Doctor Strange Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Doctor Strange Targets/Sink Hole
2. Left Orbit
3. Arcane Ramp
4. Alchemy Ramp
5. Wisdom Mini - Orbit
6. Dormammu Targets/Sink Hole
7. Spirit Ramp
8. Nightmare Targets/Sink Hole
9. Intellect Ramp
10. Right Orbit
11. Baron Mordo Targets/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

***Notice*: This Guide is based on 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

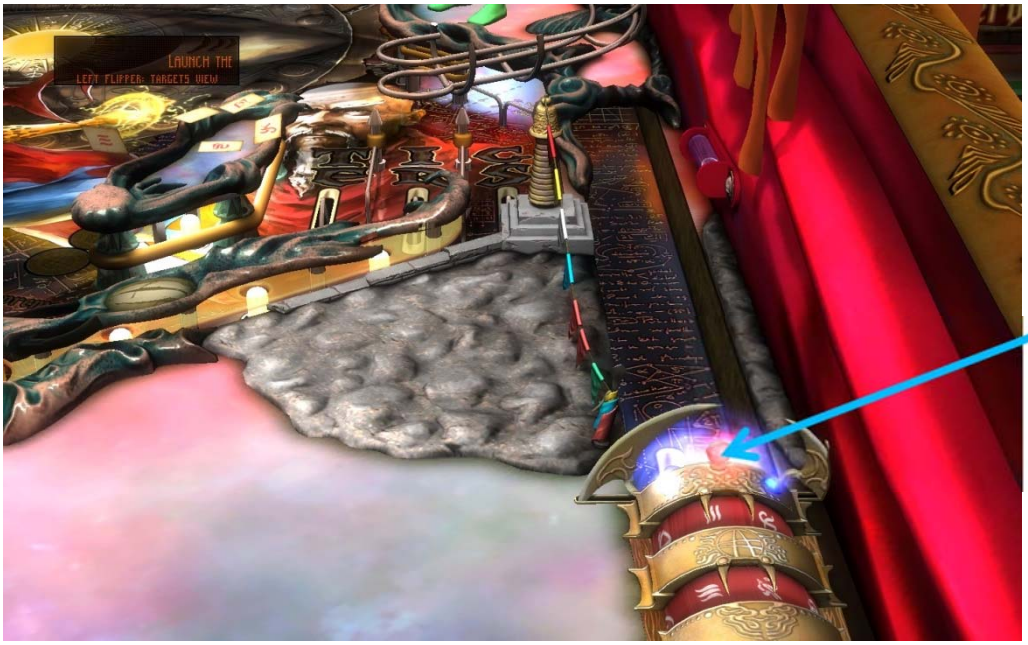
This Table came about as a result of the partnership between Zen Studios and Marvel; this license allowed Zen to produce a whole range of Tables based on Marvel Comics vast library of characters, some other Tables include Fantastic Four & Captain America.

This Table really envelopes you in the mystic world of Doctor Strange; Demons, Dimensions you name it… the Table most likely has it in some way or form. As you play through the Table you will battle against some of Doctor Strange's most deadly foes like Nightmare, Baron Mordo and the dreaded Dormammu.

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

Skill Shot -

To acquire a Skill Shot award you will need to launch the Ball from the Plunger with enough power that it will land in the flashing Multiplier Rollover (to see which Rollover is flashing simply hold down the Left Flipper Button) -



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

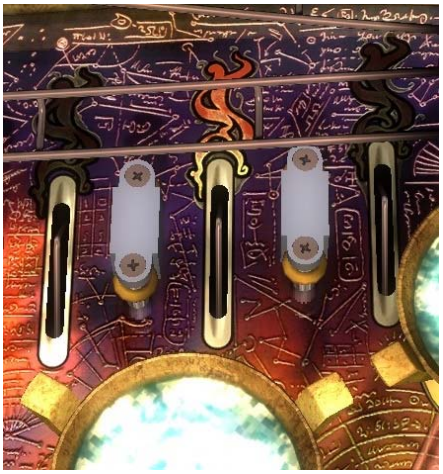
Pull back the Stick just enough until the small Red light appears. You can check exactly where to aim using the Left Flipper Button.

