Champions Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Teeter-Totter Ramp
2. Tippy-Toe Ramp
3. Left Up-Kicker Ramp
4. Middle Up-Kicker Ramp
5. Left Hawkeye Ramp
6. Inhuman Target/Sink Hole
7. Right Hawkeye Ramp
8. Bombshell Ramp
9. Right Up-Kicker Ramp

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

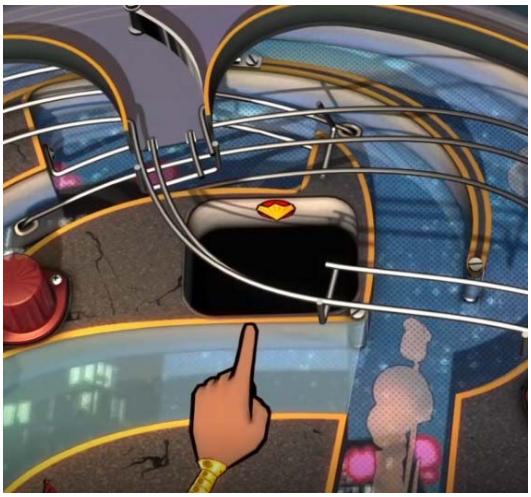
Zen Studios has teamed up with Marvel to give us a new 2 Table pack called “Marvel Women of Power”. This is 1 of the 2 Tables released within the pack.

Champions 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 - *900,000 Points, can be raised*

To gain a Skill Shot you will need to send the Ball onto the Playfield with enough momentum to land in the Hidden Sink Hole.



To do so you will need to set the Plunger to something similar to the below Image. This is done by using the manual launch configuration on you chosen device. Example: PS4 – holding back the Left Analogue Stick will bring down the Plunger on the Table.



Flipper Skill Shot - *200,000 Points, can be raised*

Instead of going for the standard Sink Shot. You can instead hit the Ball onto the Playfield at full power, then using the Left Flipper send the Ball up the flashing Right Hawkeye Ramp (7).



Secret Skill Shot - *Select A Reward*

Upon scoring a Flipper Skill Shot, you will have a very short time frame to send the Ball into the Inhuman Target/Sink Hole (6) using the Right Flipper.



If you manage to do the above, the Dot-Matrix will display various awards you can collect by pressing the “Launch” Button. Cycle through the available rewards using the Flipper Buttons. There is a countdown timer so you need to choose fast, otherwise it will automatically pick the reward currently selected.



Kick Back & Ball Save

Kickbacks (**Fist Saves**) –

The Kickbacks on this Table are activated by hitting all of the 4 "FIST" Targets on the right side of the Table Playfield.



Repeat the process to activate this on both sides of the Playfield Outlanes.



Now while they are activated. You can continue to hit the "FIST" Targets, as the Fist Saves will stack. Basically you can have 2 or 3 etc. Right Fist Saves (Right Kickbacks).

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

Ball Save -

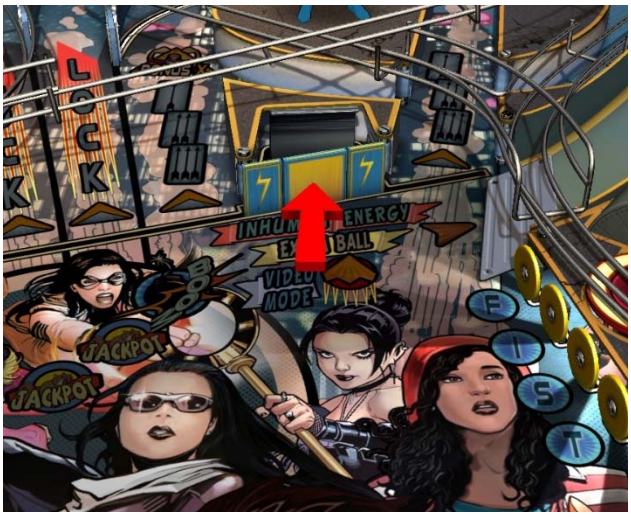
Ball Save is temporary activated at the start of the many Game Modes & given out 1 of the rewards using the Mystery reward mechanic (look later in the Guide under the "Mystery Reward" section of the Guide).

