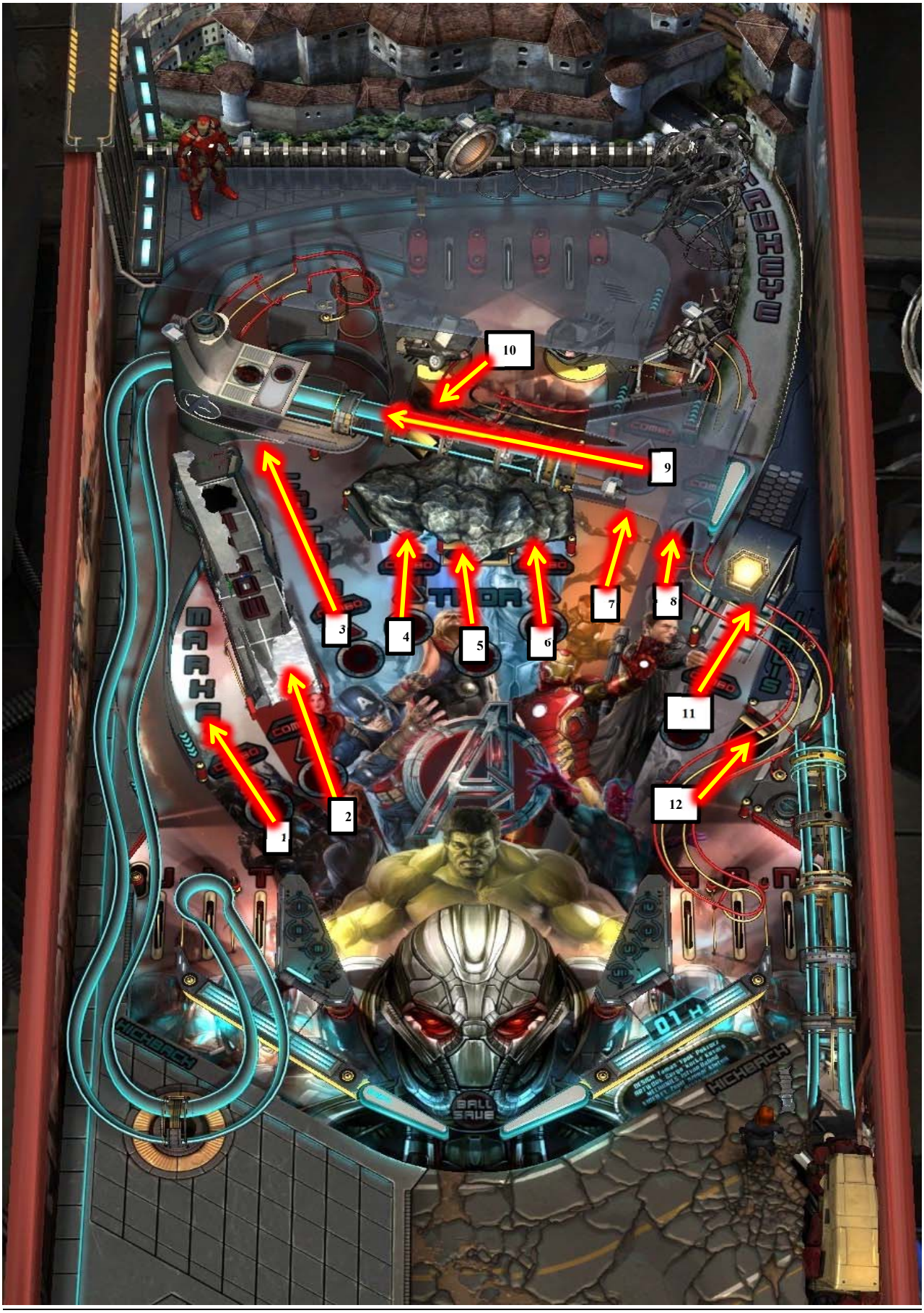
Avengers: Age of Ultron Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Market Mini - Orbit
2. Widow Ramp
3. Captain Mini - Orbit
4. Left Assemble Loop
5. Thor Sink Hole
6. Right Assemble Loop
7. Science Bros Orbit
8. Hawkeye Ramp
9. Avengers Tower Ramp
10. Bumper Sink Hole
11. Jarvis Ramp
12. Reward Sink Hole

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

This Table is based on the Blockbuster Movie of the same name.

Avengers: Age of Ultron Table sees you play as the Avengers to help them in the fight against the deadly AI Robot known as Ultron. The Table incorporates various aspects from the Movie but of course it does it in a way to not spoil the Movie for you, if by the off chance you hadn't seen the Movie before playing this Table. I found that seeing the Movie first, then playing the Table made the experience far more fleshed out and rewarding.

