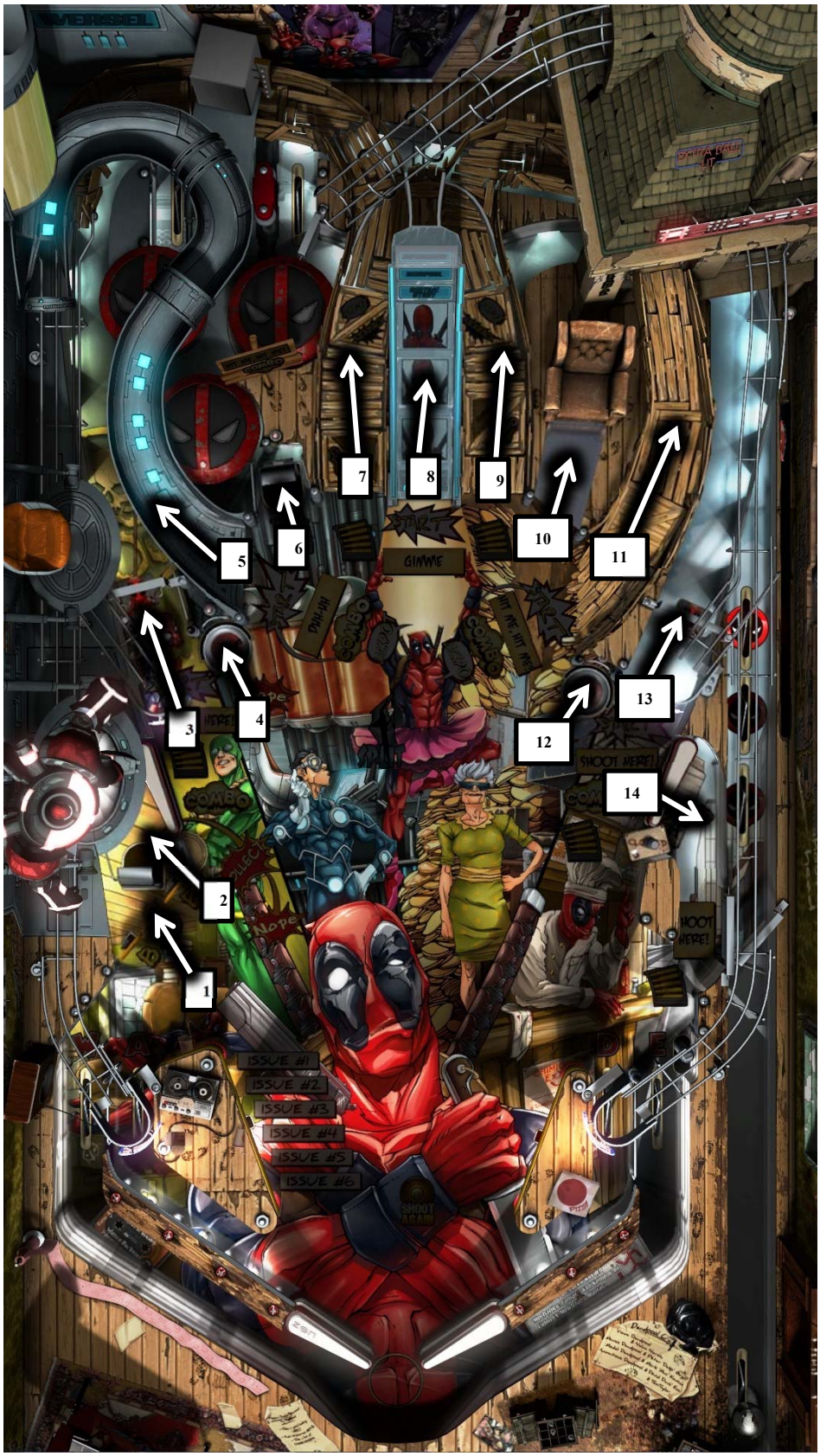


Deadpool Table Guide



By ShoryukenToTheChin



Key to Table Overhead Image –

1. Bob Targets
2. Hidden Sink Hole ***Note – you will need to hold the Left Flipper Button down to reveal the Sink Hole (under the Top Left Flipper), and then using the Right Flipper send the Ball into the Hidden Sink Hole.***
3. Left Orbit
4. Left Saucer
5. Weasel Ramp
6. Vertical Up-Kicker
7. Left Centre Ramp
8. Deadpool Ramp
9. Right Centre Ramp
10. Varitarget
11. Hellhouse Ramp
12. Right Saucer
13. Right Orbit
14. Hidden Mini – Orbit ***Note – you will need to hold the Right Flipper Button down to reveal the Mini - Orbit (under the Top Right Flipper), and then using the Left Flipper send the Ball into the Hidden Mini - 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, Marvel Pinball, etc...), but everything else in the Guide remains the same.**



INTRODUCTION

This Table came about as a result of the partnership between Zen Studios and Marvel; this license allowed Zen to produce a whole range of Tables based on Marvel Comics vast library of characters, some other Tables include Fantastic Four & Captain America.

This Table really envelopes you in the crazy world of Deadpool; filled to the brim with Pop Culture references and breaking 4th Wall shenanigans. Deadpool is by far the most interactive character Zen Studios has ever introduced into their Pinball Tables; he will call you out when you are playing like rubbish and even help you out occasionally. The Issues (Missions) feature some truly zany moments and just makes them all the more fun.