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

Extra Balls

There are **5** Ways to achieve an **Extra Ball** (each once per Ball);

Collect the **Extra Balls** by hitting the Ball into the Inhuman Target/Sink Hole (6) -



- ***Method 1***: *Collecting a Double Super Jackpot;* look earlier in the Guide at the section titled 'Squirrel Girl Multiball" for information on how to get this **Extra Ball**.

- ***Method 2***: *Achieve a Master Combo;* This means hitting several Lanes in quick succession of each other. This becomes a combo, continue until a "Master Combo" is achieved and the **Extra Ball** will become available.

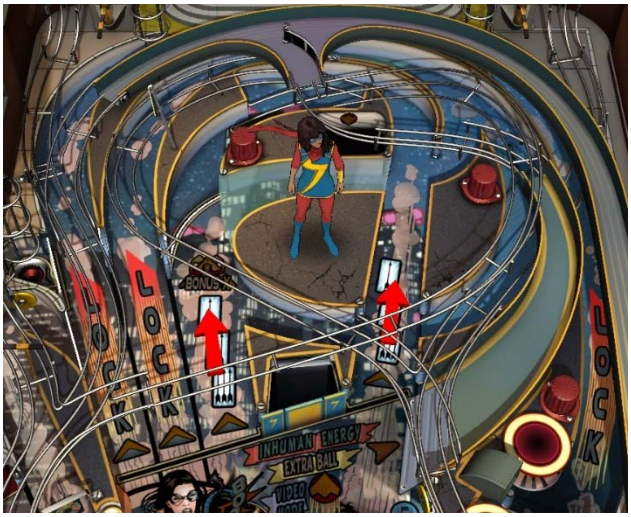
- ***Method 3***: *Raise the Multiplier level 3 times on the same Ball using through the winding Lane (Left Hawkeye Ramp (5));* look below this section under "Raising the Multiplier" for information on how to get this **Extra Ball**.

- ***Method 4***: *Gained as a Mystery Reward;* look later in the Guide at the section titled "Mystery Reward" for information on how to get this **Extra Ball**.

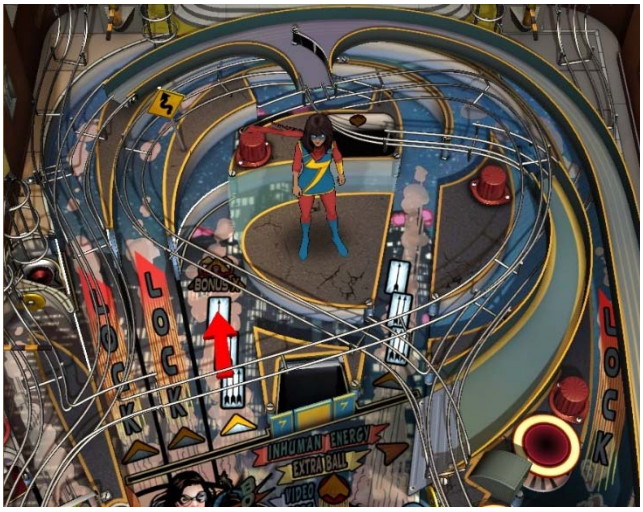
- ***Method 5***: *Completing the 3rd Level of the Sister Grimm's Video Mode;* look later in the Guide at the section titled "Main Modes – Sister Grimm" for information on how to get this **Extra Ball**.

Raising the Multiplier

To raise the Multiplier level you simply need to hit the Hawkeye Ramp that is not lit/flashing for Hawkeye.



After that is done, a Ball divertor will briefly become available at the Left Hawkeye Ramp (5) thus creating the winding Lane. The Bonus Multiplier can then be raised by hitting this Lane successfully.



Once done, the Multiplier level will increase to 2x times. Repeat the above process to raise to 4x, 6x, 8x & finally 10x times. If you manage to raise the Multiplier 3 times with the same Ball, an **Extra Ball** will become available to collect.

***Note – If "Bonus Multipliers" was awarded by the Mystery Award, then the Multiplier level will remain for the next Ball. Otherwise it will reset upon the Ball draining. ***

Mystery Reward

To claim a mystery reward you will need to hit the Ball up the Tippy-Toe Ramp (2) –



The revolutions of the Spinner at the entrance of that Ramp will rotate the available rewards (shown on the Dot-Matrix).

Some of the rewards available are;

- Light **Extra Ball**.
- Activate a Fist Save (Kickback).
- Activate Ball Save.
- Hold Bonus Multipliers.
- Point based value bonus.