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

Table Mechanics

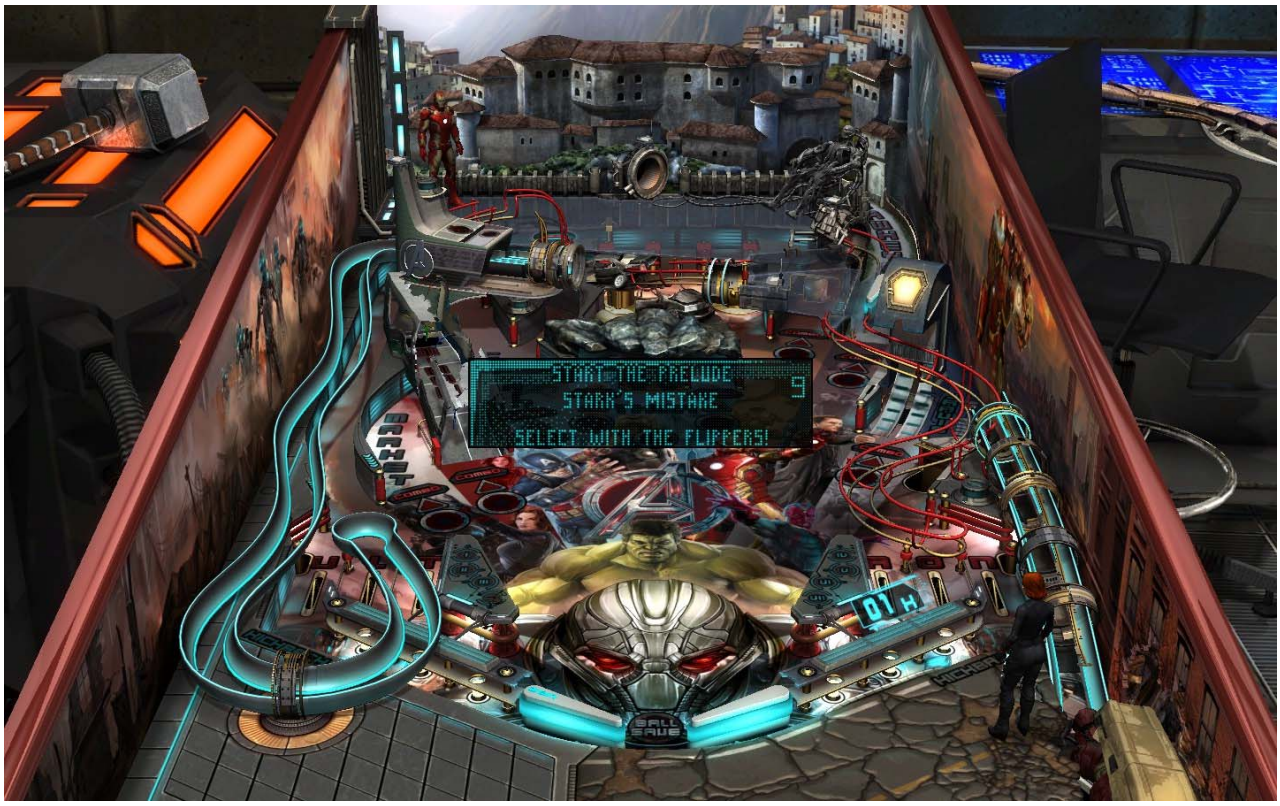
- **Table Difficulty Selection –**

  Upon starting up the Table you will be greeted with a choice. This choice will be to select which difficulty you wish to play the Table at. Increasing the difficulty will make the various Modes more difficult by decreasing the timer, even the very pitch of the Table etc. Although it also increases the base Point and completion rewards of the Modes, in correspondence to the higher the Difficulty setting. I suggest you stick with Easy till you are comfortable with the Table, then try out the higher Difficulties.



- **Prelude (Starks Mistake) Multiball Mode** ***2 Balls - Timed*:** **-**

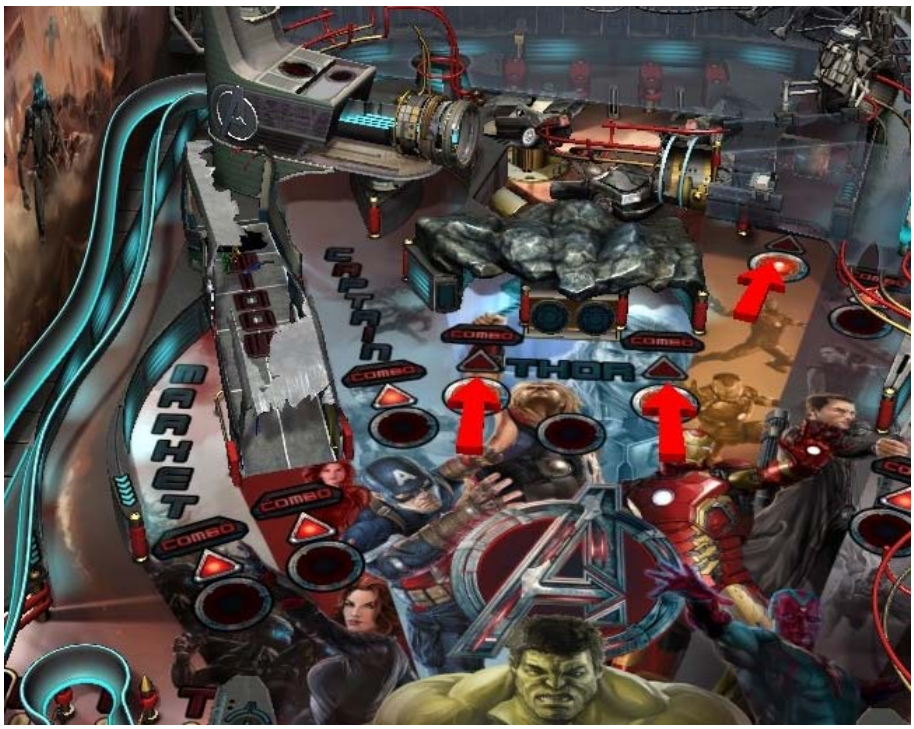
Once you select your difficulty you will have the option to start the Prelude (Starks Mistake) Multiball Mode or skip it entirely by using the Flipper Buttons to cycle to Skip.





In this 2 Ball Multiball you will need to help Tony Stark finishing the coding of Ultron by shooting the Spinners.

Note – The coding process will be faster if you use the Iron Man Ball to hit the Spinners.



Also shooting the glowing Lanes will grant you Jackpot awards.



Once the timer is depleted, the Multiball Mode will end, and you will need to restart the Game to re-enter this Multiball Mode.

Skill Shot - *1 Million Points*

Launch the Ball out onto the Table Playfield. Now you will have a few seconds to hit the flashing Lane to be rewarded with a Skill Shot –



The Above Image shows an example of this; the Captain Mini – Orbit (3) is flashing, and by hitting it in time a Skill Shot is awarded.

Super Skill Shot *2 Million Points* –

Now once you have gained the Skill Shot award, you will have a few seconds to hit the Ball into the Thor Sink Hole (5) to acquire a Super Skill Shot award.

Hidden Skill Shot *1.5 Million Points*

Pull the Plunger back all the way and release. Now as the Ball passes the Top Right Flipper, hit it using that Flipper into the Avengers Tower via the Avengers Tower Ramp (9). Doing this will reward you with a Hidden Skill Shot award.

Kick Back & Ball Save

Kickbacks –

The Kickbacks on this Table work a bit differently than you're used to; activation of the Kickbacks happens at the same time, basically both Left & Right Kickbacks are activated together. They are activated by hitting all 4 of the Kickback Targets –

