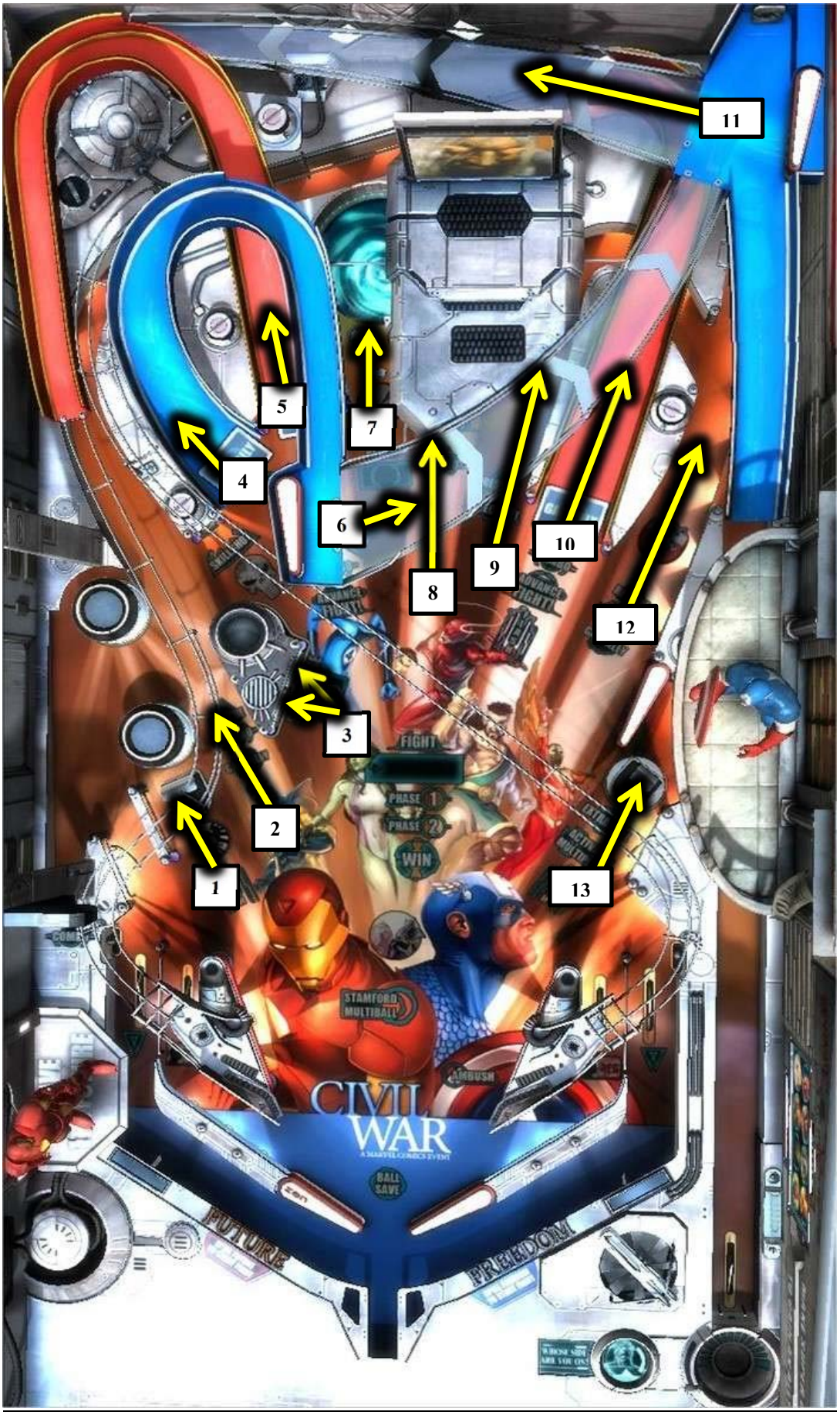
# Civil War Table Guide
## *By ShoryukenToTheChin*



**Key to Table Overhead Image – Thanks to Cloda on the Zen Studios Forums for the Image**

1. Shield Flash Sink Hole
2. Left Orbit
3. Safe House Targets
4. Blue Flash Ramp
5. Left Red Ramp
6. Left Cross Ramp
7. Whirlpool Saucer
8. Fight Lane
9. Direct Hit Mini - Orbit
10. Right Red Flash Ramp
11. Right Cross Ramp
12. Right Orbit
13. Multiplier Flash Sink Hole

In this Guide when I mention a Ramp 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




## INTRODUCTION

This Table is based on a Marvel Comics event titled Civil War which was written by Mark Millar. The main premise was that the Government was passing a law in light of the loss of Millions due to a Superhero vs. Super Villain Battle; the law would mean anybody with Super Powers would have to register with the Government, this led to Super Powered individuals to split on the matter and such they would side with 1 of 2 groups –

- ***Iron Man (Leader)*** – Pro Registration Act
- ***Captain America (Leader)*** – Anti - Registration Act

Zen has managed to capture the whole atmosphere that the comic created, making you even question which side is truly right and thus has created one heck of an experience in playing this Table.

