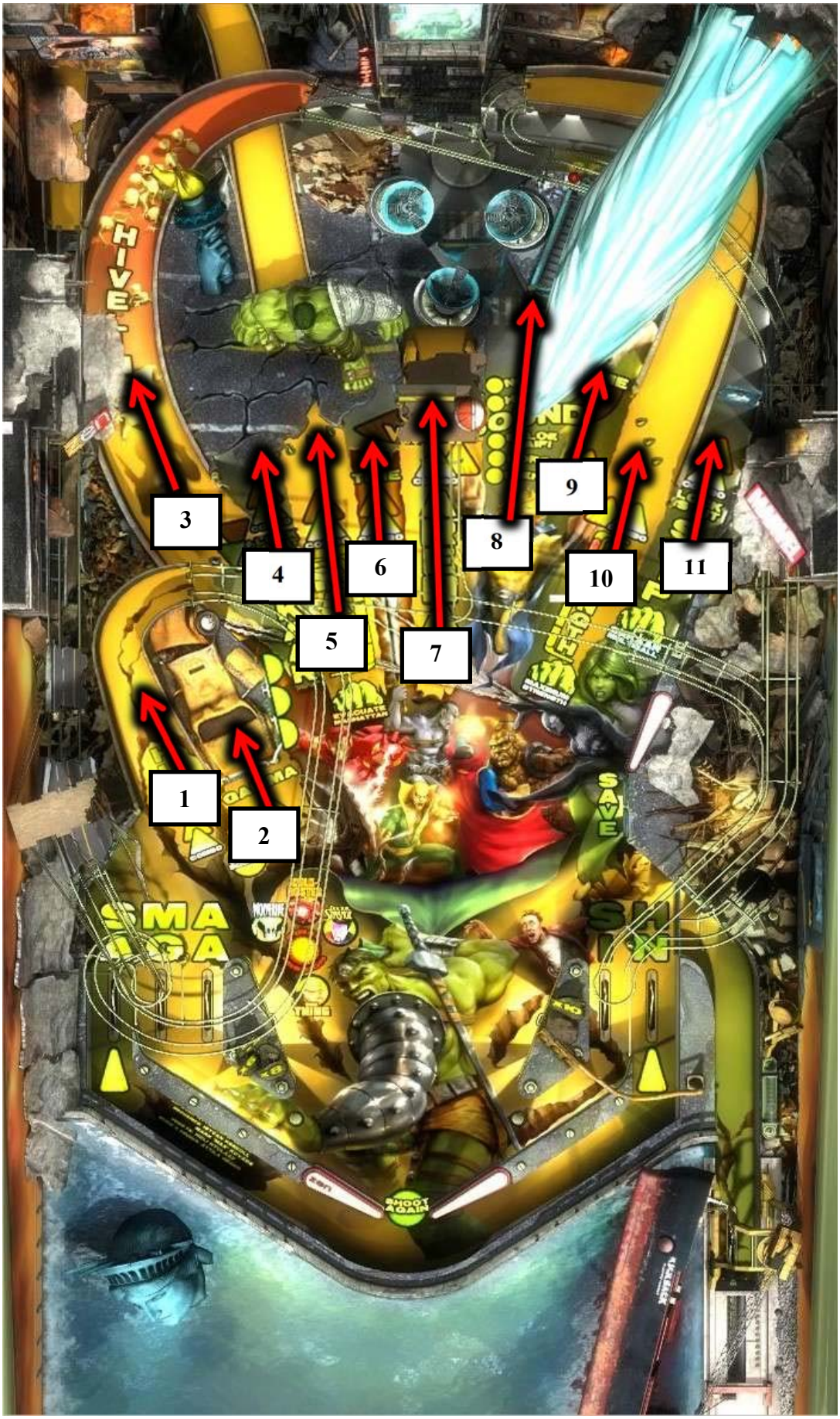
World War Hulk Table Guide
By ShoryukenToTheChin



Key to Table Image Above *Thanks to Community Member - Cloda for the Overhead Image*

1. Hulk Ramp
2. Gamma Sink Hole
3. Hiveling Ramp
4. Sakaar Orbit
5. Rage Ramp
6. Left Warbound Mini – Orbit
7. Arena Ramp
8. Mission Sink Hole
9. Right Warbound Mini - Orbit
10. Strength Ramp
11. Ship Orbit

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 World War Hulk. 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; as its one of the most, heck if not the best in terms of flow and in my opinion this Table is the easiest of the new Pack so the Casuals should fall in love with this Table.