Etc.

Inhuman Energy

This is a 30 second score Hurry Up, where the Ball will be enfused with Inhuman Energy and any Points collected while in this state will be doubled. To start-up this score hurry up, simply hit both of the 2 Drop Down Targets on either side of the main Inhuman Target/Sink Hole (6). You will need to be quick about it, since the Targets will reset themselves after a few seconds. Once done, just sink the Ball via the Inhuman Target/Sink Hole (6) to start the score Hurry Up. The Ball will now be glowing in an Orangish colour for the duration of the Hurry Up.

Main Modes

Completing all Main Modes will allow access to the Wizard Mode.

The Main Modes can be played in any order.

IMPORTANT Nico Minoru

Nico Minoru helps Ms. Marvel to start a fight with Bombshell. This occurs when the requirements for certain Heroines are completed (look below this Page for details on them). Thus this will mean a protagonist is available to help in your battle with Bombshell.

The Staff will then appear on the Playfield and begin to swing. Think of it like a special type of Drop Down Target.



The haft of the Staff must be hit firstly; this is so it gets pushed back slightly. The next shot will now be through the ring itself to start-up the third stage, and this is when the ring will be swinging Left to Right on the Playfield. Hitting it again will open up the Portal which will summon Bombshell onto the Playfield, thus starting up the Main Mode of that Heroine. For example, the Spider-Gwen Mode will require you do this just as soon as you release the captive Ball, therefore to complete it with a Multiball to start up the Fight (Heroine Main Mode).

“Bombshell” *Timed*

Activation –

To start-up this Mode you will need to send the Ball up the Bombshell Ramp (8) several times. Each time a Letter of “BOOM” will be lit.



Once “BOOM” is lit, requires 4 hits up that Ramp. The Frenzy will begin immediately.

Mode itself -

In the Frenzy everything on the Table scores a lot of Points.



To complete the Frenzy and light up “BOMBSHELL” you need to hit the Ball up the Bombshell Ramp (8) at least once within the Frenzy. “BOMBSHELL” will then be lit up

“Sister Grimm” *Timed*

Activation –

Activation of this Mini-Game is achieved by first sending the Ball up the Tippy-Toe Ramp (2) –



Repeat the above till “Light Video Mode” is selected from the mystery rewards. Once that is done, to activate the Mini-Game simply hit the Ball into the Sink Hole via Inhuman Target/Sink Hole (6).



Mode itself -

Now this Mini-Game will be a Video Mode, therefore played on a Dot-Matrix.



The goal here is to is collect all the Magical Sparkles with the “Staff of One” before they escape through the holes on the walls. They will be bouncing around the screen at varying speeds, and whenever they hit the walls, they will break apart from it. Now collect them by moving the “Staff of One” with the Flipper Buttons. The Flipper Buttons will rotate the “Staff of One”. Now pressing & holding down the “Launch” Button will make the “Staff of One” move faster.

Once you complete 1 round of the Mini-Game, “SISTER GRIMM” will then be lit up.

“Spider-Gwen” *Timed*

Activation –

You will first need to lock a Ball in the Teeter-Totter Ramp (1). Simply hit the Ball up that Ramp to do so.



Below is an Image showing the Ball successfully locked.



Hit the Teeter-Totter Ramp (1) again to release the Ball, thus a 2 Ball Multiball will begin. Now you will need to complete the Nico Minoru sequence to start-up the Spider-Gwen Mode.

The 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.

Mode itself -

Once the Mode begins and the fight starts. Hit the Ball into the Sink Hole via the Inhuman Target/Sink Hole (6) to throw webbing on top of Bombshell.



The cobweb will hold Bombshell temporary, so be quick to send the Ball up the Teeter-Totter Ramp (1) to complete the Mode. “Spider-Gwen” will then be lit up. Otherwise you will need to repeat the above process to try again to complete the Mode.

“Ms. Marvel” *Timed*

Activation –

This Mode is activated once either of these Fight Modes; Spider-Gwen, America Chavez, or Hawkeye is successfully completed.

Mode itself -

To complete the Mode, you will need to follow the Dot-Matrix instructions on where to hit the Ball towards. Which will usually be these - Inhuman Target/Sink Hole (6)



& Right Up-Kicker Ramp (9) –



Once you have amassed the number of successful hits required the Mode will be completed. “MS. Marvel” will then be lit up.