***Notice: This Guide is based off of the Zen Pinball 2 (PS3/Vita) version of the Table on default controls. Some of the controls will be different on the other versions (Pinball FX 2, Marvel Pinball, Marvel Pinball 3D etc...), but everything else in the Guide remains the same.***

## **Stamford Multiball** **2 Ball Multiball**

Upon starting up this Table you will be greeted by a News Report which will detail that there has been a major fallout due to a Super Powered Battle, after 10 Seconds or if you choose to skip the Cinematic by pressing either of Trigger Buttons on your Controller you will be given a 2 Ball Multiball –




Or you can skip the Multiball altogether by pressing the 'Launch' Button on your Controller –




The goal here is to rescue the Survivors; this is done by hitting various Ramps/Orbits, after hitting at least 1 of them you will see on the Dot – Matrix that you have 1 Survivor ready for evacuation, continue hitting the Ramps/Orbits to acquire more Survivors as each one is worth 70,000 Points. Now evacuating the Survivors is done by hitting the lit Flash Sink Hole - Shield Flash Sink Hole (1) or Multiplier Flash Sink Hole (13). For every Survivor you rescued before hitting the Flash Sink Hole to evacuate them you will gain 200,000 Points, so 2 Survivors will pay out 400,000 Points for example.

Each 10 Survivors you evacuate will gain you an **Ally** to your chosen side roster.

It's worth noting that the Table will save your High Score in this Mode, to then award it to you once you start the Tables main objective; after playing this Multiball Mode once you can press the 'Launch' Button on your controller to skip it and you will be awarded the previous High Score you got on that Mode. For example, you gained 3 Million Points (Current High Score) when you skip the Multiball Mode you will be awarded this to your overall score before you have even selected you side (explained below this Page)."

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

# Select Side




Choose which Side you wish to play as –

- ***Iron Man (Leader)*** – Pro - Registration Act
- ***Captain America (Leader)*** – Anti - Registration Act

Use the Flipper Buttons on your Controller to swap Side and select the Side you want to play as by pressing the ‘Launch’ Button on your Controller -



# Allegiance -

This Table contains 2 Sides/Allegiances which are the Pro Registration (Iron Man) & Anti Registration (Captain America); Which Side you chose defines what you can/can't do on the Tables Playfield -

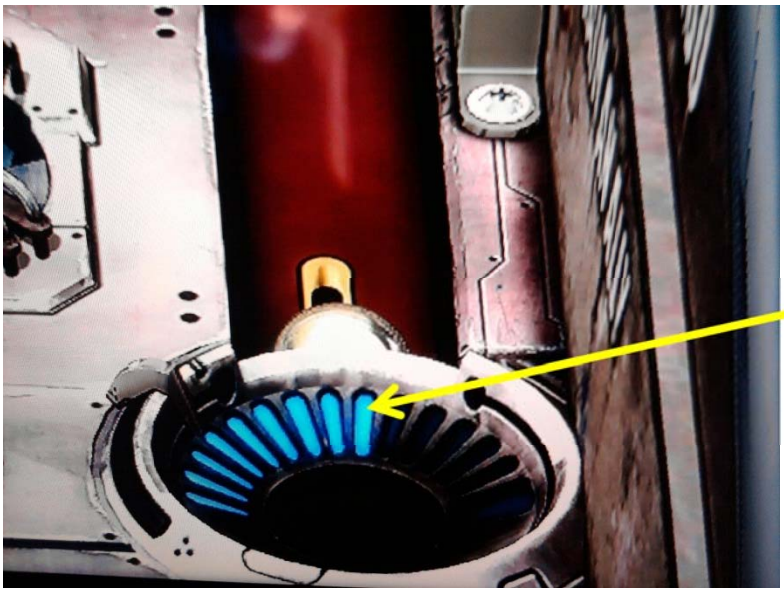
I will detail the Mechanics, Modes etc. for both sides and how they differ from each other -

## *Pro - Registration (Iron Man) & Anti - Registration (Captain America);*



## Skill Shot -

A Skill Shot award is attained on this Table by having the Ball eject from the Launch Lane with enough momentum to roll back down to the Middle Upper Right Flipper; This is done by pulling down the Plunger (Analogue Stick on your Controller controls this) to adjust the right amount of power needed to launch the Ball then releasing –



**Plunger** – As you pull back the Plunger (Analogue Stick on your Controller controls this) The Power Gauge will increase.

Pull it down as shown in the Image (about ½ of the way).