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 – 500,000 Points

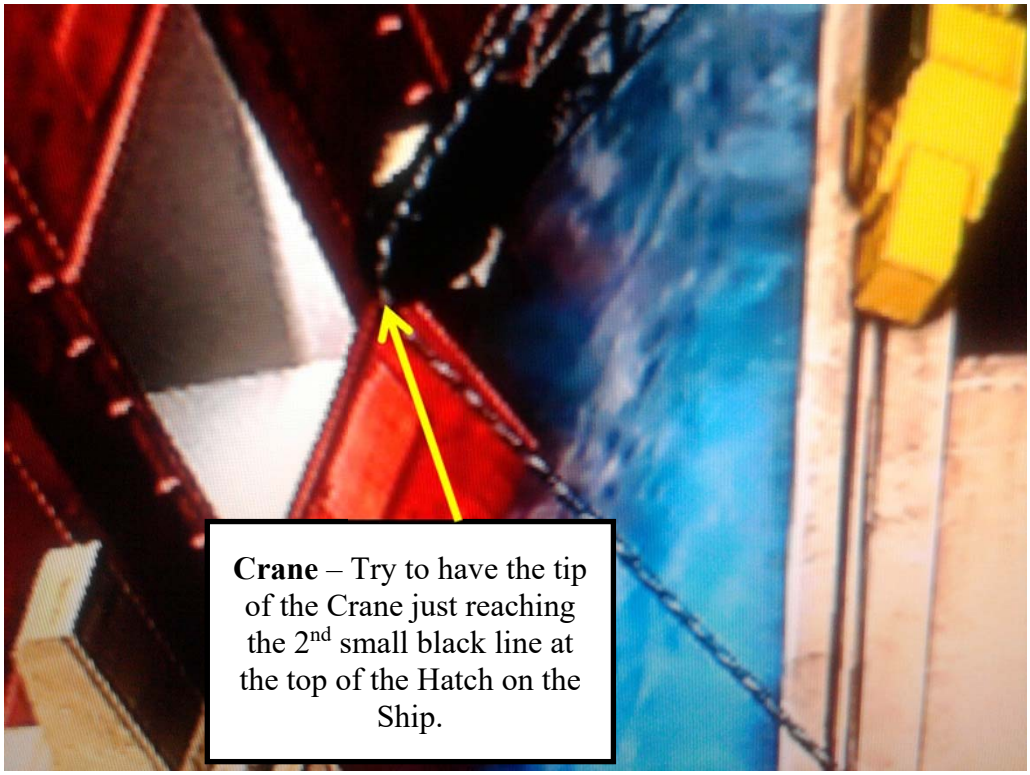
Skill Shot is attained by pulling down the Plunger to have the Ball release with just the Right amount of power. Its dependant on which one of the 3 reward Targets are lit, I will explain how to hit them so no matter which one is lit you will be able to attain a Skill Shot award.

Low Target –

Below is a couple of Images showing how you should launch the Ball to hit the Low Target –



Plunger – have the top of the spring about here, notice the Power Metre to the Right which has 3 Circles Lit

