A-FORCE Table Guide
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Key to Table Overhead Image –

1. Left Orbit
2. Stinger Ramp
3. Left Cross Ramp
4. Award Sink Hole
5. Left Titanium Man Mini - Orbit
6. A-FORCE Target/Spinner
7. Saucer
8. Titanium Man Target/Sink Hole
9. A-FORCE Sink Hole
10. Right Cross Ramp
11. Right Titanium Man Mini - Orbit
12. Right Orbit

In this guide when I mention a Ramp, Lane, Hole etc. I will put a number in brackets which will correspond to the above Key, 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

Zen Studios has teamed up with Marvel to give us a new 2 Table pack called “Marvel Women of Power”. This is 1 of the 2 Tables released within the pack.

A-FORCE Pinball sees you play through various Modes which see you play out key scenes in the comics. The Table incorporates the art style of the comics, and various audio works from the characters to add that extra bit of authenticity.

I hope my Guide will help you understand the Table better.

Skill Shot - *1 Million Points, can be raised*

The Skill Shot can be attained by having the Ball roll down the flashing middle Rollover above the Bumpers. You can alternate which of the 2 middle Rollovers are flashing by pressing either of the Flipper Buttons, this will make it easier to have the Ball roll down a flashing Rollover.



Try and set the Plunger strength as shown in the below Image, otherwise you may over/under shoot the Middle Rollovers altogether.



If done right, the Ball will roll down the flashing Rollover and you will firstly be awarded with 1 Million Points.

Super Skill Shot - *2 Million Points, can be raised*

Once you have claimed a Skill Shot, you will now have the chance to score a Super Skill Shot via the Right Cross Ramp (10). This is done by using the Top Left Flipper.



Marvellous Skill Shot - *4 Million Points, can be raised*

Once you have claimed a Super Skill Shot, you will now have the chance to score a Marvellous Skill Shot via the Left Cross Ramp (3). This is done by using the Top Right Flipper.



A-FORCE Members

To assemble the 5 A-FORCE members you will need to do the following:

1. Hit the A-FORCE Target/Spinner (6). This will lower the Barrier to allow entrance into the Spinner.



2. Hit the Ball into the A-FORCE Target/Spinner (6). The Ball will then spin around and the Dot-Matrix will display how many more miles needed to travel to find an A-FORCE Member.



3. Repeat the above 2 steps.

4. Now the A-FORCE team member will be available at the A-FORCE Sink Hole (9).



Below are the A-FORCE team members which you can assemble. They are in the order in which they are collected. They grant you various perks once collected, such as more time in the Wizard Mode etc.



1. **She-Hulk** –

   Enhances the scores award Hurry Up Modes.

2. **Captain Marvel** –

   Increases Main Mission shot Points.

3. **Spider-Woman** –

   Longer Main Mission timers.

4. **Thor** –

   Longer Wizard Mode timer.

5. **Wasp** –

   Fewer shots required within Wizard Mode.

Once all of the 5 members are collected, if you repeat the steps to collect a member (detailed above) you will instead be rewards a Point based award.

Kick Back & Ball Save

Kickbacks –

The Kickbacks on this Table are activated by starting up the Kickback Hurry Up. This is achieved by the Ball rolling down the Right Inlane.



Once that is achieved you will have a short amount of time to send the Ball up the Stinger Ramp (2) several times (indicated on the Dot-Matrix). This will then activate a Kickback if completed.



After each Kickback activation, the number of shots required for activated will increase by 1. Although it will reset upon the Ball draining.

***Note – Any Kickbacks activated will remain activate upon the Ball draining. ***

Ball Save -

Ball Save can be activated on this Table, for example as a Random Reward (look later in the Guide under "Random Reward" section).

***Note – This Ball Save will expire once its 30 Second timer expires or you drain the Ball, whichever comes first. ***

Ball Save is also temporary activated at the start of the many Game Modes.

Extra Balls

There are **5** Ways to achieve an **Extra Ball**;

Collect the **Extra Balls** by hitting the Ball into the Saucer (7) -



- ***Method 1***: *Raise the Multiplier level to 10x times, then once more;* look later in the Guide at the section titled 'Raising the Multiplier" for information on how to get this **Extra Ball**.

- ***Method 2***: *Find all A-FORCE members;* Once all 5 members are assembled the **Extra Ball** will be available. Look earlier in the Guide under "A-FORCE Members" for more information.

- ***Method 3***: *Complete the Wizard Mode;* look later in the Guide at the section titled "Wizard Mode" for information on how to get this **Extra Ball**.

- ***Method 4***: *Attain a **Super Jackpot** award in the Titanium Man Multiball Mode;* look Later in the Guide at the section titled 'Multiball Modes – Titanium Man Multiball" for information on how to get this **Extra Ball**.

- ***Method 5***: *Gained as a random reward;* look later in the Guide at the section titled "Random Reward" for information on how to get this **Extra Ball**.