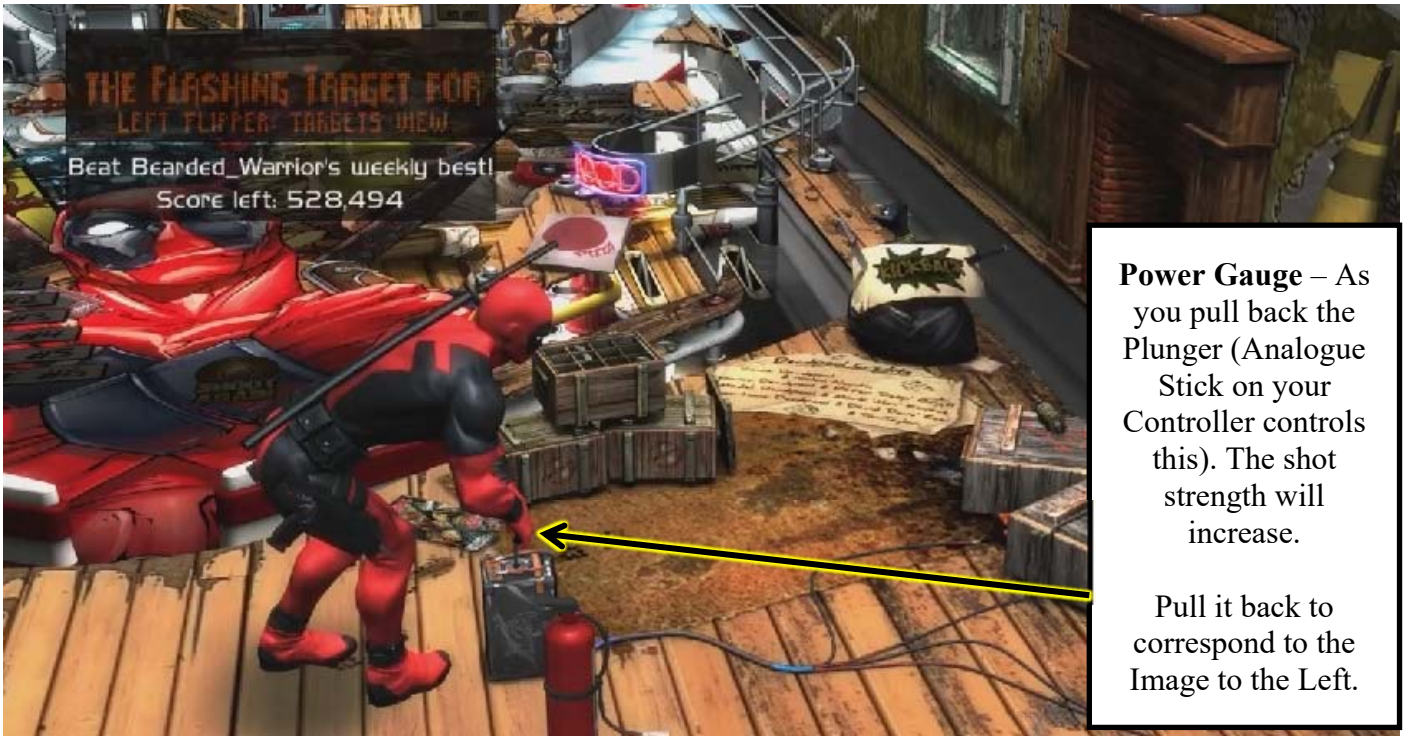
I hope my Guide will help you understand the Table better.

Skill Shot - *500,000 Points*

There are 3 possible Rollover Targets that you must have the Ball roll through to be awarded with a Skill Shot, but only 1 is active at a given time.

Low Rollover Target –





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

Pull it back to correspond to the Image to the Left.

Middle Rollover Target –

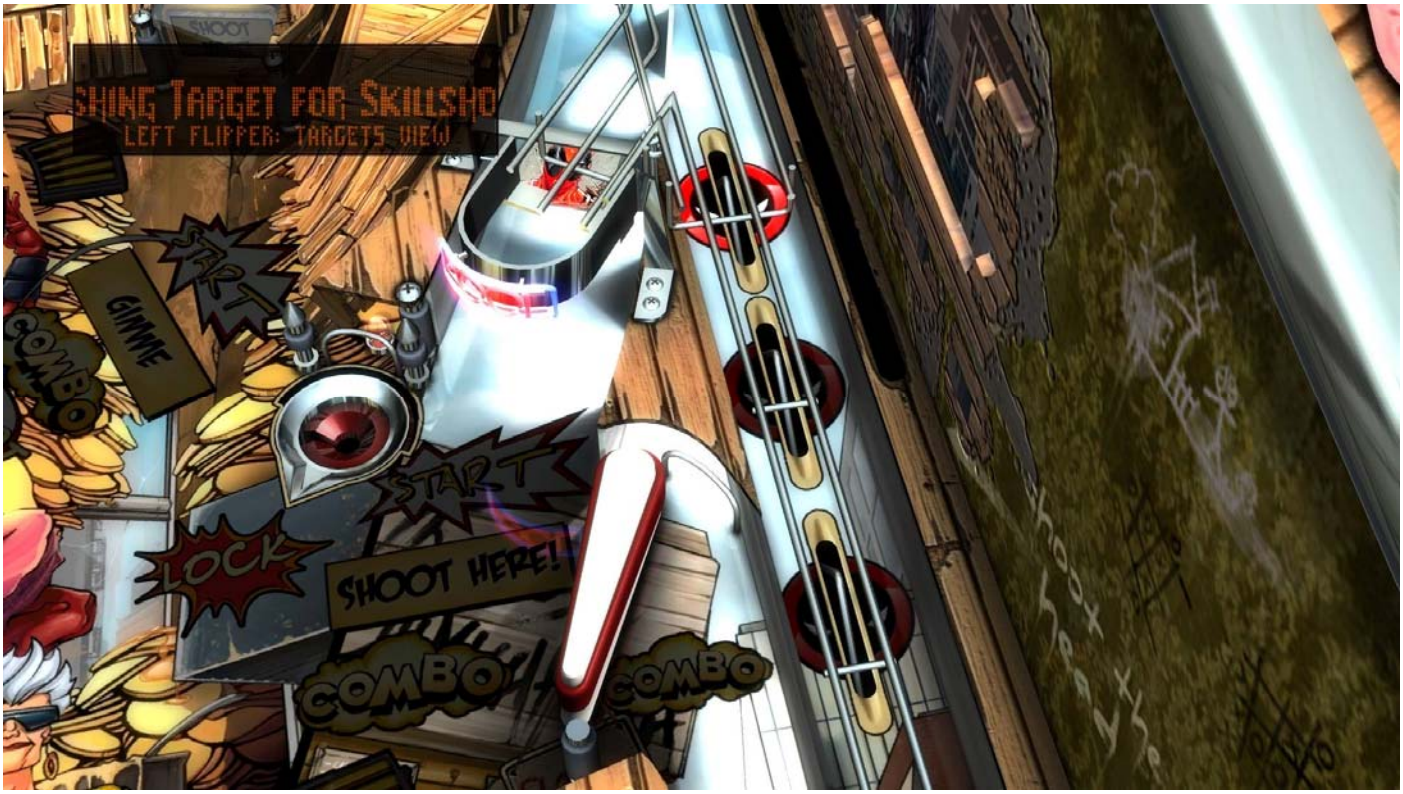




Power Gauge – As you pull back the Plunger (Analogue Stick on your Controller controls this). The shot strength will increase.