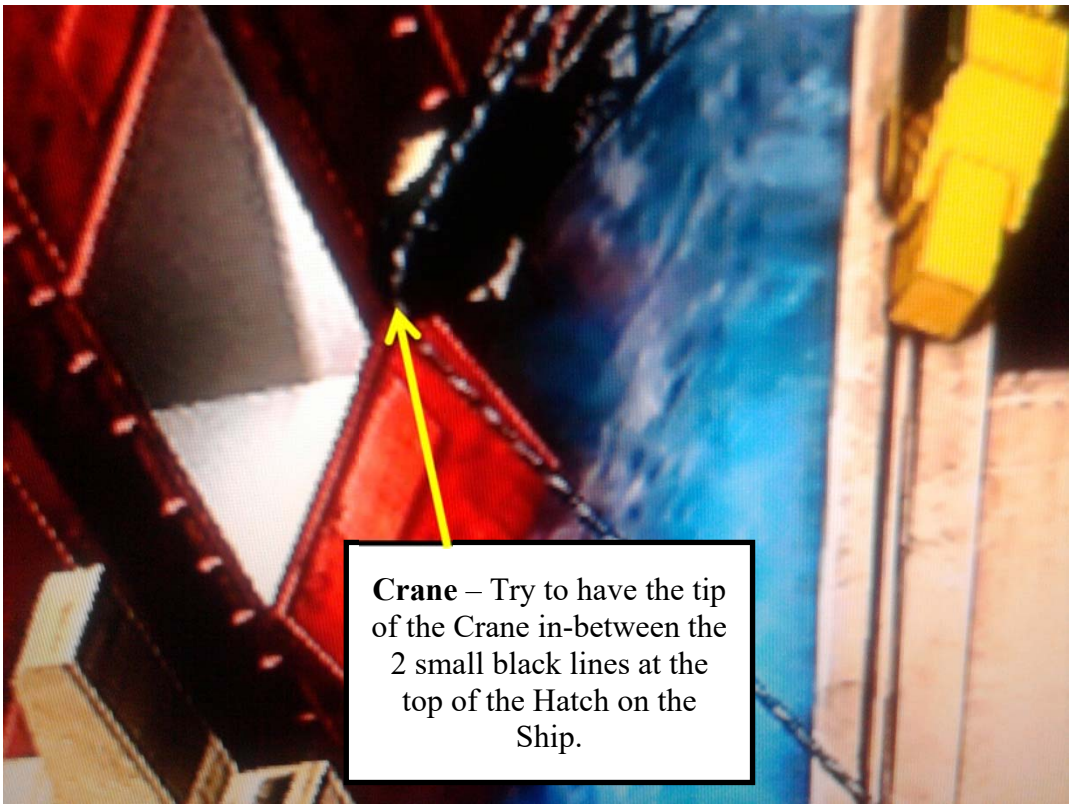


Crane – Try to have the tip of the Crane just reaching the 2nd small black line at the top of the Hatch on the Ship.

Middle Target –

Below is a couple of Images showing how you should launch the Ball to hit the Middle Target –