You then need to hit the Ball towards the Punisher/Skill Shot Target (located to the Left of the entrance of the Blue Flash Ramp (4)) –




**Punisher/Skill Shot Target** – Hit this to gain a Skill Shot award.

If you manage to do the above you will be rewarded with a Skill Shot award.

# Kick Back & Ball Save

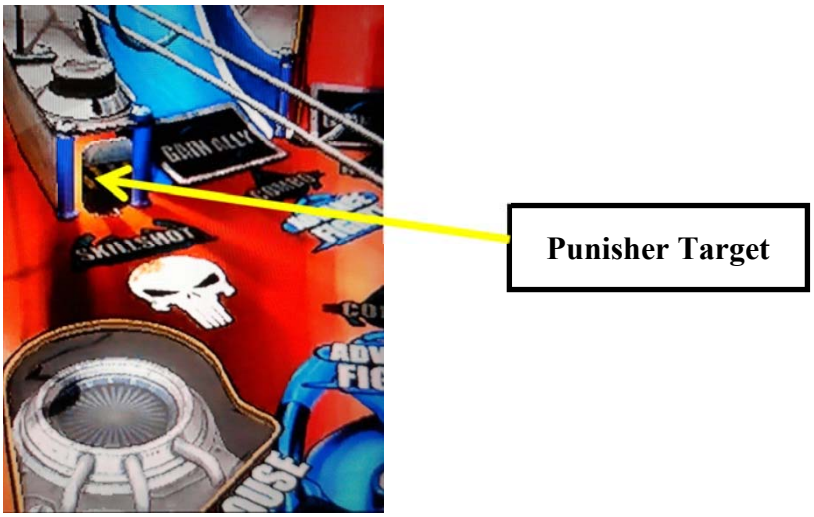
**Kickback –** To activate the Kickbacks you must hit the Shield Flash Sink Hole (1) 4 times, after which the Left Kickback will activate and to activate the Right Kickback just repeat the above while Left Kickback is active.

Now if you have both Kickbacks activated and repeat the above again you will achieve 1 of 2 things depending on what side you are on –

- ***Iron Man;*** Increase the Bumper Score (this is attained by hitting the 3 Bumpers).
- ***Captain America;*** Steal all of Iron Man's Popularity (Popularity is an End of Ball Bonus) explained in the section 'Popularity – End of Ball Bonus' later in the Guide.

**Note - The Kickbacks earned will remain activated if you lose a Ball on this Table.**

**Ball Save -** On this Table the Ball Save is activated when you hit the Punisher Target (**Only** available when playing as **Captain America**) when you're not on any Mission etc. –




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

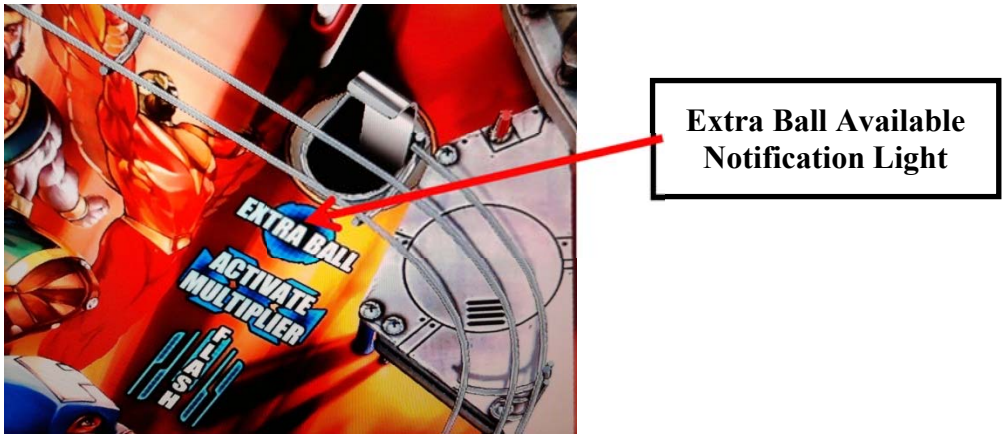
**Punisher Target** - To gain access to this Target you must first hit both of the Safe House Targets (3) while playing as **Captain America**; after each of the Targets is hit you will then have to hit a specific Ramp/Orbit in a Hurry Up Mode, if you manage to hit the lit Ramp/Orbit in time you will gain an **Ally** and that Safe House Target (3) will now be lit solid. Repeat this again for the other Target, now you will have access to the Punisher Target as shown in the Image above. Hit that to gain the Ball Save.

Now if you hit the Target while in Modes such as the **Fight Mode** etc. (explained later in the Guide in the '*MAIN GOAL!* Allies Pro Registration (**Iron Man**) & Anti - Registration (**Captain America**); – How to gain Allies' located in both **Iron Man** & **Captain America** Sections etc.)

It will complete the Phase of the Fight that you are currently on.