Pull it back to correspond to the Image to the Left.

Top Rollover Target –





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

Pull it back to correspond to the Image to the Left.

Super Skill Shot - *2 Million Points*



If you managed to score a Skill Shot award then you have about 5 Seconds to hit the flashing Target on the Playfield in order to score a Super Skill Shot.

Mischief Mechanic – Purple Smoke Screen



As you can see in the above Image; there is a countdown which represents how long till Mischief begins, it show a Number and in this case that's '23'. Basically every time you hit a Lane etc. it will result in the countdown decrease after each successful hit.

Once the countdown reaches '0' Deadpool will throw a Smoke Grenade unto the Playfield –



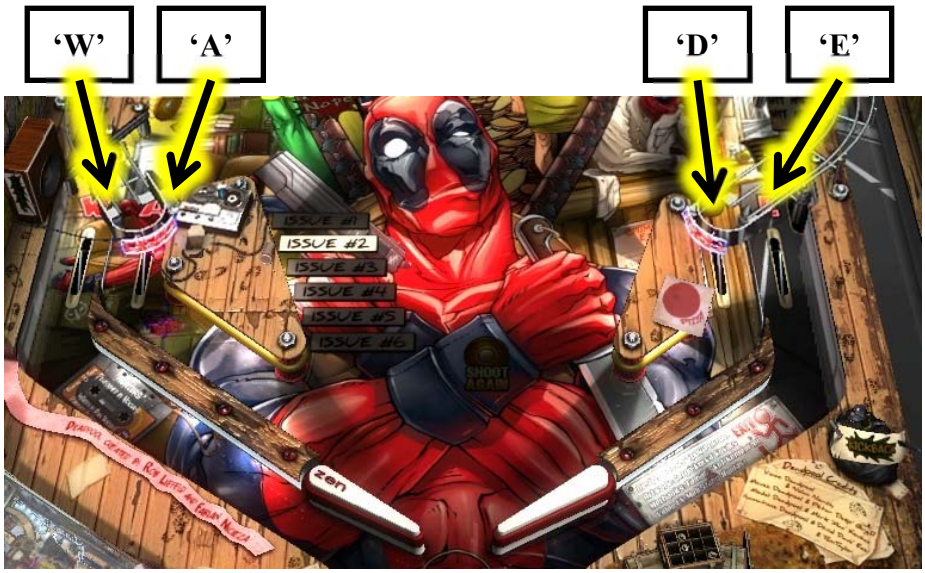
It will come to rest on the Playfield and begin outputting Purple Smoke, this results in the immediate area of the smoke to become invisible due to the Smoke Screen created.



The Smoke Screen will remain for 10 or so Seconds. This is more of a minor annoyance, but it can lead to unwanted Ball drains with nasty rebounds due to the low visibility. Once the Smoke clears the Mischief timer will reset.

Kick Back & Ball Save

Activation of the Kickbacks will require you to light up all 4 'WADE' Rollovers on the In/Out Lanes –



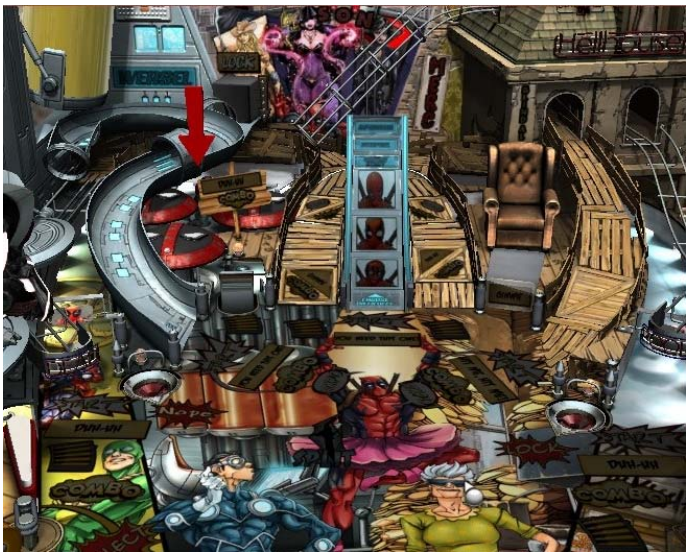
Once done, hit the Ball up either of the Centre Ramps, remember that you only have a short amount of time to do so before the 'WADE' Rollovers reset. Thus you would need to repeat the above process again to re-attempt activation of the Kickbacks.

- ***Left Centre Ramp (7)*** to activate the Left Kickback.
- ***Right Centre Ramp (9)*** to activate the Right Kickback.

Note - This Table doesn't reset the Kickbacks earned if you lose a Ball

Ball Save –

Activation of the Ball Save requires you to hit the Varitarget (10), and then hit the Ball towards the Deadpool Bumpers -



Once those are hit enough times (27 hits or so) the Grenade Ball Save will activate.

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

Extra Balls

There are **5** Ways to achieve an Extra Ball – the Extra Ball is then collected by hitting the flashing Target of the Playfield -

- ***Method 1***: *Max out the Multiplier;* look just below this Section of the Guide at the Section titled 'Raising the Multiplier' for information on how get it up to the Max level for this **Extra Ball**.

- ***Method 2***: *Produce a combo with at least one Lane at its max;* look later in the Guide at the Section titled 'Combos – Gun Clips & Bullets' for information on obtaining this **Extra Ball**.

- ***Method 3***: *Merc Award;* look later in the Guide at the Section titled 'Merc Awards' for information on obtaining this **Extra Ball**.

- ***Method 4***: *Completing all 6 Sidekick Modes;* look later in the Guide at the Section titled 'Sidekick Modes' for information on obtaining this **Extra Ball**.