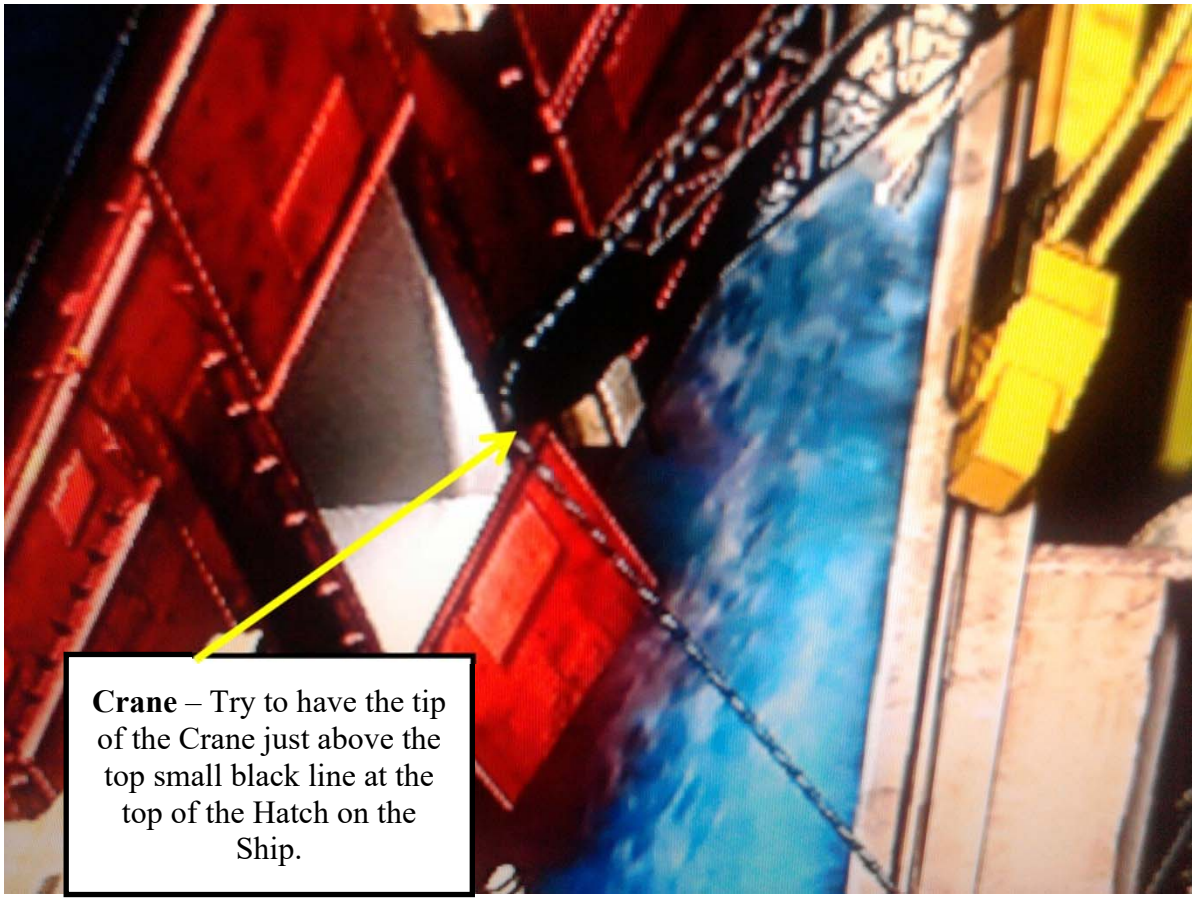


Top Target –

Below is a couple of Images showing how you should launch the Ball to hit the Top Target –



Plunger – have the top of the spring about here, notice the Power Metre to the Right which has 3 Circles Lit

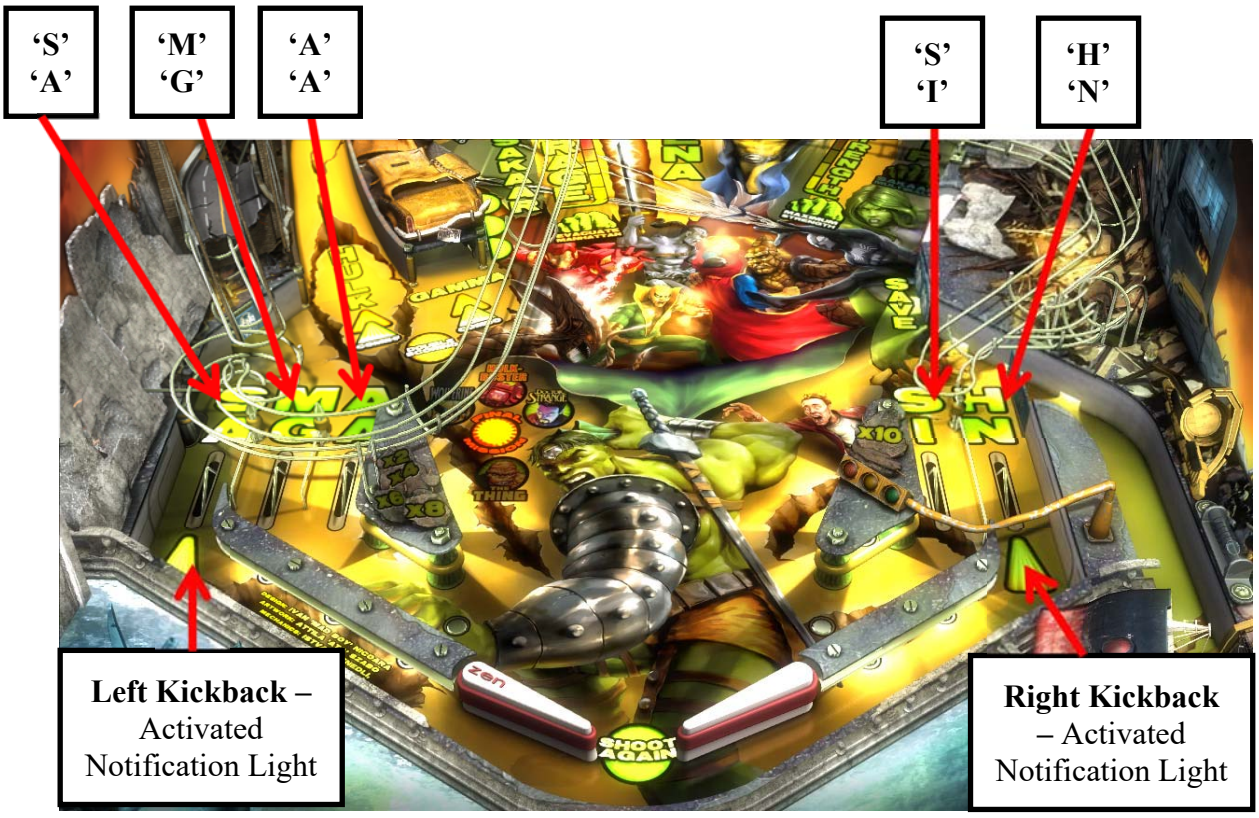


Crane – Try to have the tip of the Crane just above the top small black line at the top of the Hatch on the Ship.