# Extra Balls

The **2** Ways to achieve an Extra Ball – which is collected at the Multiplier Flash Sink Hole (13);




- ***Method 1***: *Max out the Multiplier (4x for **Captain America** & 5x for **Iron Man**);* look just below this section under the title 'Raising the Multiplier' for information on how to raise them for the **Extra Ball**.

- ***Method 2***: *Perform 3 Godlike Combos;* look later in the Guide at the section titled 'Godlike Combo' for information on how to perform this Combo for this **Extra Ball**.

# Raising the Multiplier

Raising the Multiplier on this Table is done by hitting the Multiplier Flash Sink Hole (13) repeatedly, each time you will gain a letter of either 'WAR' or 'REBEL' depending which side you chose. Once you amass all the Letters you will advance the Multiplier to the next level -

- ***Iron Man (WAR) – 5x times Max Multiplier;*** For Iron Man you just need to hit the Sink Hole 3 times to collect the 3 Letters of 'WAR' to advance the Multiplier.

- ***Captain America (REBEL) – 4x times Max Multiplier;*** For Captain America you just need to hit the Sink Hole 5 times to collect the 5 Letters of 'REBEL' to advance the Multiplier.

Once you max out the Multiplier, repeat the above 1 more time to light up **Extra Ball** at the Multiplier Sink Hole (13), now just hit the Ball into it to collect the **Extra Ball**.

****SCORE TIP!* – If you continue to hit the Multiplier Flash Sink Hole (13) after you have collected the Extra Ball then every time you spell out either 'WAR' or 'REBEL' depending on which Side you're on; you will instead gain some Points and if you repeat the process yet again those Points will be more until maxing out at 4 Million Points.***

****Note* – The Multiplier Level resets upon losing your Ball.***

# Popularity - End of Ball Bonus

**Your Popularity.**

**Enemy's Popularity.**




As you can see on the above Image within the Dot – Matrix under your current score your Popularity and your Enemy's is displayed, in this instance the Image is taken from if you have chosen to play as **Captain America**.

You gain Popularity by performing various tasks on the Table such as gaining **Allies** via performing a Super Combo (explained later in the Guide under '*MAIN GOAL!* Allies Pro Registration (Iron Man) & Anti - Registration (Captain America); – How to gain Allies etc. – Super Combo' section) etc.

***Tip – You can collect your Popularity if you are playing as Iron Man; what you need to do is first perform a Direct Hit (explained just below this Page). After doing so while playing as Iron Man you will gain Iron Man's Popularity (End of Ball Bonus) immediately.**

***Tip – You can steal your Enemy's (Iron Man) Popularity if you are playing as Captain America; what you need to do is first activate both Kickbacks (explained very early in the Guide under 'Kickback & Ball Save – Kickback' section). Then you will need to repeat the process once more but inside of it activating a Kickback (since you have both activated) you will instead steal your Enemy's (Iron Man) Popularity.**

# Direct Hit

When you shoot the Ball into the Direct Hit Mini – Orbit (9) the Ball will then become magnetised over the Middle Upper Right Flipper for a second, now depending on who you chose to play as –

***Note* - *sometimes the Ball gets caught in a hidden Lane just left to the Left Orbit (2) entrance, when the Ball drops into there is will be kickers out and sent round the Left Orbit (2) and then you can hit the Ball up the Blue Flash Ramp with the Middle Upper Left Flipper. This means that you can sometimes start the process of getting a Direct Hit; dependant on who you are playing as follow the bellow instructions to net a Direct Hit.***

- ***Iron Man;*** you will need to hit the Ball up the Blue Flash Ramp (4) & then hit the Ball with the Top Left Flipper through the Left Cross Ramp (6).

  Upon doing a Direct Hit with Iron Man, you will collect **Iron Man's** Popularity (End of Ball Bonus) immediately (explained just above this Page).

- ***Captain America;*** you will need to hit the Ball up the Blue Flash Ramp (4).

  Upon doing a Direct Hit with **Captain America**, you freeze **Iron Man** for a bit thus he can't gain any Allies while in this state.

# Godlike Combo

Now after you have done a Direct Hit (explained above) you will activate the Godlike Combo mechanic; what you need to do is hit the Ball up the Right Red Flash Ramp (10), then as the Ball loops round the Table –




Hit the Ball with the Top Left Flipper through the Left Cross Ramp (6) as it comes round; remember timing is key here, otherwise it will just continue towards the lower part of the Tables Playfield. Now once you do that you will then need to hit the Ball with the Top Right Flipper through the Right Cross Ramp (11).