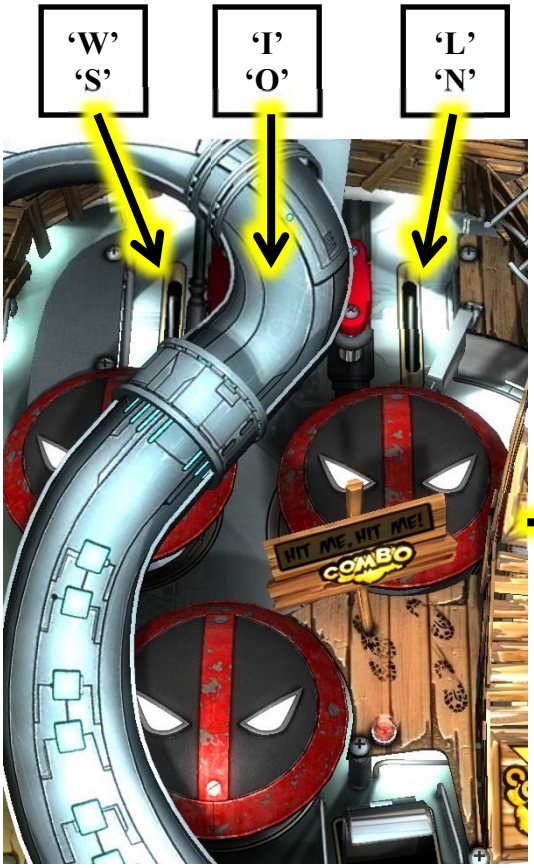
- ***Method 5***: *Completion of all 9 Issue Chapters;* look later in the Guide at the Section titled 'Issue Modes' for information on obtaining this **Extra Ball**.

Raising the Multiplier

To raise the Bonus Multiplier you will need to light up all the 'WILSON' Letters via the Multiplier Rollovers. The Notifications for these can be seen at the top centre of the Table, as shown in the Image below -



These Rollovers are located just above the Deadpool Bumpers –



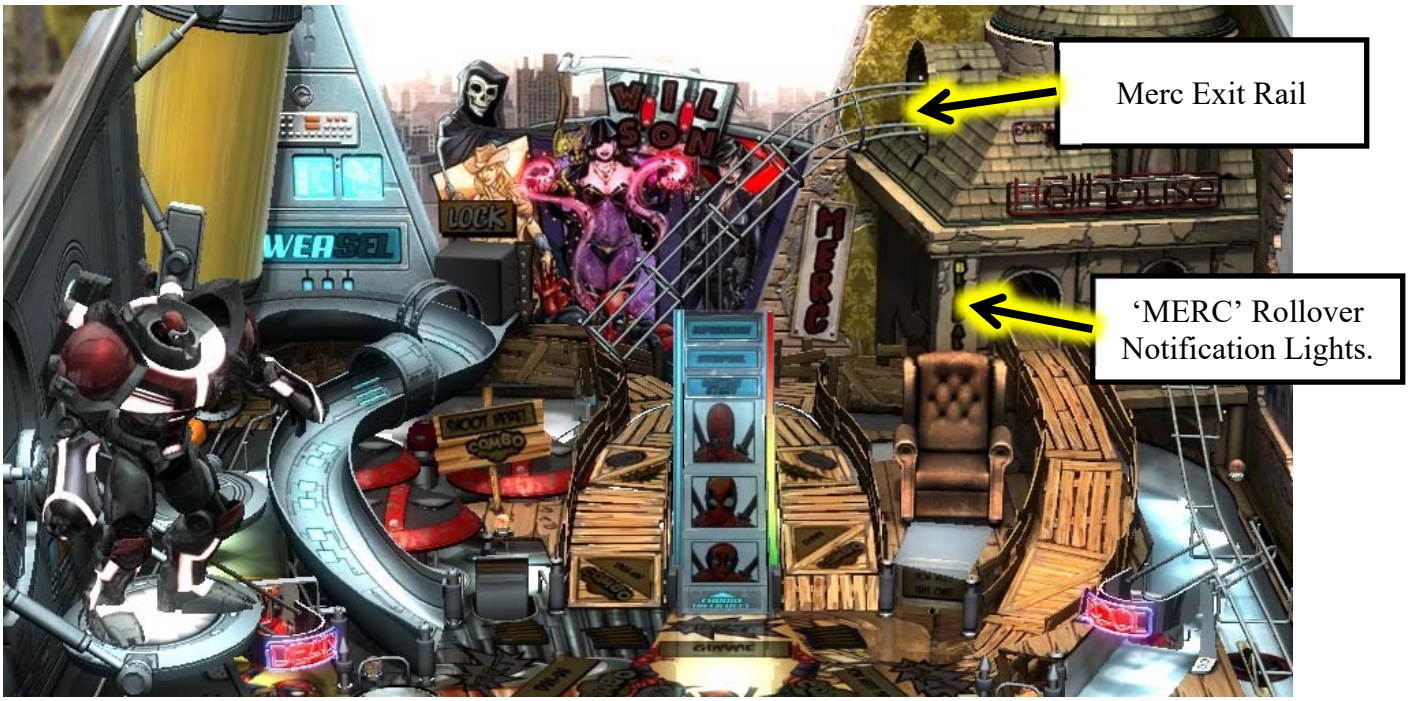
Use the Flipper Buttons to alternate which of the Lane Rollovers are lit. This is so that the Ball always passes through an un-lit Lane to advance the spelling of "WILSON".

Once all of the 'WILSON' Rollovers are lit the Multiplier will advance to the next level, repeat this process to gain higher levels and eventually an **EXTRA BALL**.

***Note** – Multiplier Level resets upon draining the Ball, unless you have the 'Hold Bonus X' (Random Merc Reward, explained on the next Page) as this will not reset the Multiplier.**

Merc Award

To gain one of these random awards you will need to light up all the Letters of ‘MERC’, this is done when the Ball is diverted through the Merc Exit Rail (after being hit up the Hellhouse Ramp (11)) -

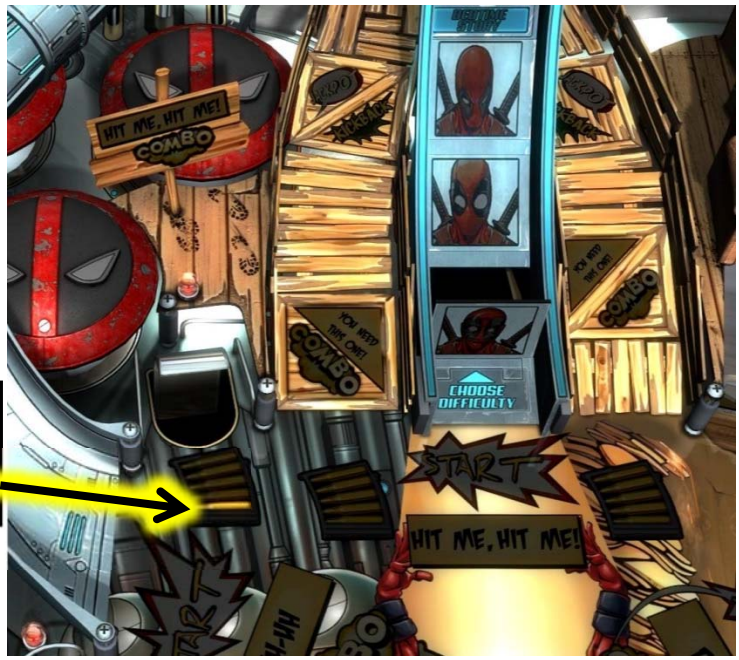


Merc random awards can range from an **EXTRA BALL** to activating the Ball Save, among others.