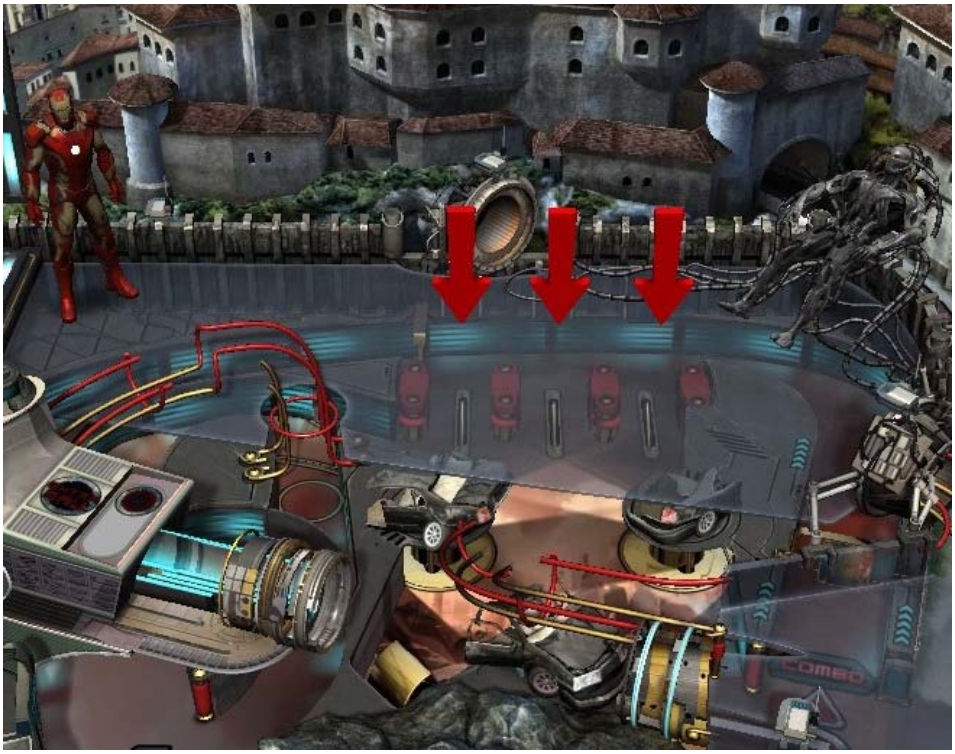


The Kickbacks will then be activated, although these Kickbacks don't stay activated indefinitely until a Ball drains down the sides, rather they are on a timer. However it you hit the Bumpers you can extend the time they are lit and you'll hear ***"The God of Thunder favors you"*** which alerts you to the fact you've extended the timer, although the extension is small so you will lose them either way and you'll hear ***"Thor will soon depart, you are on your own."***
This means after a certain amount of time they will deactivate and you will have to re-engage them.

There are methods to increasing the Kickback duration timer look later in the Guide under 'Hurry Up Modes – Assemble Modes – Worthy' section for information on how to do so.

Ball Save -

Ball Save can be manually activated by spelling out ‘VISION’ at the Rollovers above the Bumpers –

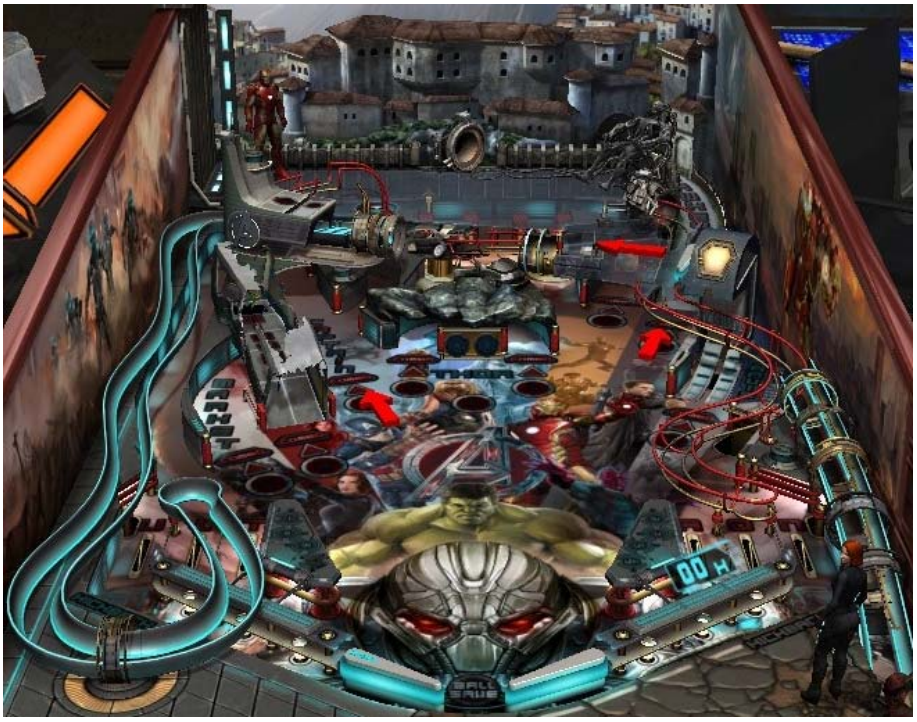


There are methods to increasing the Ball Save duration timer look later in the Guide under ‘Hurry Up Modes – Assemble Modes – Neutral Override’ section for information on how to do so.

Extra Balls

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

Hit the Ball into the Avengers Tower via either the Captain Mini – Orbit (3) or using the Top Right Flipper and hitting it into Tower through the Avengers Tower Ramp (9) will claim the **Extra Ball** for the below Methods -



- ***Method 1***: *Maximizing the Bonus Multiplier;* look later in the Guide at the section titled 'Raising the Multiplier' for information on how to get this **Extra Ball**.

- ***Method 2***: *Completing the Wizard Mode (Redemption);* look later in the Guide at the section titled 'Wizard Mode – Redemption' for information on how to get this **Extra Ball**.

- ***Method 3***: *Reaching a 10 hit combo;* hit successive lanes fast to accumulate a high enough combo count to be awarded with an **Extra Ball**.

- ***Method 4***: *Defeat 30 Ultron Sentries during the Invasion Multiball Hurry Up Mode;* look later in the Guide at the section titled 'Hurry Up Modes – Multiball Mode - Invasion' for information on how to get this **Extra Ball**.

- ***Method 5***: *Collected from the Random Award;* look later in the Guide at the section titled 'Random Award' for information on how to get this **Extra Ball**.

Raising the Multiplier

To raise the Bonus Multiplier you will first need to activate one of the Assemble Hurry Up Modes (more information later in the Guide under 'Hurry Up Modes – Assemble Modes'). Once you complete the Hurry Up Mode, then the Multiplier will rise by 1x times.

Repeat this process to raise it again to 2x times, each time it will raise by 1x times until it maxes out at 10x times. After which you will light **EXTRA BALL** at the Avengers Tower.

Note – Multiplier Level resets upon draining the Ball.

Random Award

Hitting the Ball into either of the 2 Reward Sink Holes about 5 times –

- Bumper Sink Hole (10)
- Reward Sink Hole (12)

Will then reward you with a random award. These can range from Point base Bonuses to an **EXTRA BALL**.