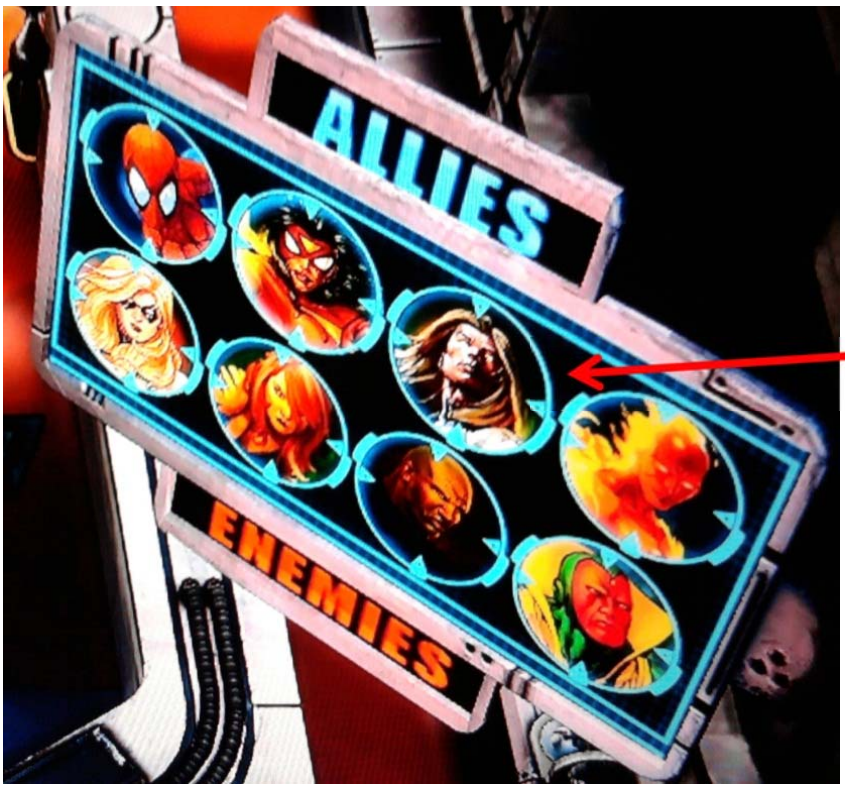
If you manage to do the above you will achieve a Godlike Combo, but if you fail at any part you will have to repeat the steps for Direct Hit & Godlike Combo again.

For the **Extra Ball** you must do 3 Godlike Combos with 1 Ball.

# ***MAIN GOAL!*** **Allies**

# ***Pro Registration (Iron Man) & Anti - Registration (Captain America);***

# ***– How to gain Allies etc.***




***Allies –***

**Neutral - Light Blue;** available to acquire.

Now –

The Allies/Enemies depends on which side you're on -

- ***Iron Man***; lit up with a **Red** Circle.
- ***Captain America***; lit up with a **Dark Blue** Circle.

The Main Goal of the Table is to amass all 8 **Allies**, you do this by completing any of the below & you lose **Allies** if you fail the below etc. –

Below I will first detail the mechanics available to both sides to acquire the **Allies**, I will then detail the side specific ways to acquiring **Allies** for both sides –

# ***Super Combo *Iron Man & Captain America* –***

This is done by hitting a set amount of Ramps/Orbits in quick secession of each other, when you do 2 or more Combos the Flash Ramps become activated – Shield Flash Sink Hole (1) & Multiplier Flash Sink Hole (13) these will add a 2 Hit Combo to the overall Combo you have achieved.

Now when you do a 4 Hit Combo you will then temporary have no control over the Flippers and therefore achieve a Super Combo –




Performing a Super Combo adds an **Ally** to your Roster. Each time you do a Super Combo the amount of Combo hits needed increases by 1, until it reaches 8 Hits.

## ***Registration Orbits *Iron Man & Captain America* -***




If the Ball rolls down either of the Inlanes (Left or Right) it will light up the opposite Orbit for 5 Seconds, therefore if the Ball rolls down the Left Inlane it will light up the Right Orbit (12) and so forth. If you manage to hit the Orbit in time you will gain an **Ally**.
If you chose to side with ***Iron Man*** –

# ***Pro - Registration (Iron Man) – How to gain Allies etc.***



## ***Safe House Targets (3) *Iron Man* -***

Hitting the 2 Safe House Target (3) results in different things depending on who you chose to play as –

- ***Iron Man;*** Hitting 1 of the Targets twice will disable an **Ally** from your **Enemy's** Roster, thus meaning the Hero becomes Neutral and available to be recruited to your side. Repeat this again for the other Target, you will then see that the Targets will elevate revealing the Hideout Sink Hole –




And if you hit the Ball into it the **Iron Man Ambush Multiball Mode** will begin (explained in the section just below 'Ambush Multiball Modes').

# ***Ambush Multiball Modes *Iron Man* -***

Depending on who you are playing as this Mode will require different circumstances to activate & complete –

- ***Iron Man Ambush Multiball Mode;*** ****Completion of the Safe House Targets (3) explained above is required* -*** You will be given 3 Balls which you will be tasked to hit all 3 into the Whirlwind Saucer (7) within the time limit, not to worry since you have infinite Ball Saver in this Mode and even time you get a Ball into the Whirlwind Saucer (7) the time limit resets.

