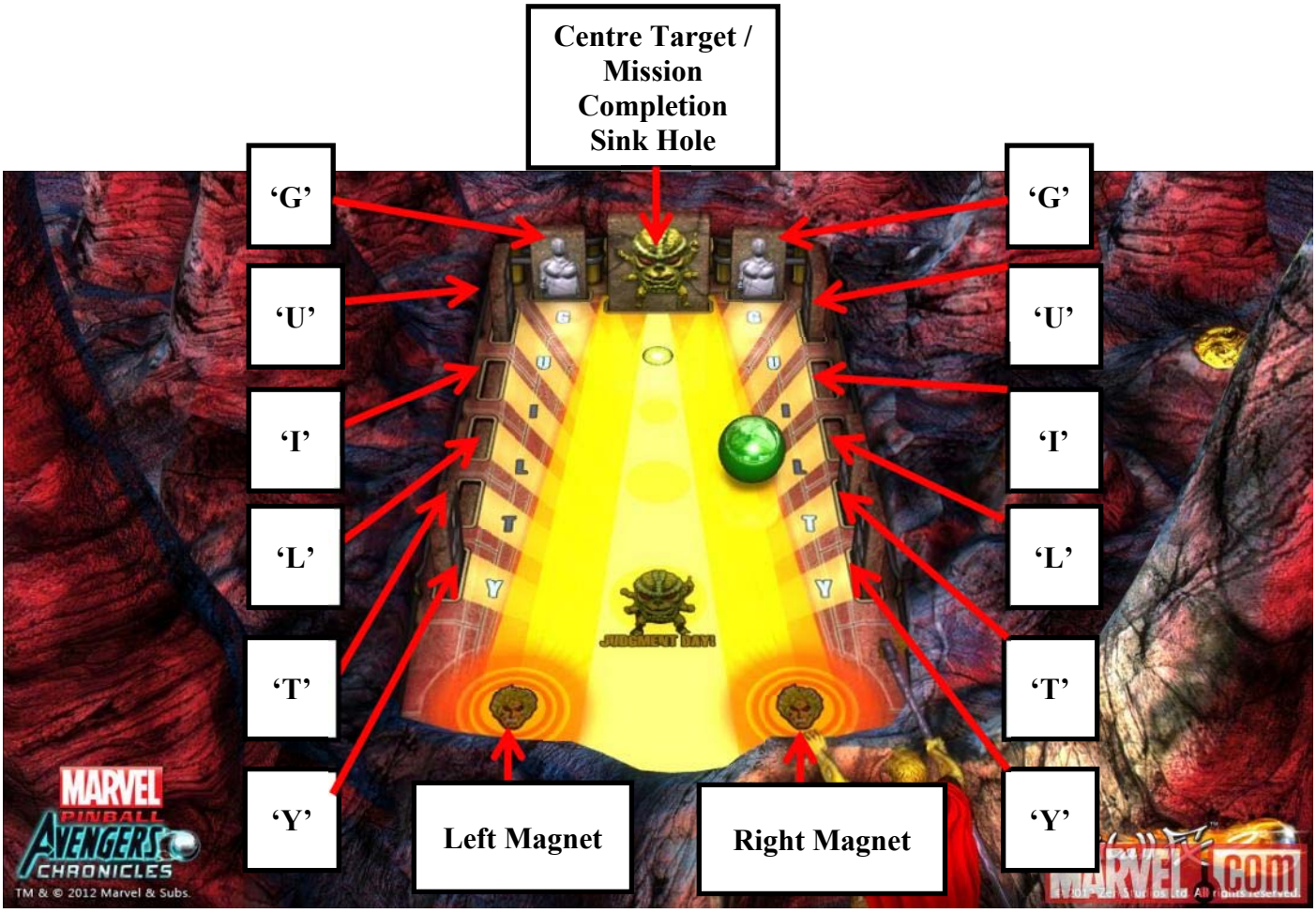
Once you reach 100% the Mission is completed and you acquire the Reality Gem as well as 6 Million Completion Bonus Points.

Soul Gem **Non - Timed**

Upon activation of this Gem Main Mission, Adam Warlock will be sucked into a Portal –



This will take you to the Soul Gem Mini – Playfield –



This is quite a challenging Mission as you don't have Flippers to control/keep the Ball on the Playfield; you instead have 2 Magnets –

- ***Left Magnet*** – activated with the Left Flipper Button on your Controller.

- ***Right Magnet*** - activated with the Right Flipper Button on your Controller.

You basically have to hit all 6 'GUILTY' Targets on the Left side of the Soul Gem Mini – Playfield, and the 6 'GUILTY' Targets on the Right Side. Finally once you have hit all those Targets you then need to hit the Mission Complete Sink Hole which is available after the Centre Drop Down Target had been knocked down.

Once that has been down the Mission is completed and you acquire the Soul Gem as well as 6 Million Completion Bonus Points.