Hurry Up Modes

Assemble Modes

Now there is 6 different Assemble Hurry Up Modes available on this Table. You can cycle through which will be activated by sending the Ball into the Avengers Tower via Avengers Tower Ramp (9) when no Mode is active on the Table.



To start up an Assemble Hurry Up you will need to send the Ball around the Assemble Loops –

- Left Assemble Loop (4)
- Right Assemble Loop (6)



Each time the Ball goes around either of the Loops it will fill up some of the Letters of 'ASSEMBLE' shown on the Dot – Matrix. Repeat this process until it is fully filled, an Assemble Mode will then begin.

Note – Each time you complete an Assemble Hurry Up Mode the Multiplier Level will increase by 1x times.

Assault

You will need to shoot a randomly selected Lane within the time limit. If you manage to do this you will be rewarded with the timers of the Main Modes being increased.

Calm The Rage

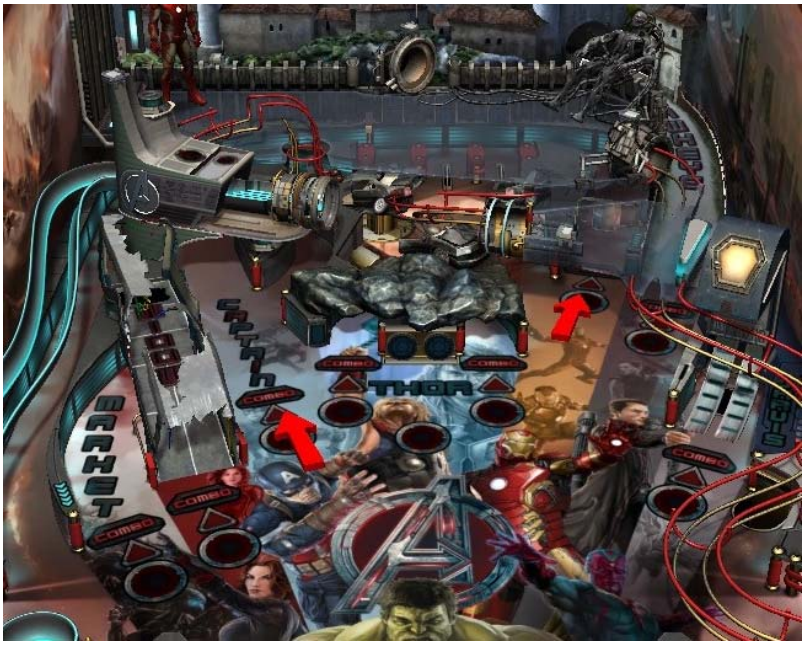
You will need to shoot the Ball into the Bumpers before the timer expires. If you manage to do this you will be rewarded with the ‘ASSEMBLE’ Letters filling up faster when you try to activate an Assemble Mode.



Also the more the Ball bounces between the Bumpers, the more Points you will receive.

Neutral Override

You will need to shoot the Captain Mini – Orbit (3) & Science Bros Orbit (7) within the time limit. If you manage to do this you will be rewarded with increasing the Ball Saver duration while its activated.



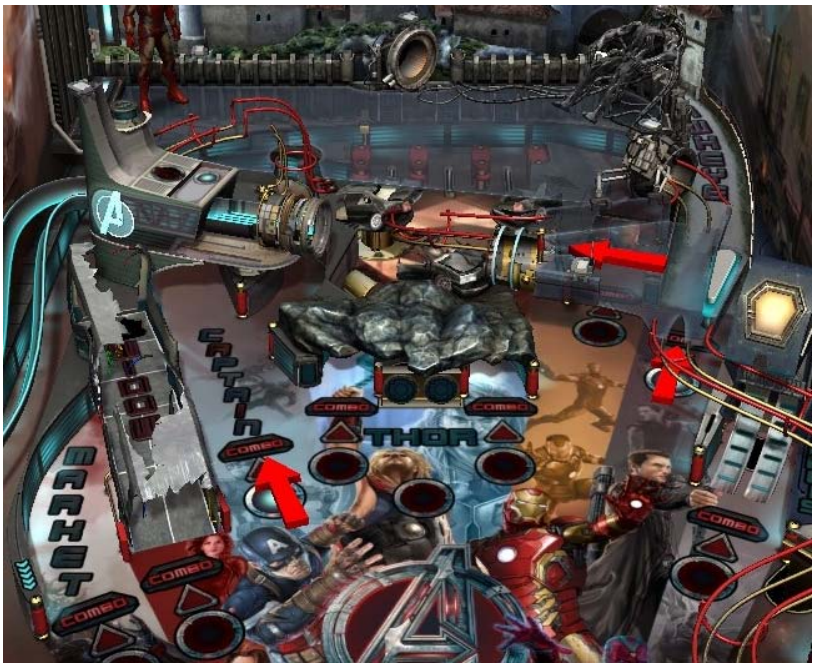
Retribution

You will need to shoot the Ball into the Bumpers from the Upper platform within the time limit. This is done by sending the Ball up the Hawkeye Ramp (8) and then through the Avengers Tower Ramp (9) using the Top Right Flipper. If you manage to do this you will be rewarded with increasing the Skill Shot score.



Take Off

You will need to shoot the Ball into the Avengers Tower within the time limit. I find that sending the Ball through the Captain Mini – Orbit (3) which will be a Ramp in this instance, is the easiest way to complete it. If you manage to do this you will be rewarded with increasing the time available to you to lock a Ball before the Invasion Multiball Hurry Up Mode begins (detailed later in the Guide under 'Hurry Up Modes – Multiball Modes – Invasion Multiball Mode' section).



Worthy

You will need to shoot the Ball into the Thor Sink Hole (5) before the timer expires. If you manage to do this you will be rewarded with increasing the Kickback duration while its activated.



Multiball Modes

There is only 1 Multiball Mode on this Table. Although in my opinion it's more of a Hurry Up Mode –

Invasion Multiball Mode *1, 2, 3 or 4 Balls*

Activation –

When you complete the 6 'ULTRON' Rollovers located on the In's & Outlane. Use the Flipper Buttons to change which of the Rollovers are lit, so that the Ball always rolls down an unlit Rollover. This is because if it rolls down a lit Rollover, it will instead deactivate the lit Rollover.



You will then be presented with a choice to make. The Choices are lock a Ball into the Avengers Tower, which the easiest way I find is to send it up the Captain Mini – Orbit (3). The more times you do this then the more Balls (up to 4) will be available within the Invasion Multiball. The other side of the choice is to just wait and the Invasion Multiball will begin, and whatever Balls had been locked previously (if any) will be given out to be used on the Invasion Multiball.