  If you have no **Allies** they will be converted to your **Allies** for every Ball you have sunk into the Whirlwind Saucer (7).

# ***The Raft *Iron Man* -***

Shoot the Ball repeatedly into the Whirlwind Saucer (7) to gain members of the Thunderbolts; for every 10 spins the Ball does inside the Whirlwind Saucer (7) you gain a member of the Thunderbolt as well as an **Ally**. Now after 30 spins the Thunderbolts will help Iron Man even more and disable (neutralise) 2 **Enemy Allies**.

# ***Fight Mode *Iron Man* -***

To begin this Mode you must first light up all the 6 Letters of ‘FUTURE’ this is done by hitting these Ramps –

- Blue Flash Ramp (4)
- Left Red Ramp (5)
- Right Red Flash Ramp (10)

Every time you go up one of the above Ramps you will gain a Letter of ‘FUTURE’ and upon gaining them all the Fight Mode will become available at the Fight Lane (8). Simply hit the Ball into that to start the Fight Mode –

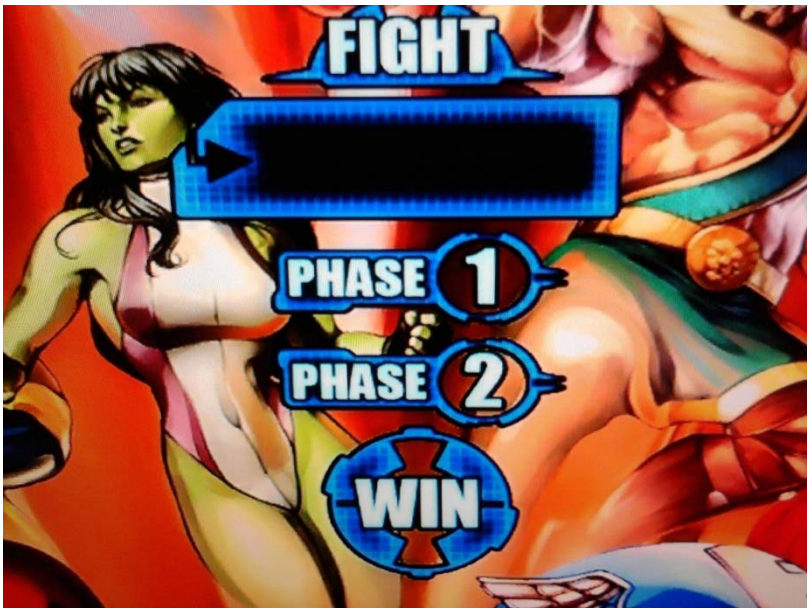



Depending on how many **Allies** you and your **Enemy** has will determine the difficulty of the Fight Mode –

***Note* – *To start the Fight on Very Hard Mode, your Enemy must have 2 more Allies than you. ***



The Tables Playfield will then turn Red (seen in the Image above); you will then have a to defeat your **Enemy** (**Captain America**) in a 3 Phased Fight to win –




You will have a set amount of time to complete each Phase (dependant on how many **Allies** you and your Enemy has); you complete the Phases by hitting the flashing Ramps/Orbits, after you complete a Phase it will go on to the next and so forth until you win the Fight.

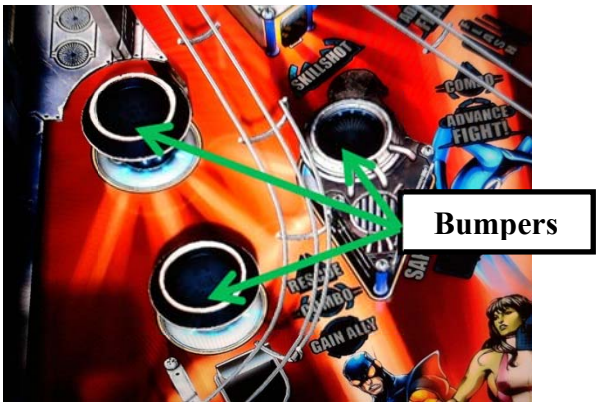
Winning the Fight will award you will **Allies** (How many of which depends on the difficulty of the Fight, which in turn is dependent on how many **Allies** you and your **Enemy** has), failure to win the Fight Mode will result in the loss of **Allies**.

If you chose to side with ***Captain America*** –

# ***Anti - Registration (Captain America) – How to gain Allies etc.***



## ***Bumper Hits *Captain America* -***




Every 30 or so Bumper hits will award you with an **Ally**.