“American Chavez” *Timed*

Activation –

This Mode is activated after a set number of hits to the Bumpers.



Mode itself -

Once the Mode begins; Bombshell will fall onto the Playfield, and now you can hit her by repeatedly hitting the Bumpers.



I find it easier to get the Ball into the Bumper area via the Inhuman Target/Sink Hole (6). You may need to hit the Target first, to then be able to sink the Ball into it. This will then eject the Ball into the Bumper area.

Once you have amassed the number of successful hits required the Mode will be completed. “American Chavez” will then be lit up.

“Hawkeye” *Timed*

Activation –

Hawkeye is activated once you hit both Hawkeye Ramps - Left Hawkeye Ramp (5) & Right Hawkeye Ramp (7) 3 times each.



Mode itself -

During this Mode the Ball will be transformed into a Bomb Ball once you have hit the standard Ball into the Sink Hole via Inhuman Target/Sink Hole (6).



Once that is done. A new Ball will be sent out from the Launch Lane, although this Ball will be a reticule Ball.



The Bomb Ball will start to float across the Playfield. You will need to hit the Bomb Ball with the reticule Ball before the timer expires. If you achieve this, then the Mode will be completed and “Hawkeye” will then light up.

“Squirrel Girl” *Non-Timed*

Activation –

This is activated by sending the Balls repeatedly up the Up-Kicker Ramps – Left Up-Kicker Ramp (3), Middle Up-Kicker Ramp (4) & Right Up-Kicker Ramp (9).



Each time you do so a Letter of “LOCK” will be lit up. Once all of the Letters of “LOCK” is fully lit, then the Locking process becomes available at the 3 Up-Kickers. So pick 1 of those and lock your first Ball. Once that is done, you will need to repeat the above process to lock 2 more Balls (in the Up-Kickers that are free).

Once done, the Multiball Mode will begin.

Mode itself -

The 3 Ball Multiball will then begin: To score a **Jackpot** send the Balls up either of the 3 Up-Kicker Ramps – Left Up-Kicker Ramp (3), Middle Up-Kicker Ramp (4) & Right Up-Kicker Ramp (9).



Once that is done you will have a few seconds to hit the another of the 2 remaining Up-Kickers. This will score a **Super Jackpot**



When a **Super Jackpot** is collected you will have a few seconds to hit the remaining Up-Kicker. This will score a **Double Super Jackpot**, as well as lighting up an **Extra Ball** for collection.



The Jackpot value can be increased by hitting the Balls at any other of the major shots on the playfield, also on Up-Kicker Ramps that are already occupied.

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. “Squirrel Girl” will then be lit up.

Wizard Mode – "Bombshells Reunited" *4 Ball Multiball*

This Wizard Mode is available to start once you have at completed all 7 of the Main Modes (detailed above).

To start-up the Wizard Mode, just lock a minimum of 2 Balls (locking process explained earlier in the Guider under "Squirrel Girl Multiball"). The Locking mechanism will be lit permanently.



Once 2 Balls are locked, the Wizard Mode will be available for activation at the Sink Hole via the Inhuman Target/Sink Hole (6).



Wizard Mode itself:

Once the Ball in hit into that Sink Hole. The huge **Wizard Mode Jackpot** will be multiplied by the number of Modes that you have completed on your way to the Wizard Mode activation.



Upon start-up a special Drop Down Target of Lori Baumgartner will pop up, and a 3 Ball Multiball will begin. The Wizard Mode Jackpot is collected when this is hit.



The Image above was taken from a play-through of when I had a **Wizard Mode Jackpot** value of **10 Million Points**. You can collect this twice, by hitting the Lori Target two times. After that you will need to complete the "Staff of One" by performing the sequence of hits which you should be familiar with by now.



Once the "Staff of One" sequence is completed. The special Lori Target will pop up again. Rinse and repeat the above process to maximise your score!

Now every time a Ball goes into the Bumper area, it will be transformed into a Bomb Ball and if you manage to hit the Lori Target with this Ball. You will gain a **Double Wizard Mode Jackpot**! Note that Bomb Balls will double all the base value scores given out.



In the Wizard Mode basically all Modes are running together and all major shots will score 10% of the **Wizard Jackpot**.

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

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 -

"Go, Go, Go!!!"

Yours
ShoryukenToTheChin