Raising the Multiplier



To raise the Multiplier level you will need to activate the Multiplier Hurry Up. This is done by hitting the 3 Black Widow Targets, shown in the Image below.



Now once the above is done, you will have a short time frame to send the Ball up 1 of the 5 flashing bonus Lanes. Shown below in the Image.



Once done, the Multiplier level will increase to 2x times. Repeat the above process to raise the Multiplier up to 4x, 6x, 8x & finally 10x times. Once the Multiplier reaches 10x times, repeat the process one last time and an **Extra Ball** will become available to collect.

Also if the Multiplier level is maxed out, this Hurry Up can be activated to claim high scoring Points via the flashing Lanes for the duration of the Hurry Up.

Random Reward

To claim a big reward you will need to first, hit all 3 of the Big Reward Targets –



This will then stack “1 Big Reward”, you can see this on the Dot-Matrix. Now to claim you random reward, hit the Ball into the Award Sink Hole (4).



Some of the rewards available are;

- Light **Extra Ball**.
- Activate a Kickback.
- Activate Ball Save.
- Point based value bonus.

Etc.

Sharpshooter Mode

Activation:

Hit the ball up the Stinger Ramp (2) several times.



After a few shots, the Ball will then divert into the Stinger.



You will then be taken to a first person view from the Stinger & the Mode will begin.

Completion:

As you can see in the below Image; the Soviet Black Widow is trying to sneak up and perform an attack.



The objective of this Mode is to hit the Soviet Black Widow using the Stinger before she reaches her Target. This is achieved by using the Flipper Buttons to move the Stinger Left & Right, and finally shooting using the “Launch” Button. Remember you need to hit the Ball onto the Crosshair located on somewhere on Soviet Black Widows body. Do note that the Stinger will be moving Up & Down, so you will have to set and time your shot correctly. You only have 1 chance to hit Soviet Black Widow, otherwise the Mode will fail.

Spell Cars

Activation:

To activate this Mode, you must light the 3 “CAR” Rollovers from the lower Left hand side of the playfield.



Completion:

Once the Mode starts, a patrol car will start advancing towards you.



To complete the Mode, you will need to send the Ball up the Left Orbit (1) to send the patrol car back, and win the Mode.

Scoring Hurry Ups

Tower Defence:

Activation:

Hit the Bumpers several times (number required is indicated on the Dot-Matrix).



Completion:

Once the Mode starts, you will need to repeatedly send the Ball around the A-FORCE Tower via the Cross Ramps – Left Cross Ramp (3) &/or Right Cross Ramp (10).



The timer on this Mode is represented by a decreasing Point value, each time you send the Ball up those Cross Ramps around the Tower you will gain the current Point value at the time of successful hit.

Titanium Bashing:

Activation:

Send the Ball around the Titanium Man Mini-Orbits – Left Titanium Man Mini-Orbit (5) &/or Right Titanium Man Mini-Orbit (11).



Completion:

Once the Mode starts, you will need to repeatedly hit the Titanium Man Target/Sink Hole (8) to gain big Point based values.



The timer on this Mode is represented by a decreasing Point value, each time hit the Titanium Man with the Ball you will gain the current Point value at the time of successful hit.

Multiball Modes

There are 2 Multiball Modes available for activation on this Table;

Titanium Man Multiball Mode *3 Balls*

Activation –

This is activated by first hitting the Titanium Man Target/Sink Hole (8) several times.



After a set number of times, the visor of the Helmet will lift up and thus expose a Sink Hole.



Send the Ball into that Sink Hole to lock the Ball.

Repeat the above process a further 2 times. Once done, the Multiball Mode will begin.

Mode itself -

The 3 Ball Multiball will then begin: To score **Jackpot** awards send the Balls around the Titanium Man Mini-Orbits – Left Titanium Man Mini-Orbit (5) &/or Right Titanium Man Mini-Orbit (11).



The visor of the Titanium Man Helmet will lift up and thus expose a Sink Hole.



Send the Ball into that Sink Hole via the Titanium Man Target/Sink Hole (8) to claim a **Super Jackpot** award.

Repeat the above to gather as much Points as possible before the Multiball Mode ends.

The Multiball Mode will continue as long as you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode.

Helicopter Multiball Mode *3 Balls*

Activation –

This is activated by first lighting all of the 4 “HELI” Rollovers located at the top of the Table, above the Bumpers. Alternate the lit Rollovers using the Flipper Buttons, as to have the Ball roll down an un-lit Rollover each time.



Once the above is done. The locking mechanism will become active. To lock a Ball, you will need to send the Ball into the Saucer (7).



Repeat the above a further 2 times, this will lock a total of 3 Ball and thus the Multiball Mode will begin.

Mode itself -

The 3 Ball Multiball will then begin: to score **Jackpot** awards all you need to do is hit the Weapon Crate Targets located throughout the Table Playfield.