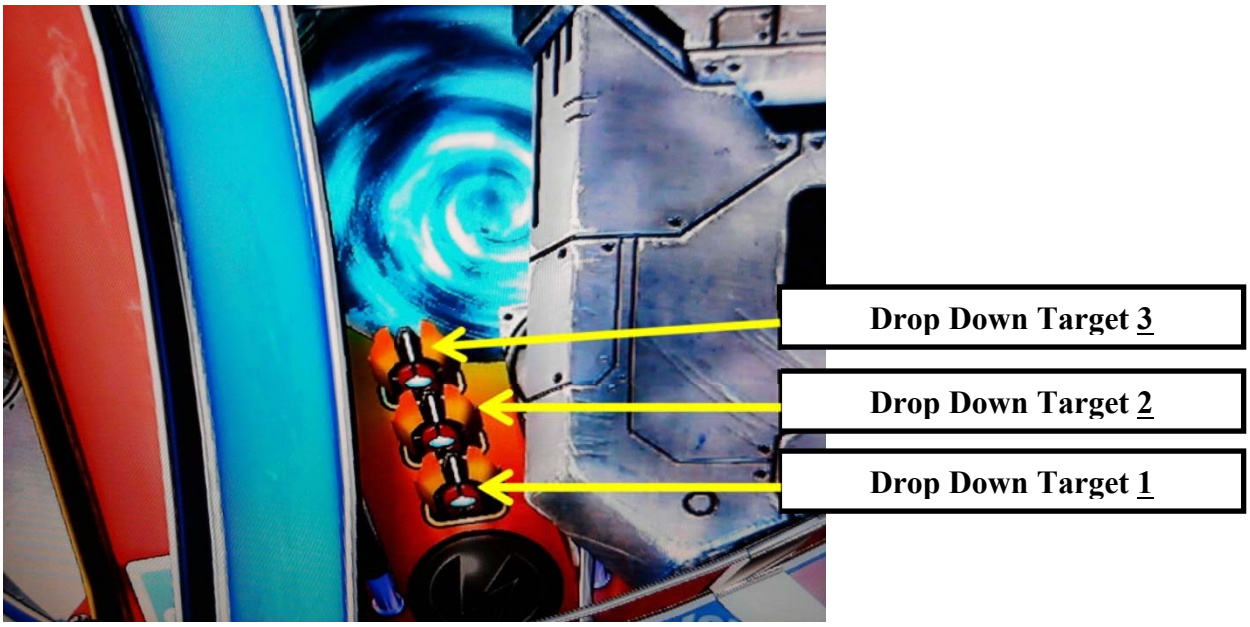
## ***Safe House Targets (3) *Captain America* -***

Hitting the 2 Safe House Target (3) results in different things depending on who you chose to play as –

- ***Captain America;*** after each of the Targets is hit you will then have to hit a specific Ramp/Orbit in a Hurry Up Mode, if you manage to hit the lit Ramp/Orbit in time you will gain an **Ally** and that Safe House Target (3) will now be lit solid. Repeat this again for the other Target, now you will have access to the Punisher Target. Hitting this Target will allow you to complete various Modes etc. if they are activate, otherwise Ball Save will be activated.

# ***The Raft *Captain America* -***

To gain access to **Captain America's Ambush Multiball Mode**; you will first need to bring down the 3 Drop Down Targets placed at the entrance of the Whirlwind Saucer (7);




You need to get them all down by first hitting them, then you must–

- The 1st one will activate the Shield Flash Sink Hole (1) and you will have a short amount of time (15 Seconds or so) to hit the Ball into it to remove the 1st Drop Down Target, otherwise it will re-erect.

- The 2nd one will activate the Multiplier Flash Sink Hole (13) and you will have a short amount of time (15 Seconds or so) to hit the Ball into it to remove the 2nd Drop Down Target, otherwise it will re-erect.

- Finally hit the 3rd (last) one; then hit the Ball into the Whirlwind Saucer (7) and you will have a short amount of time (15 Seconds or so) to do so, otherwise it will re-erect.

***Tip - It is possible to get the Ball into the Whirlwind Saucer (7) without deactivating the Targets. Once you knock down the 1st Target, it gives you time to hit the lit hole. If you hit the 2nd Drop Target instead, the timer resets and gives you a chance to hit the 3rd Drop target and a little bit more time to sink the Ball into the Whirlpool Saucer (7). This will net you an Ally and also start up the Ambush Multiball Mode.***

# ***Ambush Multiball Modes *Captain America* -***

Depending on who you are playing as this Mode will require different circumstances to activate & complete –

- ***Captain America Ambush Multiball Mode;*** ****Completion of the Raft explained in the above Page is required* -***

  To complete this Mode you must perform a certain Combo within the time limit;

  - Hit the Fight Lane (8)
  - Hit the Right Orbit (12)
  - Finally hit the Hideout Sink Hole which is located behind the Safe House Targets (3).




You will have 15 Seconds to do each of the above shots; it will disable (neutralise) an **Enemy Ally** for each successful shot. Losing the Mode will result in the loss of an **Ally** to the **Enemy's** Roster.