Combos – Gun Clips & Bullets

You will notice that under the Ramps, Holes & Orbits there are Gun Clips and each of these Clips hold 5 Bullets. To light up a Bullet you must complete a combo.

Gun Clip – as you can see, 1 Bullet has been stocked



Combos on this Table require 3 successful shots in order, otherwise the combo will reset. Simply start the combo by shooting a Ramp, Hole or Orbit. Then a combo notification will light up indicating where the 2nd shot required is located. If successful another combo notification will light up and if successful on hitting the 3rd shot Deadpool will shout out some madness like "Mega Combo!", the Dot - Matrix will also display "COMBO", and a Bullet will light up in the clip under the Ramp, Hole or Orbit which finished the combo (3rd shot).

If you lose a Ball you will lose a lit Bullet (successfully completed combo) from each Gun Clip (located under each Ramp, Hole and Orbit). This is when things might get confusing - if you did the same combo 4 times, then you will have 4 Bullets in that 1 Gun Clip (e.g. under that one Lane that the combo was started on). If you lose your Ball in that situation, then you will just lose 1 Bullet (combo) from that Gun Clip. However, if you have 1 Bullet under 4 different Lanes because you did 4 unique combos, then you will lose 4 bullets (e.g. 1 Bullet from each clip).

It's worth noting that if you produce a combo with at least one Lane at its max, you will light up an **EXTRA BALL**.

Sidekick Modes

Sidekick Multiball Modes

Every time you complete a Sidekick Mode you will have the opportunity to lock a Ball into the Weasel Ramp (5). This will allow you to have a 2 Ball Multiball within the next Sidekick Mode –



Note that this can make the Sidekick Mode harder to complete, since after losing the Multi-Ball you will have to repeat the activation process to re-enter that Sidekick Mode.

Sidekick EXTRA BALL – Completion of all Sidekick Modes

If you manage to complete all 6 Sidekick Modes (Weasel & Blind Al) you will be awarded with lighting up an **EXTRA BALL**.

Weasel Modes –

Spell out ‘WEASEL’ to start up 1 of the 3 Weasel Modes. Gain the 6 Letters of ‘WEASEL’ by sending the Ball up the Weasel Ramp (5) a total of 6 times, each time a Letter of ‘WEASEL’ will light up.

Malfunction - Repair The Suit Mode

This Mode requires you to repair the Suit. This is done by hitting the Ball around either of the Orbits – Left Orbit (3) or Right Orbit (13), this causes the Spinners located on the entrances of those Orbit to spin.



Depending on which Orbit you sent the Ball around, you will need to perform a combo by sending the Ball up one of the Cross Ramps – Weasel Ramp (5) or Hellhouse Ramp (11). Below I will explain the process required –

- If you hit the **Left Orbit (3)** you will then need to send the Ball up the **Weasel Ramp (5)** using the Top Right Flipper.

- If you hit the **Right Orbit (13)** you will then need to send the Ball up the **Hellhouse Ramp (11)** using the Top Left Flipper.



If you manage to perform the required combo as shown in the above Image, you will then see how many spins are required to complete this Mode. Therefore you will need to continue to repeat the above process until the suit is fully repaired, resulting in completing the Mode. If you miss the Ramp hit after the Orbit hit (failure to do the combo) you will need to try again as the Orbits will need to be hit again.

Calibrate The Suit Mode

In this Mode you will need to hit the Ball through the floating Target displayed by the suit on the Table Playfield –



Each time you hit the Target you will raise the percentage of how close the suit is to being calibrated. Once you reach 100% (usually requires 4 or so hits to the Target) the Mode is completed. You then enter a Bonus Mode where you can continue to hit the Target to gain bonus Points. Failure to hit the Target in time within the Mode will result in the failure of the Mode altogether.

Initialize - Prep The Suit Mode

This Mode required you to prep the suit, first you will need to hit the Varitarget (10) –



Once you have done that the Centre Ramps – Left Centre Ramp (7) & Right Centre Ramp (9) will begin to flash, repeatedly hit those Ramps to raise the percentage to 100%. Note that the percentage will also slowly decrease between shots, so try to hit the Centre Ramps in a timely manner.



You must raise it to 100% before the timer expires, otherwise the Mode is failed. Watch out for if the Centre Ramps deactivate, simply hit the Varitarget (10) again to reactivate them.

Blind Al Modes –

Spell out ‘BLIND AL’ to start up 1 of the 3 Blind Al Modes. Gain the 7 Letters of ‘BLIND AL’ by sending the Ball up the Right Centre Ramp (9) a total of 7 times, each time a Letter of ‘BLIND AL’ will light up.

Blind Play Mode

This Mode will cause the Table to go dark, with only certain aspects of the playfield being lit with a yellowish hue –



You are simply tasked with hitting all the flashing Lanes within the allotted time to complete the Mode, otherwise the Mode will fail once the timer expires.

Clean The House Mode

During this Mode you will see Trash Bags appear at 3 different points on the Table Playfield –



You simply need to hit the Ball through all of the Trash Bags within the time limit to complete the Mode.

Intrusion - Prank The Merc Mode

In this Mode the objective is to hit the Ghost Ball a total of 3 times within the time limit –



Once done the Mode will be completed. Note be careful as the Flippers will activate by themselves when the Ghost Ball is on them, this can result in you losing your Ball.