Kick Back & Ball Save

Kickbacks – Both Kickbacks are activated by having the Ball roll down the 5 'SMASH AGAIN' Rollovers on the Ins and Outlanes, but you will notice that the first time the Ball rolls down one of them it will light up the 1ST Letter of the Rollover which eventually will spell out 'SMASH' and if you roll the Ball down the same lit Rollover it will then lit the 2ND Letter on the Rollover which eventually will spell out 'AGAIN' –

To activate the Left Kickback you must light all the 5 'SMASH' Rollovers once, and you will need to repeat this process again for the Right Kickback but now the Rollovers will light the 5 'AGAIN' Rollovers. If both Kickbacks are activated, then lighting the Rollover Letters again earns you 250,000 Points.



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

Ball Save – You must first hit the Hulk Ramp (1) first to activate 2 'BALL SAVE' Targets for a short period of time, then proceed to hit the 2 Targets to activate the Ball Save –



Note – Ball Save remains active until you lose the Ball or the Ball Save time limit runs out!

Combos –

If you hit a Ramp/Orbit then another shortly after you will be awarded with a Combo Shot Bonus –

- **1st Hit** = 50,000 Points
- **Combo** = 100,000 Points
- **Double Combo** = 200,000 Points
- **Triple Combo** = 300,000 Points
- **Super Combo** = 400,000 Points
- **Mega Combo** = 500,000 Points
- **Hulk Combo** = 600,000 Points

Hulk Score Bonus Points –

Hitting the Hulk Ramp (1) about 4 times will award you with a Hulk Bonus which is about 250,000 Points.

Warbound –



Hitting either the Left Warbound Mini – Orbit (6) or Right Warbound Mini – Orbit (9) will light one of the Letters which eventually will spell out 'WARBOUND' adding another member to your Warbound and awarding you 250,000 Points.

Double Scoring –

Hit the Gamma Sink Hole (2) 5 times then hit the Hulk Ramp (1) which will divert the Ball and activate Double Scoring for a short period of time.

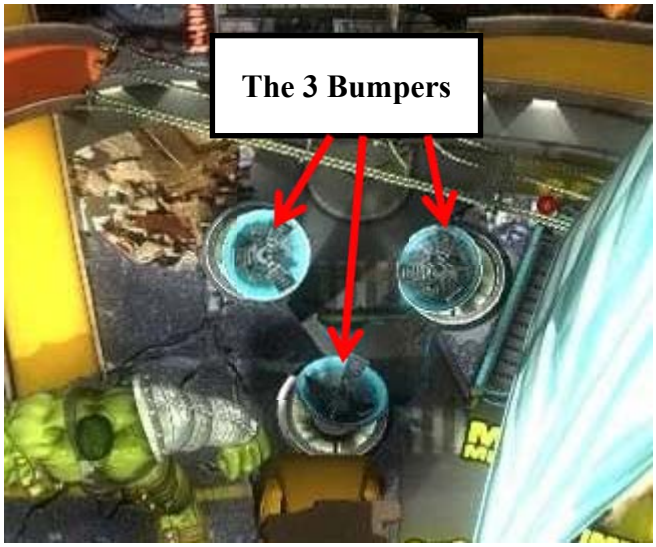
Drop Down Mechanic –

You will notice when you hit the Arena Ramp (7) the Dot – Matrix will display something like “Hit the Launch Button to activate Drop Down!”, upon which if you press the ‘Launch’ button as it goes up the Ramp it will cause the Ball land just above the Top Right Flipper. This is very useful for when you want to hit the Hiveling Ramp (3).

Extra Balls

The **2** Ways to achieve an Extra Ball –

- **Max Out Multipliers –** You max out the Multiplier to 10x, the Multipliers are increased by hitting the Bumpers which are just behind the Arena Ramp (7).



Each Bumper hit kills 1 Hiveling and each Hiveling Ramp (3) shot kills 5 Hivelings. Therefore if you kill 200 Hivelings you will be awarded with an Extra Ball.

- **Random Award -** For a random reward hit all three random reward targets.



Random rewards are;
- 1 Million Points
- 5 Million Points
- Activate Ball Saver
- Multiplier Increased
- **Extra ball** awarded

Side Missions etc.

You can check the Side Mission progress: under these –

- Rage Ramp (5) = Evacuate Manhattan
- Strength Ramp (10) = Strength Multiball
- Ship Orbit (11) = Sakaar Ship Multiball.

There is a Hulk Fist; with the name of the corresponding Side Mission, if it's lit it means that you have successfully activated that Side Mission.