Mode itself *Timer is about 30 Seconds* –

Once the Mode starts you will see Ultron Sentries appear at various places throughout the Table Playfield. The Goal here is to hit as many of them within the time limit (about 30 Seconds) as possible, by doing this you will be awarded with **Jackpots** as well as increasing the base **Jackpot** value.



Once the timer expires the Mode will end. You can light an **EXTRA BALL** at the Avengers Tower if you manage to hit 30 Sentries.

Main Modes

How to start-up/complete all 7 of the Main Missions -



The 7 Main Missions can be started in any order; they can be started anytime except if already in a Mission or a Multiball Mode. They can also be repeated as many times as you want.

******TIP*** – There are methods to increasing the Mission timer look earlier in the Guide under 'Hurry Up Modes – Assemble Modes – Assault' section for information on how to do so.***

Mission I "Black Market" *Non – Timed & 2 Ball Multiball*

Activation -

This Mission is activated by spelling out the Letters of 'MARKET' via the Market Mini - Orbit (1). Each time the Ball is hit around that Mini - Orbit a Letter of 'MARKET' is collected.



Once 'MARKET' is collected, the Mission will start up.

Completion –

The objective of this Mode is to hit 15 flashing Lanes before the timer expires.



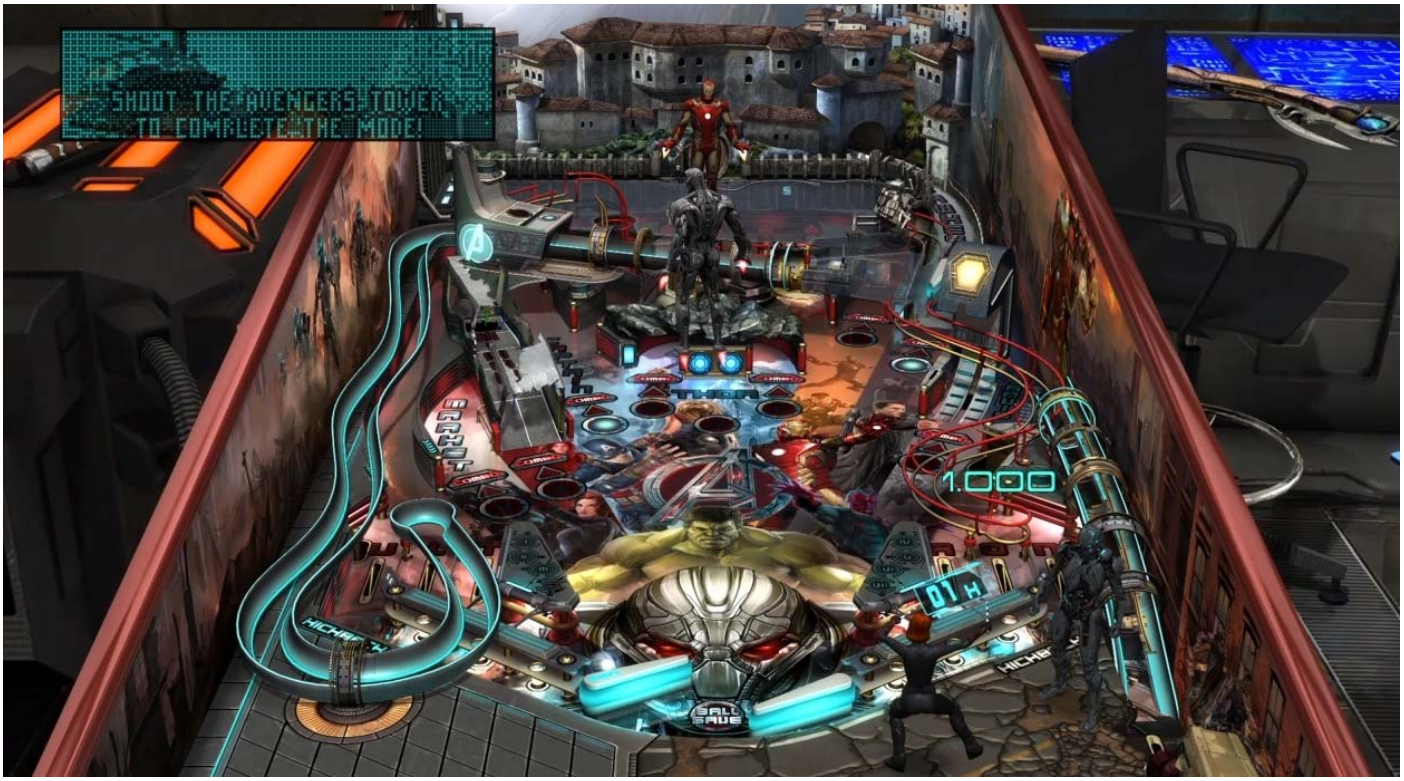
It's worth noting that if you shoot the Lanes with the corresponding Ball will increase the score gained –

- Iron Man Ball (**Red**): flashing **Red** Lanes
- Black Widow Ball (**Bluish**): flashing **Bluish** Lanes



As this Mission involves a Multiball it 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.

Once you have hit the required amount of flashing Lanes. The final task will be to hit the Ball into the Avengers Tower –



I find it easier to send the Ball to the Avengers Tower via the Captain Mini – Orbit (3). Once this is done the Mission will be completed.

Mission II "Widow's Mission"

Activation -

This Mission is activated by spelling out the Letters of 'WIDOW' via the Widow Ramp (2). Each time the Ball is hit up that Ramp a Letter of 'WIDOW' is collected.



Once 'WIDOW' is collected, the Mission will start up.

Completion –

The objective of this Mission is to hit the flashing Lanes while avoiding the Ultron Sentries within the time limit.

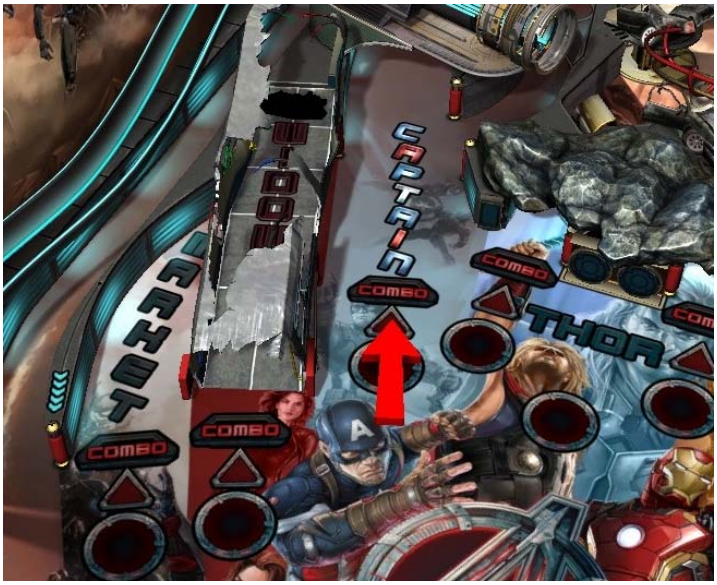


Each time you hit a flashing Lane the next sequence will have the Ultron Sentries move position as well as the Lanes which will be flashing. You will need to hit a total of 6 flashing Lanes within the time limit to complete the Mission, the Mission will also fail if you hit an Ultron Sentry 3 times.