Multiball Modes

There are 4 Multiball Modes available on this Table;

Hydra Multiball **2 Balls** -

You will first need to lock a Ball in each of the 2 Saucers – Left Saucer (4) & Right Saucer (12). The locking mechanic is activated by hitting all 3 of the Bob Targets (1), once done hit the Ball into one of the Saucers to lock it and repeat the above process again to lock another Ball into the remaining Saucer.



After 2 Balls have been locked, the Hydra Multiball will begin. The objective here is to score **Jackpot** awards by sending the Balls up either of the Cross Ramps – Weasel Ramp (5) &/or Hellhouse Ramp (11).



You can also raise the **Jackpot** award value by sending a Ball through the Hidden Mini – Orbit (14); this raises the **Jackpot** value by 100,000 Points.



You can attain a **Super Jackpot** award after several **Jackpot** awards have been collected, and you then send the Ball up the Hellhouse Ramp (11). The Ball will then be diverted through the Merc Exit Rail.

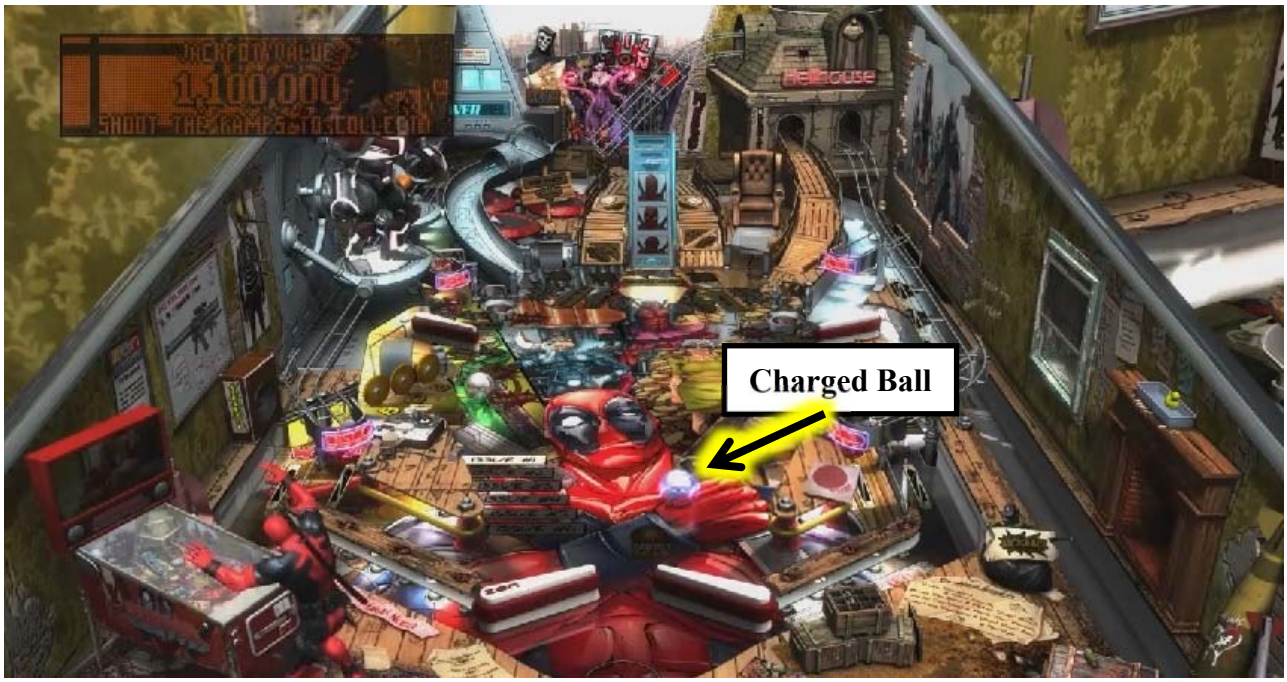
This Multiball will continue as long as you have a minimum of 2 Balls in play. After losing the Multi-Ball, you will have to repeat the above process to re-enter this Multiball Mode.

Hellhouse Multiball **3 Balls** -

To activate this Multiball Mode you will first need to spell out all of the Letters of 'HELLHOUSE'. Every time you send the Ball up the Hellhouse Ramp (11) it will in turn light up a Letter of 'HELLHOUSE', repeat this until all of the Letters are lit and the locking mechanic becomes active at the Hidden Sink Hole (2).



Within the Multiball Mode you will need to send the Balls towards the Deadpool Bumpers, after several Bumper hits the Balls will become charged and then you will be able to shoot the flashing Lanes to claim various **Jackpot** awards.



This Multiball will continue as long as you have a minimum of 2 Balls in play. After losing the Multi-Ball, you will have to repeat the above process to re-enter this Multiball Mode.

Headbang Multiball **2, 3 or 4 Balls** -

To start up this Multiball Mode you will need to hit the Vertical Up-Kicker (6) a total of 10 times. Once done a 2 Ball Multiball Mode will begin –



1 of the 2 Balls will be a Headpool Ball, the objective here is to hit the flashing Lanes enough times to make Headpool sick. Once that is done the Headpool Ball will stop in the middle of the Table Playfield, it will have the word 'SPLIT' under it meaning if you hit that Ball it will split into 2.



At that point this Multiball Mode will become a 3 Ball Multiball; repeat the above again to have a chance at a 4 Ball Multiball.

This Multiball will continue as long as you have a minimum of 2 Balls in play. After losing the Multi-Ball, you will have to repeat the above process to re-enter this Multiball Mode.

Katana Multiball **2, 3 or 4 Balls** -

To activate this Multiball Mode you are require to perform combos. Combos on this Table require 3 successful shots in order, otherwise the combo will reset. Simply start the combo by shooting a Ramp, Hole or Orbit. Then a combo notification will light up indicating where the 2nd shot required is located. If successful another combo notification will light up and if successful on hitting the 3rd shot you will have successfully completed a combo

After each successful combo you will need to hit the Ball into the Hidden Sink Hole (2) –



Once you have done the above about 7 times, the Katana Multiball will begin.



At first you start off with a 2 Ball Multiball, but as you can see Deadpool has sunk his Katana into the Table and as such if you hit the Balls at it they will be split. Doing this can make a 2 Ball become a 4 Ball Multiball Mode.



As you can see in the above Image; **Jackpot** awards can be collected by hitting the Ball up the Centre Ramps - Left Centre Ramp (7) & Right Centre Ramp (9), also after you have collected enough **Jackpots** you will then be able to score a **Super Jackpot** award by sending a Ball up the Deadpool Ramp (8).