Evacuate Manhattan *Activation needed for Wizard Mode*–

To start this Side Mission shoot the Rage Ramp (5) 6 times after which the Evacuate Manhattan Side Mission will begin. The objective is to fill the Transporters with Civilians and then evacuate them. The maximum capacity of the Transporter is 50 so no more Civilians will be added until you evacuate them via the Arena Ramp (7).

The Left Warbound Mini – Orbit (6) or Right Warbound Mini – Orbit (9) increases the remaining time for the Side Mission. Whereas the Gamma Sink Hole (2), Sakaar Orbit (4), Rage Ramp (5), Strength Ramp (10) & Ship Orbit (11) will put 5 Civilians into the Transporter. While Hulk Ramp (1) and Hiveling Ramp (3) puts 10 and to finally rescue the Civilians you have collected shoot the Arena Ramp (7) which will send the Transporter thus rescues the Civilians. If the time is up the number of Civilians saved is multiplied by 100,000. So if you rescued for example 43 Civilians you will gain 4.3 Million Points, this is a high scoring Side Missions so it's good for high score attempting games.

Note - Starting this Side Mission a 2nd and 3rd time will turn this Side Mission into a 2 & then 3 Ball Multiball. This just makes hitting the Ramps etc. much faster/easier.

Sakaar Ship Multiball *Activation needed for Wizard Mode*–

Shoot Sakaar Orbit (4) 6 times to light the 'SAKAAR' Letters and Ship Orbit (11) 4 times to light the 'SHIP' Letters. After all Letters are lit, the locking mechanic will become available which you will now need to lock 3 Balls into either Orbit - Sakaar Orbit (4) & Ship Orbit (11) to start the Strength Multiball. Each RAMP/Orbit will earn Jackpots after hitting them all, they will reset and all Ramps/Orbits are lit again to earn Jackpots.

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.

Strength Multiball ***Activation needed for Wizard Mode*–**

Shoot the Strength Ramp (10) a total of 5 times which in turn fills a section of the Power Bar, once it has been filled a Sink Hole opens at the Strength Ramp (10). Shoot the Ball into it to start the Strength Multiball (3 Balls); the objective during this Multiball is to hit the Bumpers located behind the Arena Ramp (7) which can be access via the Left Warbound Mini – Orbit (6) or Right Warbound Mini – Orbit (9). Each Bumper hit will earn 2,000 Points. You will notice all Ramps/Orbits are lit and by hitting them they increase the Bumper score.

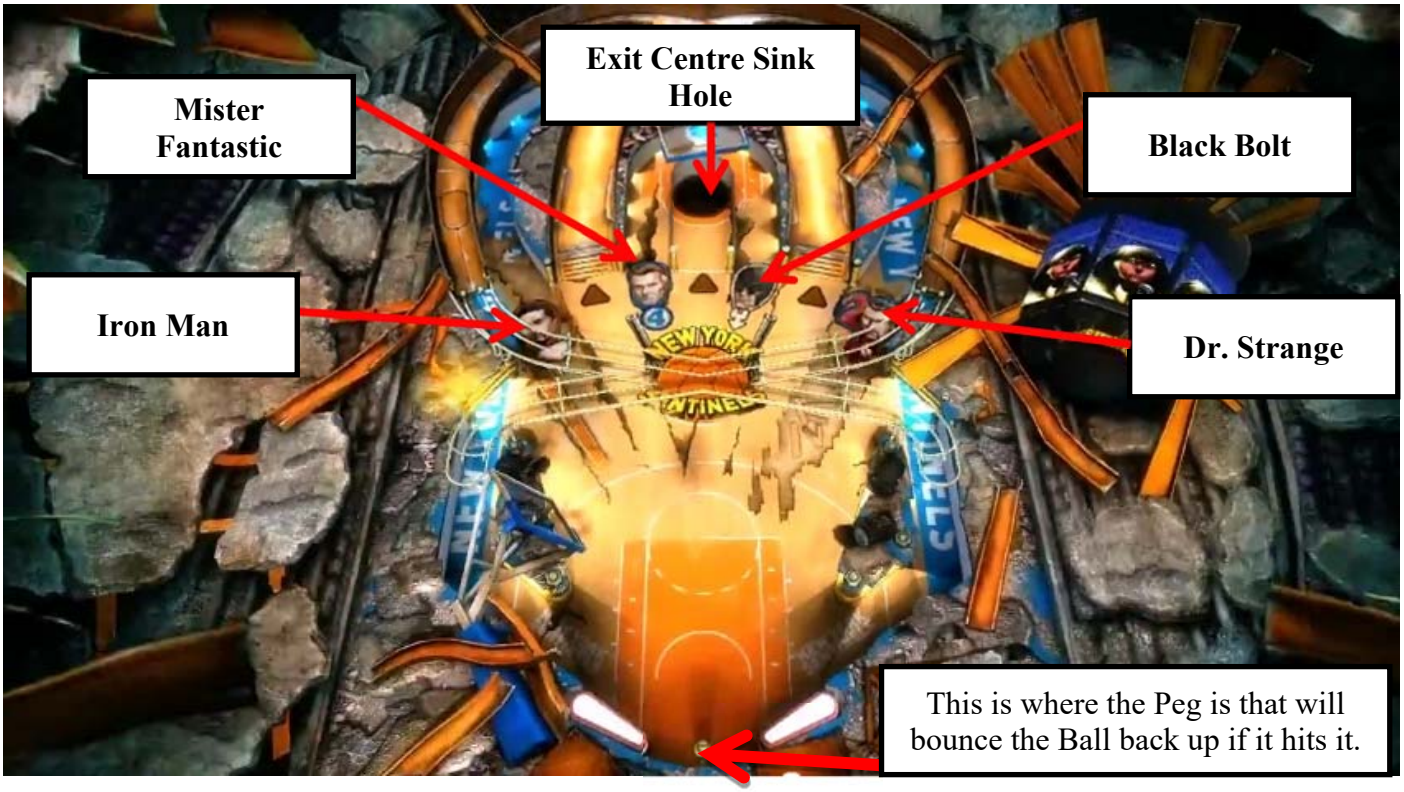
The Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