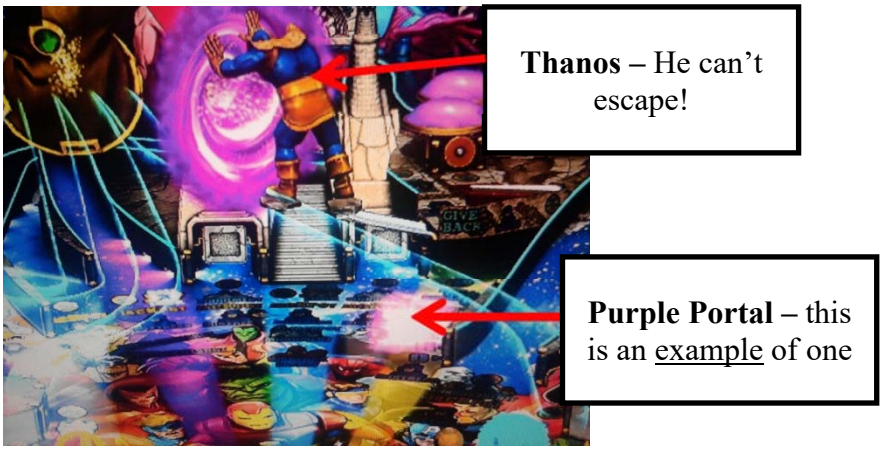
Space Gem **Timed**

Upon starting this Mission Thanos will create a Purple Portal and will be standing over 1 of 3 places –

- Gauntlet Ramp (4)
- Monument Ramp (6)
- Thanos Ramp (10)



After hitting the Ramp that Thanos was standing over you then need to hit the Flashing Ramp/Orbit or Kiss of Death Sink Hole (11). This will lock Thanos into place and a Purple Portal will appear on the Tables Playfield which you must hit –



Upon hitting the Portal you will hit Thanos, beware as you have a time limit of about 15 – 20 Seconds each shot. Repeat the above process a further 2 times to complete the Mission and you acquire the Soul Gem as well as 6 Million Completion Bonus Points.

WIZARD/FRENZY MODE (Final Missions)

This Table has 2 Wizard/Frenzy Modes –

- **Thanos Frenzy** – This is activated by playing through each of the Gems once in the same game then hitting the Ball up the Thanos Ramp (10).

- **Warlock Frenzy** – This is activated by collect all the Gems (Collection of each was explained earlier in the Guide), then hitting the Ball up the Monument Ramp (6) ***Note - The Death Target must be removed first for the Ball to be able to go up this Ramp. Also be careful because hitting this causes the Ball to rebound violently!***

Thanos Frenzy *2 Balls - Timed at 2 Minutes* –



Lower Flippers are covered up!

If you have played through (not completed) all the 6 Gems then you will have access to the Thanos Frenzy, this can be started upon hitting the Ball up the Thanos Ramp (10). Once you have done that you will be given a 2 Ball Multiball but wait you can't see the lower Flippers! Yep that's right but don't worry you have infinite Ball Save for the duration of this Mode. The Frenzy lasts about 2 Minutes you will notice all Ramps/Orbits etc. will be lit and the more you hit them the more Jackpots you receive and after each hit the Jackpot will be larger for the next hit, after the time is depleted the Flippers will be revealed and the points accumulated in the Mode will be added to your score.

Note - You will have complete all the Gem Missions and then play through the Warlock Frenzy. Finally you will need to repeat the above process again if you wish to re-enter this Wizard/Frenzy Mode again as the Table will reset upon failure/completion of the Warlock Frenzy.

Also whatever Gems you collected on the journey to this Frenzy will remain collected/completed, so from now on only the Gems you don't have will be available via the Gauntlet for example the only Gem you have left to get is the Mind Gem, so now the only Gem Mission available will be the Mind Gem.

Warlock Frenzy *4 Balls - Timed at 2 Minutes* -

Now if you managed to complete all 6 Gem Missions then you will be able to start the true Wizard Mode of the Table which is Warlock Frenzy, its available at the Monument Ramp (6) ***Note - The Death Target must be removed first for the Ball to be able to go up this Ramp*** once you successfully hit the Ball up there the Frenzy will begin.

You will be given a 4 Ball Multiball and a Infinite Ball Saver for the duration of this Mode which is 2 Minutes. In those 2 Minutes you must complete all 3 Phases to defeat the Mad Titan Thanos and recover the Infinity Gauntlet –

- ***Phase 1***: Hit the Gauntlet via Gauntlet Ramp (4), Monument Ramp (6) or the Upper Gauntlet Ramp (13) a total of 6 times.

- ***Phase 2***: Hit the Thanos Targets - Lower Thanos Target (1), Upper Left Thanos Target (2) and Upper Right Thanos Target (12) a total of 15 times.

- ***Phase 3***: Hit the Monument Ramp (6) a total of 4 times.

While you play through the 3 Phases the Playfield will be affected by a random condition such as it being upside down, Flippers being covered, reverse Flipper position or magnetic bursts which effect the Balls movement etc. and all these will constantly alternate while in this Frenzy. After completion of Phase 3 you will be award some Completion Bonus Points which I believe is 10 Million Points.

After completion/failure, 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, PSKay, snakeman07, Rafie, Bearded Warrior, DarkKodiaK, theRonlyConly97, tenorhero & 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,

"Pinball is Supreme! SUPREME!!!"

Yours

ShoryukenToTheChin