# ***Fight Mode *Captain America* -***

To begin this Mode you must first light up all the 7 Letters of 'FREEDOM' this is done by hitting these Ramps –

- Blue Flash Ramp (4)
- Left Red Ramp (5)
- Right Red Flash Ramp (10)

Every time you go up one of the above Ramps you will gain a Letter of 'FREEDOM' and upon gaining them all the Fight Mode will become available at the Fight Lane (8). Simply hit the Ball into that to start the Fight Mode –

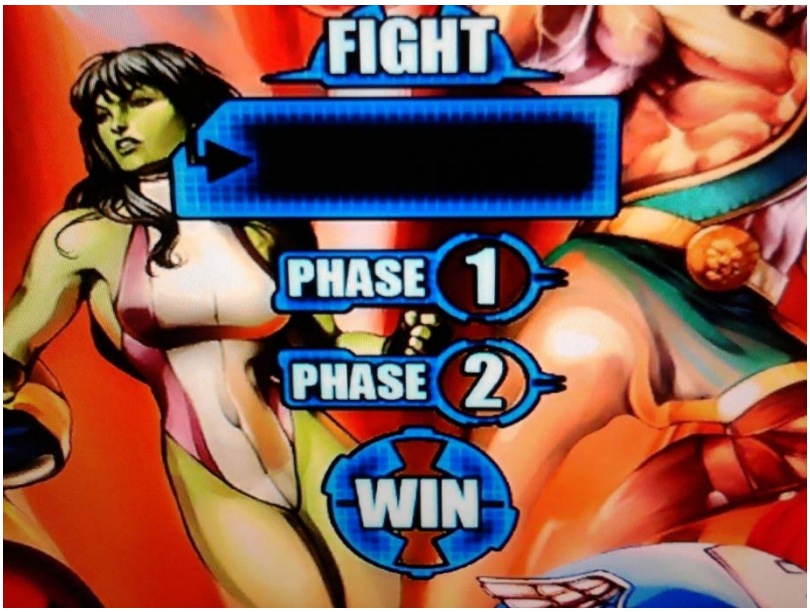



Depending on how many **Allies** you and your **Enemy** (**Iron Man**) has will determine the difficulty of the Fight Mode –

***Note* - *To start the Fight on Very Hard Mode, your Enemy must have 2 more Allies than you.***



The Tables Playfield will then turn Red (seen in the Image above); you will then have a to defeat your **Enemy** (**Iron Man**) in a 3 Phased Fight to win –




You will have a set amount of time to complete each Phase (dependant on how many **Allies** you and your Enemy has); you complete the Phases by hitting the flashing Ramps/Orbits, after you complete a Phase it will go on to the next and so forth until you win the Fight.

Winning the Fight will award you will **Allies** (How many of which depends on the difficulty of the Fight, which in turn is dependent on how many **Allies** you and your **Enemy** has), failure to win the Fight Mode will result in the loss of **Allies**.

# WIZARD MODE (FINAL MISSION)

Once you collect all 8 Heroes (**Allies**) to your Roster the Wizard Mode known as The Wedding Party will become available at the Fight Lane (8) after you have either spelt out 'FUTURE' if you're playing as **Iron Man** or 'FREEDOM' if you're playing as **Captain America**.

Remember this is done by hitting these Ramps –

- Blue Flash Ramp (4)
- Left Red Ramp (5)
- Right Red Flash Ramp (10)

After which hit the Fight Lane (8) to begin the Wizard Mode -

## The Wedding Party **4 Ball Multiball**



This Wizard Mode is more of a Multiball Reward Mode in that you basically need to amass as much Points as possible while you still have the Multiball active, this means the Mode will end if you go down to 1 Ball.

Now everything will be flashing and you will gain Jackpot awards by hitting Ramps etc. these Jackpot awards will start at 1.5 Million Points the ***1st time*** you activate this Mode.

After you go down to 1 Ball the Allies you have collected will become your **Enemies** and you will change character i.e. if you were **Captain America** you will now be playing as **Iron Man**. You will then need to convert all the **Enemies** to your **Allies** by repeating the process explained in the Pages above which detailed how to gain **Allies** for the 2 Characters.

Now repeat the above after gaining back all 8 Heroes (**Allies**) to your Roster to start the Wizard Mode again, this time however the Jackpot will be at 4.5 Million Points. Now if you manage to go through collecting the **Allies** again etc. the Jackpot will then be set at 6 Million Points.

*Special Thanks to all the Zen Studios Forum Community!* Members such as **Cloda &shogun00** 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 on Nintendo 3DS and Zen Pinball THD on Android Marketplace.***

*Thanks for viewing my Guide, Mortals*

***"For Freedom!!!"***

*Yours*
*ShoryukenToTheChin*