Big Tip – This is a perfect way to increase the Multipliers of the Table to gain the Multiplier Extra Ball!

Other Side Missions –

The Arena -

Hit the Arena Ramp (7) which starts building the Arena, with each shot one of the Letters of 'ARENA' will be lit up and finally a 6th shot up the Ramp will take the Ball into the Arena Mini – Playfield.



Objective here is to hit the Ramps with the heads of Dr. Strange, Iron Man, Black Bolt, and Mister Fantastic. Successful shots up them will award you with 500,000 Points. After all 4 Ramps have been hit, 2 Targets will pop up which are now blocking the Ramps behind them. Therefore you need to hit the pop up Targets which net you 250,000 Points and the Ramp behind them for 500,000 Points.

Finally to complete the Arena you must hit the Middle Sink Hole hard enough, which then awards you with 500,000 Points.

Main Missions

To start one of the Main Missions you must first hit the Mission Sink Hole (8) a total of 5 times, then again to lock the Ball into the Mission Sink Hole (8). After you successfully hit that you 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. 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).

Fantastic Four: The Thing



Timed Mission To defeat the Thing you must successfully hit him 3 times, to do so you must first hit the Arena Ramp (7) next you must hit the Hulk Ramp (1). Once you hit the Hulk Ramp (1) the Ball will be diverted to the Top Right Flipper, You now need to shoot the Ball up the Hiveling Ramp (3) first time to successfully hit The Thing once. Repeat a further 2 times to complete the Mission.

Note – Once you hit the Hulk Ramp (1) you have only one chance to hit the Hiveling Ramp (3), if you fail to do so you will have to start again with the Arena Ramp (7) shot.

To increase the time limit hit either The Left Warbound Mini – Orbit (6) or Right Warbound Mini – Orbit (9).

Tip: Every Arena shot (when lit) awards 350,000 Points, when you go to the next stage hit the Hulk Ramp (1) but fail to hit the Hiveling Ramp (3) on purpose. Hit the Arena Ramp (7) again and you will notice it now awards 375,000 Points, every time the award will be increased by 25,000 Points.

Completion of the Mission awards you with 25 Million Points.

Iron Man: Hulkbuster



Time to put the hurt on Tony Stark, to complete this Mission you must hit him with 3 Left and 3 Right Punches.

- **Left Punch**: Shoot Arena Ramp (7), your Ball will be held for a few moments under the Right Inlane. When the Ball is released (Or you can press the 'Launch' Button on your Controller to release it manually) you then have 15 Seconds to shoot up the Rage Ramp (5).

- **Right Punch**: Shoot Hulk Ramp (1), your Ball will be held for a few moments under the Left Inlane. When the Ball is released (Or you can press the 'Launch' Button on your Controller to release it manually) you then have 15 Seconds to shoot up the Strength Ramp (10).

After 3 Left and 3 Right Punches the Mission will be completed and you will be awarded with 25 Million Points.