Mission III "Besieged" *Timed*

Activation -

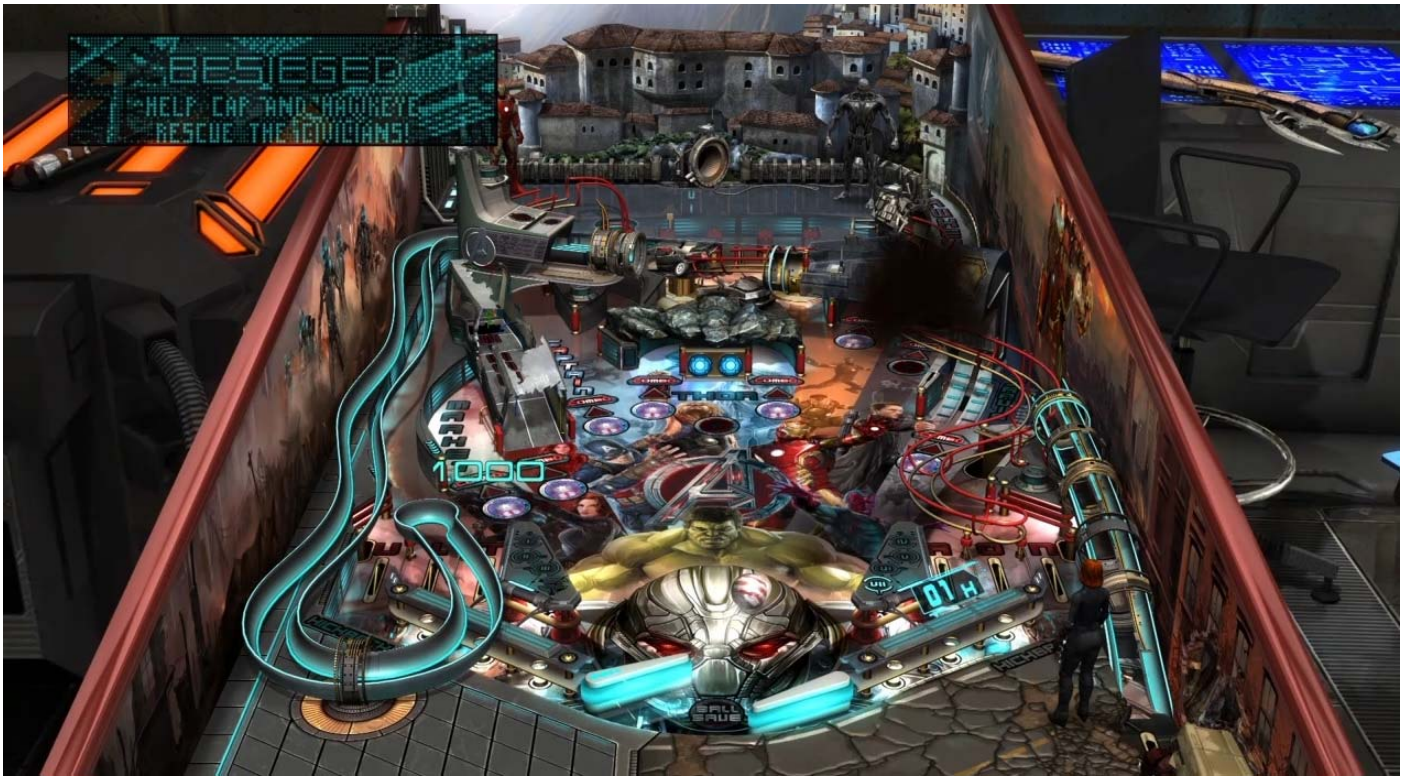
This Mission is activated by spelling out the Letters of 'CAPTAIN' via the Captain Mini - Orbit (3). Each time the Ball hit around that Mini - Orbit a Letter of 'CAPTAIN' is collected.



Once 'CAPTAIN' is collected, the Mission will start up.

Completion –

The objective of this Mission is to find the Civilians and get them to the safety of Avengers Tower within the time limit. You will need to hit the flashing Lanes till you find where the Civilians are hiding.



The Civilians will be hiding in 1 of these flashing Lanes –

- Market Mini – Orbit (1)
- Widow Ramp (2)
- Captain Mini – Orbit (3)
- Left Assemble Loop (4)
- Right Assemble Loop (6)
- Science Bros Orbit (7)
- Jarvis Ramp (11)

If you hit the same Lane again you will add 5 Seconds to the overall timer. Although if you hit the Hawkeye Ramp (8) you will instead increase the score gained for the next group that you save.

After you have found the Civilian you need to hit the Ball into the Avengers Tower. I find it easier to send the Ball to the Avengers Tower via the Captain Mini – Orbit (3).



Once you do that the timer will reset. You will need to repeat the above process a further 2 times, once done the Mission will be completed.

Mission IV "A God's Wrath" *Timed*

Activation -

This Mission is activated by spelling out the Letters of 'THOR' via the Thor Sink Hole (5). To do so you will need to hit the 2 Drop Targets that are blocking access to the Sink Hole -



Once that is done the Sink Hole will be accessible. Each time you sink the Ball into that Sink Hole a Letter of 'THOR' will be acquired.



Continue to hit the Ball into it till all the Letters are gained, the Mission will then immediately start-up.

Completion –

In this Mission as Thor you will need to stop the Ultron Sentries from destroying Avengers Tower & The Quinjet. This is done by hitting the flashing Lanes – Widow Ramp (2) &/or Jarvis Ramp (11), depending which one if flashing is the one that needs to be hit.