This Multiball will continue as long as you have a minimum of 2 Balls in play. After losing the Multi-Ball, you will have to repeat the above process to re-enter this Multiball Mode.

Issue Modes

To gain access to the Issue selection process you first need to do the following –

1. Hit one of the Cross Ramps – Weasel Ramp (5) or Hellhouse Ramp (11).

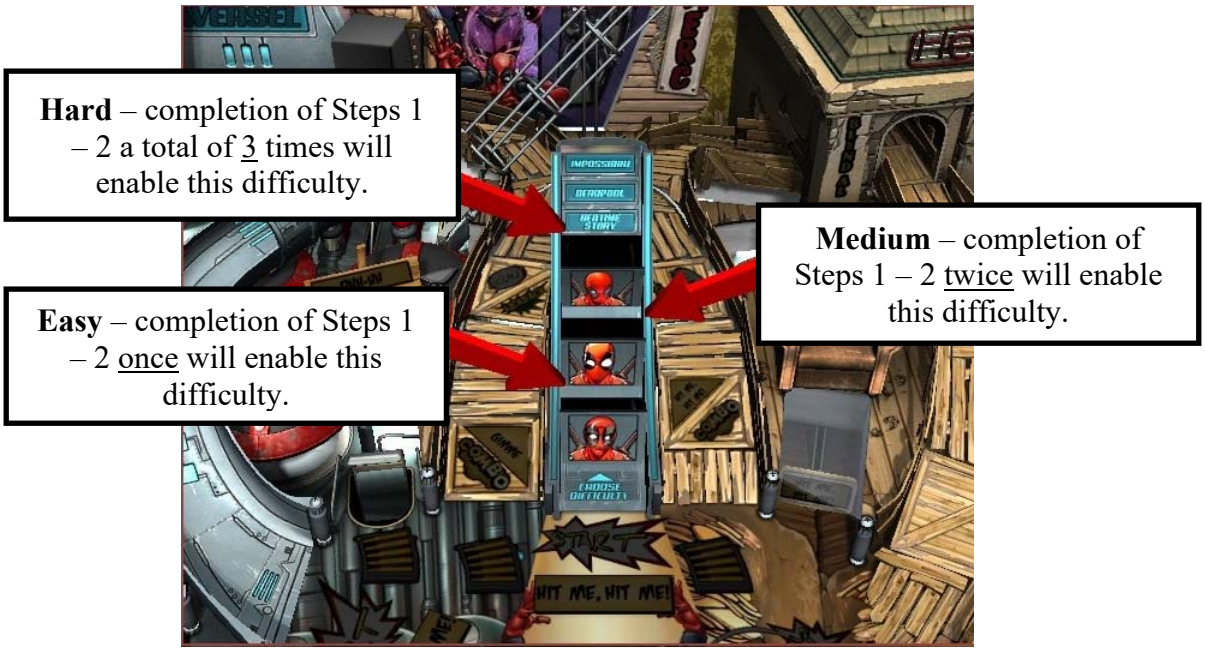


2. Now the Spinners will become active on the Orbits – Left Orbit (3) & Right Orbit (13). Hit the Orbits enough times for both Spinners to spin enough to activate the Deadpool Ramp (8). Usually a strong hit up the Left Orbit (3) is enough to go around and spin both Spinners to activate the Deadpool Ramp (8).



3. Finally send the Ball up the Deadpool Ramp (8) to bring up the Issue Selection Process (use the Left & Right Flipper Buttons to cycle through the Issues, and use the 'Launch' Button to select).

Note that by doing the previous Steps 1 – 2 once will cause the Issues to be set to 'EASY' difficulty, but you can repeat the first 2 Steps again to enable 'MEDIUM' or 'HARD' difficulties.



These difficulties will affect various aspects of the Issues such as; Points awarded for completion, timer for the Issues will vary (Harder equals less time) and even needing to hit certain Targets more than on previous difficulties. The very Ball will become heavier depending on the level of difficulty selected; this in turn will affect the physics of the Ball and will result in you missing your Targets.

***Note** – If the Issue you were playing has more than 1 Chapter, and you accidently drain the Ball or run out of time then you will only need to repeat the Chapter you were playing on last.**

Issue 1 – *Timed*

Chapter 1 – Kick Beat 'Em *Timed* -

Ok you need to deal with the Haters, simply hit the flashing Varitarget (10) within the 75 Second timer.



Once you have done that you will have a couple of Seconds to hit the Ball up the Deadpool Ramp (8).



Although if you fail to hit the Deadpool Ramp (8) in time you will lose a Health Point, and if you lose this 3 times then Issue 1 will fail. As you can see in the Below Image, the Dot – Matrix displays Deadpools and his Enemy's Health –



Once you successfully take out the Hater, you will need to repeat this again a further 2 times to complete Issue 1.



Issue 2 – *Non - Timed*

Chapter 2 – Ambush *Timed* -

You will first need to hit the Ball through either of the Spinners located on the entrances of the Orbits – Left Orbit (3) &/or Right Orbit (13), for the Spinners to spin a total of 30 times.



After you have done that you will need to hit the Ball up either of the Centre Ramps – Left Centre Ramp (7) or Right Centre Ramp (9).



Now once that is done the Mini Deadpool will be dazed in the Middle of the Table Playfield, hit him to take a Health Point of his Life.



Although if you fail to hit the Mini Deadpool in time you will lose a Health Point, and if you lose them all then Issue 2 Chapter 2 will fail. As you can see in the Below Image, the Dot – Matrix displays Deadpools and his Enemy's Health –



Once you successfully hit the Mini Deadpool, you will need to repeat this again a further 2 times and then hit the Ball up the Deadpool Ramp (8) to start the next Chapter.



Chapter 3 – Arm Wrestle **Timed – Beat Deadpool before he beats you!** -

You will then be taken to the Mini Pinball Table located at the Bottom Far Left of the Table Playfield. Here is where you will face Deadpool in an Arm Wrestle Contest. You simply need to mash the Button prompt shown on the Screen, remember if you hit the Wrong Button you will lose ground on Deadpool.



You win the Arm Wrestle and Issue 2 once you have brought Deadpools arm all the way to the Left, you fail the Chapter if Deadpool brings your arm all the way to the Right.