Dr. Strange



Upon beginning the Mission you will notice that the Rage Ramp (5) & Strength Ramp (10). Hit either of them and a 2nd Ball will be thrown onto the Playfield. In this Multiball you will need to hit the Ramp which you didn't hit previously while you had 1 Ball. After you have done that a 3rd Ball will be thrown onto the Playfield, you will then need to hit the lit Ramps/Orbits after you have hit 6 of them you will need to lock the remaining Balls. This is down by hitting either the Left Warbound Mini – Orbit (6) or Right Warbound Mini – Orbit (9). You may drain only 1 Ball during the 3 Ball Multiball phase or the Mission will fail, likewise for the 2 Ball Multiball phase.

After you have locked the remaining Balls- Dr. Strange will be defeated and you will be awarded with 25 Million Points.

X-Men: Wolverine



When you start this Mission you will notice that 4 Ramps are blocked with either a Blue or Green Claw.

- The Hiveling Ramp (3) & Arena Ramp (7) are blocked by Blue Claws
- The Rage Ramp (5) & Strength Ramp (10) is blocked by Green Claws.

To break through the Claws you will need to charge your Ball by hitting either –

- Gamma Sink Hole (2) – This makes the Ball turn Green (Gamma charged) and can break through the Green Claws upon hitting them.
- Hulk Ramp (1) – This makes the Ball turn Blue (Adamantium charged) and can break through the Blue Claws upon hitting them.

The Ball will only remaining in those states for about 20 Seconds, after which you will need to re-hit the respective Target to re-charge the Ball.

Personally I go for the Green Ball by hitting the Gamma Sink Hole (2) then I will hit the Arena Ramp (7), upon which I will press the 'Launch' button as it goes up the Ramp thus making the Ball land just above the Top Right Flipper. I then proceed to hit the Hiveling Ramp (3) to break the Blue Claw there.

Now that those 2 Ramps are free to be hit, I can freely hit the Arena Ramp (7) then pressing the 'Launch' button as it goes up the Ramp thus making the Ball land just above the Top Right Flipper. I then proceed to hit the Hiveling Ramp (3).

All that's left is the Rage Ramp (5) & Strength Ramp (10) is blocked by Green Claws, hit the Gamma Sink Hole (2) then hit those Green Claws to destroy them. Finally hit the Ramps again as they are now free from the Green Claws.

Upon destroying the 2 Green Claws & 2 Blue Claws, then hitting the 4 Ramps in question you will complete the Mission and be awarded with 25 Million Points.

WIZARD MODE (Final Mission)

To gain access to this Tables Wizard Mode (Final Battle) you must first do these tasks –

- Activate the Evacuate Manhattan Side Mission
- Activate the Strength Multiball Side Mission
- Activate the Sakaar Ship Multiball
- Complete the Fantastic Four: The Thing Main Mission
- Complete the Iron Man: Hulkbuster Main Mission
- Complete the Dr. Strange Main Mission
- Complete the X-Men: Wolverine Main Mission

Once you have done the entire tasks listed above hit the Mission Sink Hole (8) a total of 5 times, then again to lock the Ball into the Mission Sink Hole (8) then select the Final Battle with the 'Launch' Button on your Controller.

Completing the Final Battle *I believe it is timed* –

You will be given a 4 Ball Multiball, the objective is to build up Hulk's rage (There will be a Metre displayed on the Dot – Matric which represents Hulks Rage) by shooting every lit Orbit/Ramp. Once you hit one of those they are no longer add to your Rage if you re-hit them, you instead must hit another Ramp/Orbit to add to your Rage. ***Note – Hulks Rage will deplete over time so try and hit the lit Ramps/Orbits as fast as you can!*** If you manage to hit all the Ramps/Orbits and you still haven't maxed out Hulks Rage then the Ramps/Orbits will be re-lit to be hit again.

If you hit the lit Ramps/Orbits fast enough you will just need to hit all the 10 Ramps/Orbits. Once you have maxed out Hulks Rage too finish/complete the Wizard Mode you must lock the remaining Balls into the Arena by hitting them up the Arena Ramp (7).

Note - The Wizard Mode will continue as long as you have a minimum of 2 Balls in play and remaining time, you will have to repeat the above process again if you wish to re-enter this Wizard Mode again as the Table will reset upon failure.

For completing the Final Battle you are awarded with 50 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, Prototype_79L, PSKay, Rafie, tenorhero, snakeman07 & 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,

"Don't make me angry Pinball, you wouldn't like me when I'm angry……. HULK SMASH PUNY TABLE!!!"

Yours

ShoryukenToTheChin