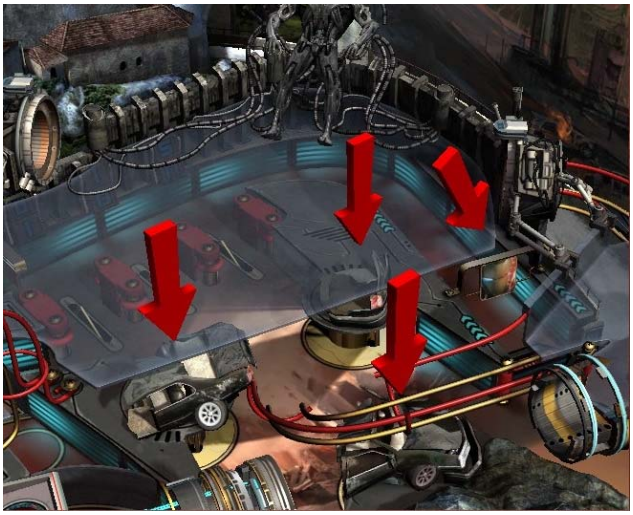
Each time you hit one of those flashing Lanes a Sentry is destroyed. In total you will need to destroy 10 Sentries. Now if you can't hit the flashing Lane in time the Sentries will destroy that Lane, but no need to fear as you just need to hit that Lane to fix it.

As soon as 10 Sentries are destroyed the Mission is completed.

Mission V "Science Bros" *Non – Timed*

Activation -

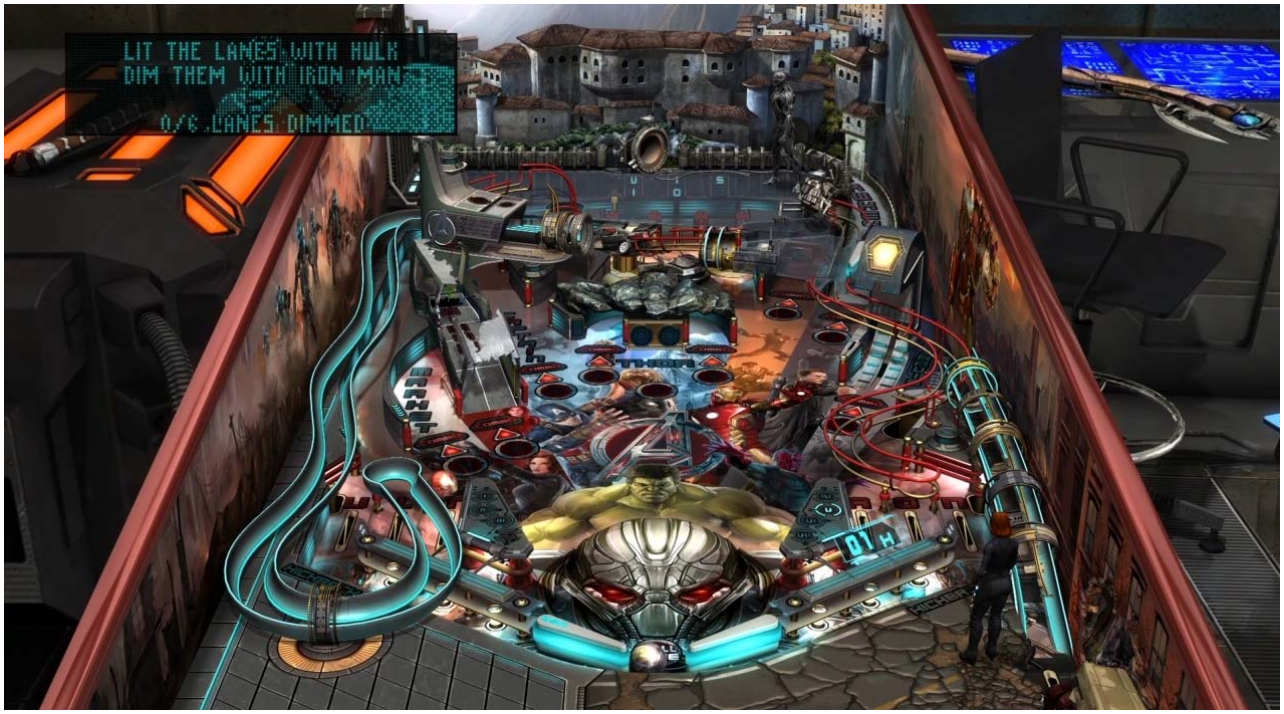
To activate this Mode you will need to spell out 'IRON MAN' on the Spinner & 'HULK' on the Bumpers. Simply keep sending the Ball around the Science Bros Orbit (7), this Orbits entrance has the Spinner and the more it spins the faster 'IRON MAN' gets filled up. Also every time the Ball goes around that Orbit it will land in the area of the Bumpers and bounce around, this leads to you filling up some Letters of 'HULK.'



Once all of the 'IRON MAN' & 'HULK' Letters are collected, the Mission will start up.

Completion –

In this Mission you will need to hit the Hulk a total of 6 Times, although to hit the Hulk you will need to first hit a Lane with the Hulk (**Green**) Ball and then hit that same Lane with the Iron Man (**Red**) Ball. There is no time limit on this Mission, all you need to do is concentrate on completing it and keeping the 2 Ball Multiball alive.



When you hit a lane with the Hulk (**Green**) Ball the Lane will then start flashing with a Red light, this is to alert you that you need to send the Man (**Red**) Ball at it.

******TIP*** – Once the Mission starts you can let the Balls drain since Ball Save is activated. This will cause the Balls to be returned in such a way that they will go around the Right Assemble Loop (6). Try to have the Hulk Ball drain first, then follow it with the Iron Man Ball and if done right you can complete 4/6 Hulk hits required before the Ball Save runs out.****



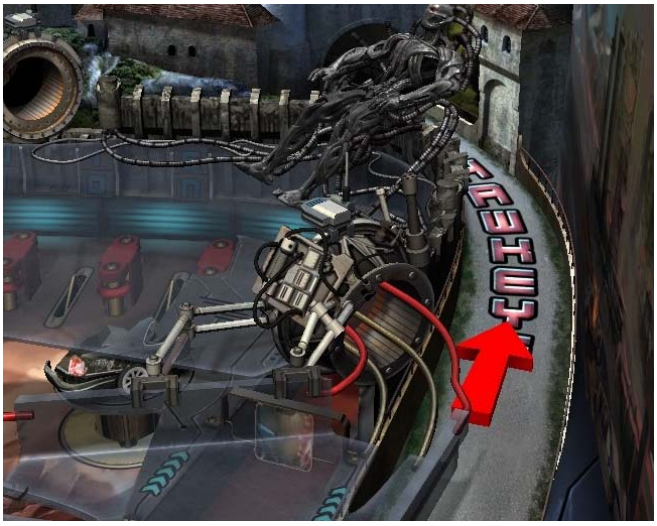
As this Mission involves a Multiball it will continue as long as you have more than a single Ball alive on the Playfield. Otherwise the Mission will end, and you will need to repeat the above activation process to re-enter this Mission.