Issue 3 – *Timed*

Chapter 4 – Return of the Dead(pool) *Timed* -

Upon starting this Chapter you will need to hit the Ball into the Hidden Sink Hole (2) within the time limit.



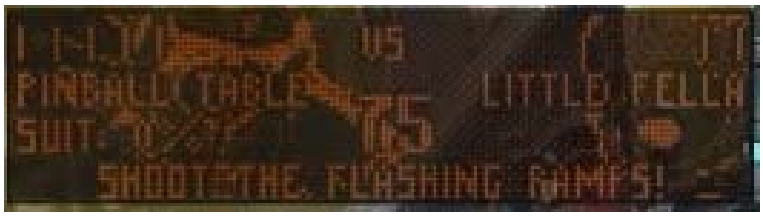
Upon doing so, you will then need to press the correct Button in correspondence to the prompt on Screen.



After doing the above, send the Ball round either of the Centre Ramps - Left Centre Ramp (7) or Right Centre Ramp (9), 4 times in total before the time limit expires.



Failure to do any of the above Steps before the time limit expires will result in you losing a Health Point, and if you lose them all then Issue 3 Chapter 4 will fail. As you can see in the Below Image, the Dot – Matrix displays Deadpools and his Enemy's Health –



Once you successfully hit the Hidden Sink Hole (2), you will need to repeat this again a further 2 times. The next Chapter will then automatically begin.

Chapter 5 – Evil Deadpool Hijacked The Mech **Timed Between Shots** -

To complete this Chapter you will simply need to produce 2 combos. Combos on this Table require 3 successful shots in order, otherwise the combo will reset. Simply start the combo by shooting a Ramp, Hole or Orbit. Then a combo notification will light up indicating where the 2nd shot required is located. If successful another combo notification will light up and if successful on hitting the 3rd shot you will have successfully completed a combo.



The combo that I do on this Chapter to complete it easy is as follows –

1. Hit the Ball round the Left Orbit (3).
2. Send the Ball up the Weasel Ramp (5) with the Top Right Flipper.
3. Finally hit the Ball up the Right Centre Ramp (9).

Note that you have 10 Seconds between each shot to hit the next, otherwise the combo will fail and you will lose a Health Point from your Life.



Once you have done the 2 combos required the Chapter is completed as well as Issue 3.

Issue 4 – *Timed*

Chapter 6 – You Can't Touch Me *Timed – 90 Seconds* -

In this Chapter you will need to hit the flashing Lanes till you find the one that Deadpool is hiding in.



If you don't manage to find Deadpool within the time limit then you will fail, otherwise if you find Deadpool you will need to sink the Ball into the Hidden Sink Hole (2) to start the next Chapter of the Issue.



Chapter 7 – Don't Touch That *Non - Timed* -

In this Chapter you will be taken to the shooting range, the goal here is to shoot 6 Deadpool Targets with the 10 Bullets you have stocked. Move the Crosshair Left & Right by using the Flipper Buttons, and press the 'Launch' Button to fire.



Now if you don't manage to hit all 6 Targets you will fail the Chapter, you will also lose a Bullet if you hit the Bomb –



Once all 6 Targets have been hit the Issue will be completed.

Issue 5 – *Timed*

Chapter 8 – Tag You're It *Timed* -

In this Chapter you will have to defeat Evil Deadpool, Mini Deadpool and the Haters, this is done by repeatedly hitting the flashing Lanes.



You will have 60 Seconds to hit 3 flashing Lanes, each time you hit 3 flashing Lanes within the time limit you will remove a Health Point of your Enemy. Otherwise if you don't manage to hit 3 flashing lanes within the time limit you will instead lose a Health Point, and if you lose all of yours then the Chapter is failed.



Once you have hit 3 flashing Lanes within the timer a total of 6 times, the Issue will be completed.

Wizard Mode – Issue 6 *Timed*

Once you have completed all the Issue Chapters, Issue 6 will become available at the Issue Selection. Repeat the process explained earlier in the Guide under the 'Issue Modes' section of the Guide to gain access.

Chapter 9 – Play With Me *Timed* -

In this Chapter you will be playing against Deadpool himself. The Chapter is split into 3 Stages.

1. You will have 60 Seconds to score more Points than Deadpool.



The trick here to scoring more is by performing combos. As previously explained, this requires 3 successful shots in order, otherwise the combo will reset. Simply start the combo by shooting a Ramp, Hole or Orbit. Then a combo notification will light up indicating where the 2nd shot required is located. If successful another combo notification will light up and if successful on hitting the 3rd shot you will have successfully completed a combo.

The combo that I do on this Chapter to complete it easy is as follows –

- Hit the Ball round the Left Orbit (3).
- Send the Ball up the Weasel Ramp (5) with the Top Right Flipper.
- Finally hit the Ball up the Right Centre Ramp (9).

Note that you have 10 Seconds between each shot to hit the next, otherwise the combo will fail and you will need to repeat the process.

2. Once you complete the 1st Stage you will then need to hit all of the flashing Lanes within the 60 Second time limit. Repeat a further 2 times to complete the Issue and go onto to the Wizard Multiball Mode.



3. This is the Wizard Multiball Mode; once this begins the Ball will be magnetised to the centre of the Playfield, and then Deadpool will drive his Katana into The Table which will split the Ball into 2.



Now hit the flashing Lanes to score **Jackpots** awards and you can make the Multiball become a 4 Ball affair by hitting the Balls at the Katana. You can also gain **Super Jackpot** awards once you have gain enough **Jackpot** awards and hit the Ball up the flashing Deadpool Ramp (8).

This Wizard Multiball Mode will continue as long as you have a minimum of 2 Balls in play. After losing the Multi-Ball, the Table will reset. You will also be rewarded with an **Extra Ball** for completion of all the Chapters.

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Cloda, 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 -

"Hey playa it's yours truly, WHAT! Not him! It's me Deadpool! My Guidez show ya just some of my Pinball awesomeness, because it would be too much awesomeness for this Adobe Ready thingy….. YEP IM AWESOMETACULAR…. AND HEYA ZEN IM THE BEST AT WHAT I DO, BUT UMMM….. LINE? HEY DON'T YOU IGNORE ME PLAYA AY!!!!"



Yours
ShoryukenToTheChin….

Forget him I taught him all he knows, darn hack!
YoURs TruLY DEADPOOL!!!