The Multiball Mode will continue as long as you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode.

Main Missions

Starting all 5 Main Missions at least **once** will allow access to the Wizard Mode.

To start a Main Mission, you will need to hit the A-FORCE Tower several times via either Cross Ramp – Left Cross Ramp (3) &/or Right Cross Ramp (10).





The Main Missions can be played in any order. On the first play-through they only need to be started to gain access to the Wizard Mode. Otherwise you will need to complete them all to gain access.

Mission 1 – "Two Widow Sting" *Timed*

To complete this Mission, you will need to attack the Soviet Black Widow a total of 3 times. To do so you will need to follow the below sequence.

1. You first will need to dodge the incoming attack within 10 Seconds. This is done by sending the Ball up 1 of the Right flashing Lanes – Right Cross Ramp (10), Right Titanium Mini – Orbit (11) & Right Orbit (12).



2. Once you have successfully dodged the attack. Attack the Soviet Black Widow by sending the Ball up 1 of the Left flashing Lanes – Right Orbit (1), Stinger Ramp (2) & Left Cross Ramp (3).



Repeat the above a further 2 times, until the Soviet Black Widow is defeated. If instead the Soviet Black Widow attacks you 3 times, the Mission will be failed.

Mission 2 – "High Speed" *Timed*

Firstly, you will have 20 Seconds to hit any 3 of the flashing combo Lanes. Each time a flashing lane is hit, a few seconds will be added back to the timer. So Black Widow can start hotwiring the Jeep so that they can escape.



Once you have done the above. You will now need to avoid the Enemy Jeeps which are chasing after our heroes.



Where an Enemy Jeep is approaching, it will be visible via flashing Lane and the goal is for you to send the Ball up that Lane. The goal here is to hit the Jeeps enough times to force them all the way back up the Lanes. The faster you do so; the less amount of hits the Jeep will need. Now the Mission will fail if 4 Enemy Jeeps make it all the way done the Lane.

Mission 3 – "Black Widows Comrade" *Timed*

To complete this Mission, you will need to stun & attack the Soviet Black Widow a total of 2 times. To do so you will need to follow the below sequence.

1. You first will need to stun the Soviet Black Widow within 10 Seconds. This is done by sending the Ball around Right Titanium Mini – Orbit (11).



2. Once you have successfully stunned her. Attack the Soviet Black Widow by sending the Ball up the Stinger Ramp (2).

******TIP – Straight after you stun the Soviet Black Widow. The Ball will stop at the Top Left Flipper for a moment, thus giving you time to set and send the Ball up the Right Cross Ramp (10). Doing this, will load the Ball into the Stinger straight away. ******



Repeat the above once more, until the Soviet Black Widow is defeated. If instead the Soviet Black Widow attacks you 3 times, the Mission will be failed.

Mission 4 – "Prevent Reinforcements" *Timed*

To complete this Mission, you will need to destroy 10 Weapon Crates which the Helicopter will delivery to various points on the Table Playfield. You will have about 85 Seconds to do so, otherwise the Mission will be failed.



Mission 5 – "Titanium Man" *Non-Timed*

Immediately a 2 Ball Multiball will become active. The goal here is to get Titanium Mans health down to 0%, therefore to defeat him. Hitting him directly will result in damage to him, yet hitting from behind will deal out more damage.



The Mission will continue as long as you have more than a single Ball alive on the Playfield. Otherwise the Mission will end, and you will need to repeat the above activation process to re-enter this Mission (if it's not your first play-through that is).

Wizard Mode – "Restore Reality" *4 Ball Multiball*

This Wizard Mode is available to start once you have at least started up all 5 of the Main Missions. Otherwise, all the Main Missions must be completed prior.

To start-up the Wizard Mode, just repeat the same process you had been doing to start the Main Missions previously.

Wizard Mode itself:



This Wizard Mode is divided into 2 parts.

1st Part:

The first of those parts require you to hit the flashing Lanes a total of 12 times within the 45 Second time limit. This process will uncover the fake Balls. Each time this is done a Ball will disappear off of the Playfield, the timer will reset & you will need to repeat the above a further 2 times to get rid of the 2 remaining fake Balls.



If you complete the first part, the Wizard Mode will then enter its 2nd part.

2nd Part:

When only 1 Ball is left, this means the real Cosmic Cube has been found. You will finally need to load it into the Stinger Weapon via the Stinger Ramp (2) to attempt to fix Reality itself.



Once the above is done, the Wizard Mode is completed and the Table will **reset**.

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Cloda, Ty-43, Deep, wims, skyway73, tenorhero, DiscoKing & surf1der**. 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.

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 on Nintendo 3DS and Zen Pinball THD on Android Marketplace.

Thanks for viewing my Guide; any feedback would be greatly appreciated -

"This looks familiar!!!"

Yours
ShoryukenToTheChin