After you manage to hit all 6 Red flashing Lanes you will need to send 1 of the Balls into the Avengers Tower to complete the Mode. I find it easier to send the Ball to the Avengers Tower via the Captain Mini – Orbit (3).

Mission VI "Hawk's Nest" *Timed in a sense*

Activation -

This Mission is activated by spelling out the Letters of 'HAWKEYE' via the Hawkeye Ramp (8). Each time the Ball is hit up that Ramp a Letter of 'HAWKEYE' is collected.



Once 'HAWKEYE' is collected, the Mission will start up.

Completion –

Once this Mission begins you will be controlling Hawkeye's Bow. You will have to use it to fire at the Ultron Sentries who are trying to rush at you. Use the Flipper Buttons to move the Laser Target of the Bow left (Left Flipper Button) or Right (Right Flipper Button), and then to shoot simply press the 'Launch' Button on your Controller.



You have to hit 9 Ultron Sentries to complete the Mission. Your ammunition is 12 Arrows in total, so this means you can miss your Target 3 times, otherwise the Mission will automatically fail.

Mission VII "Machine vs. Machine" *Timed*

Activation -

This Mission is activated by spelling out the Letters of 'JARVIS' via the Jarvis Ramp (11). Each time the Ball is hit up that Ramp a Letter of 'JARVIS' is collected.



Once 'JARVIS' is collected, the Mission will start up.

Completion –

During this Mission you will need to hit the Ball up the flashing Lanes within the time limit. Each time you hit a flashing Lane, the next set of flashing Lanes will be less and so forth. If you shoot a non-flashing Lane it will increase the score gained with a flashing Lane shot.



Once you have hit 5 flashing Lanes the Mission will be completed. Note that the Timer is extended each time a flashing Lane is hit.

Wizard Mode – "Redemption" *4 Ball Multiball*

The Wizard Mode (Redemption) will be available as soon as you complete all 7 Main Missions. You will need to get the Ball into the Avengers Tower to start the Wizard Mode. I find it easier to send the Ball to the Avengers Tower via the Captain Mini – Orbit (3).



Once you hit the Ball into the Avengers Tower the Wizard Mode will start and you will be given a 4 Ball Multiball.



The Objective of the Wizard Mode is to use the 4 Ball Multiball to create an opening to attack Ultron by hitting the flashing Lanes, 3 flashing Lanes in total.

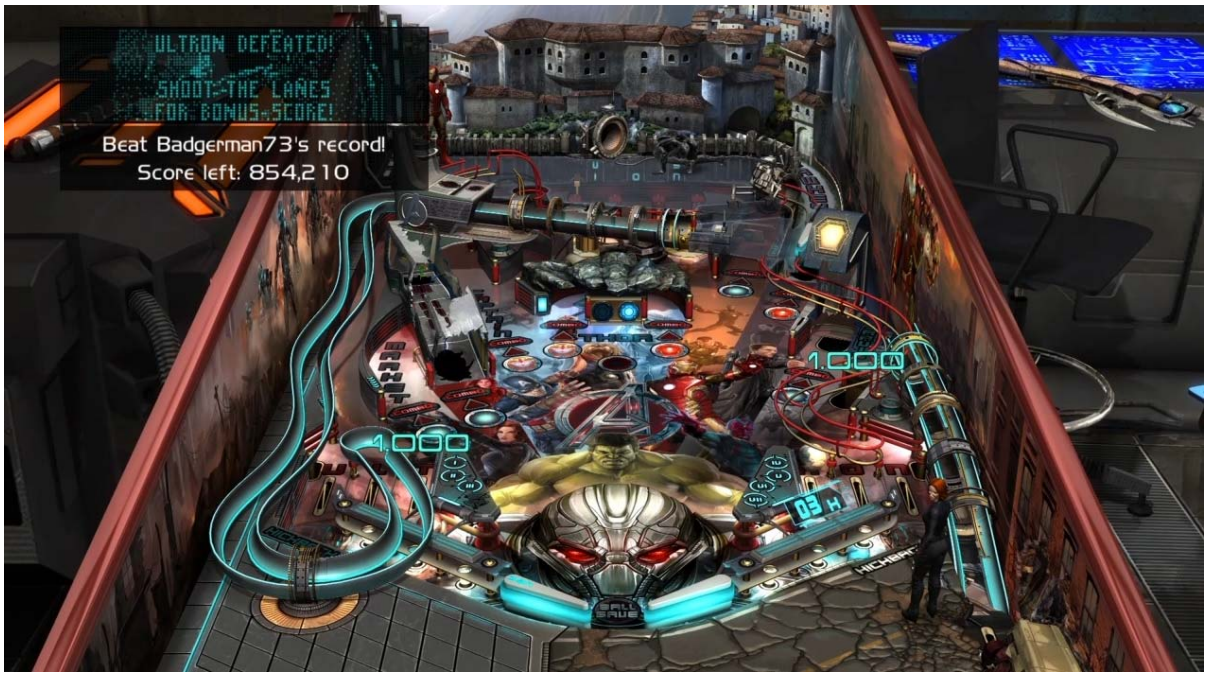


Once you have created an opening the Hawkeye Ramp (8) will be flashing and the Dot – Matrix will say "Shoot Ultron Now!"



Hitting the Ball up that Ramp will attack Ultron. Afterwards you will need to repeat the above process a further 2 times to defeat Ultron.

Once Ultron is defeated you will enter a Wizard Reward Multiball Mode. You collect **Jackpot** awards by hitting the flashing Lanes, and if you hit the flashing Lanes with the corresponding Ball you will increase the **Jackpot** base value. For example the **Red** flashing Lanes are representative of Iron Man, so hitting that with the **Red** Ball (Iron Man Ball) will increase the **Jackpot** score.



The Wizard Mode will continue as long as the Multiball remains active, once you go down to 1 Ball the Table will **reset**. Meaning you would have to complete all the 7 Main Missions all over again to reactivate the Wizard Mode.

An Extra Ball will also become lit upon the Wizard Mode ending after completion -



You will need to get the Ball into the Avengers Tower to collect it. I find it easier to send the Ball to the Avengers Tower via the Captain Mini – Orbit (3).

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Cloda, skyway73, tenorhero, DiscoKing, Ypok & 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 -

"I'm Going To Show You Something Beautiful! A World Full Of Pinball!!!"

Yours
ShoryukenToTheChin