Skill Shot Rollover Targets –

Left Rollover



Middle Rollover

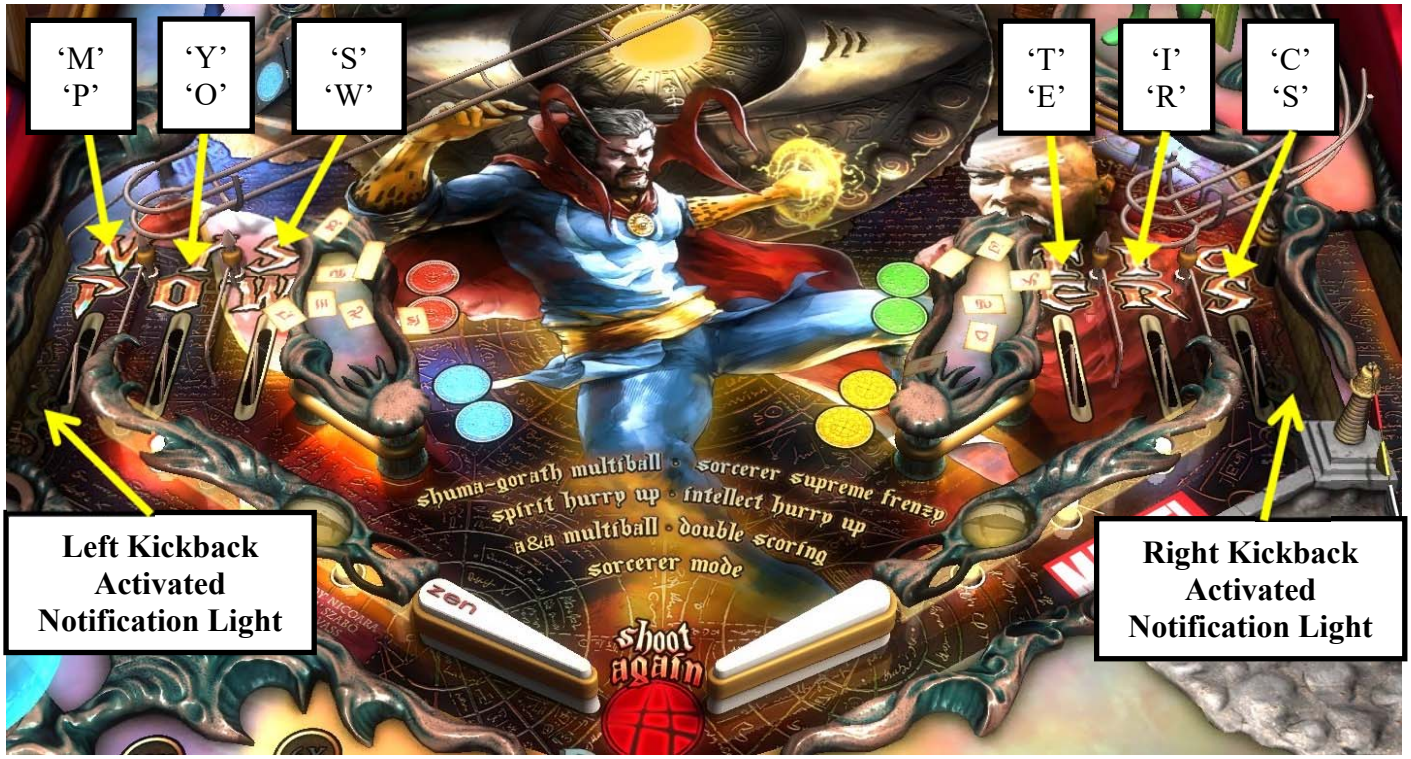


Right Rollover



Kick Back & Ball Save

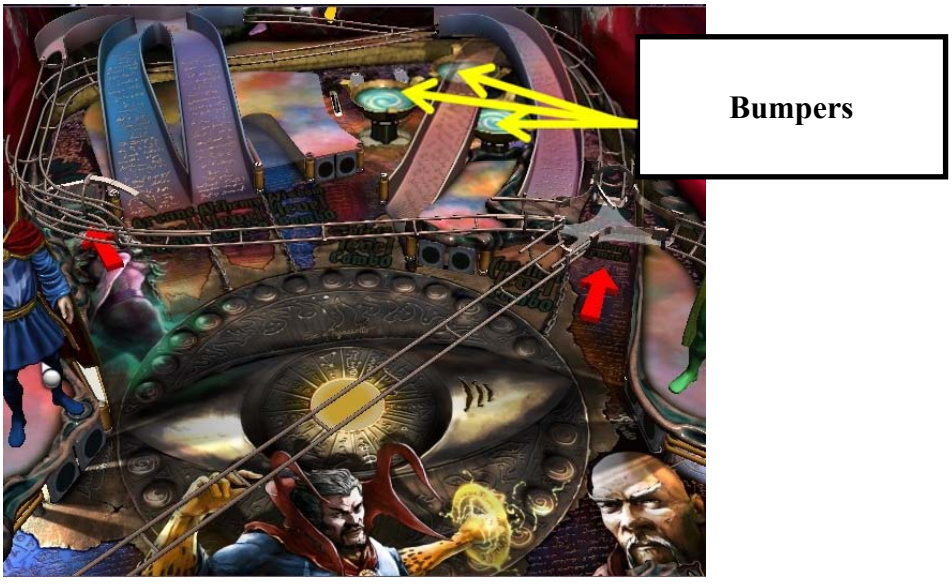
Kickback –To activate the Kickbacks you must light up the Rollovers on the In & Outlanes, that spell 'MYSTIC POWERS', using the Flipper Buttons on your Controller to alternate the Rollovers so the Ball rolls through an unlit Rollover.



Note - This Table resets the Kickbacks upon draining your Ball

Ball Save –

This is activated in certain Modes, but it can be manually activated by performing the following action – hit the Bumpers a total of 50 times.



Note – Ball Save remains active until you lose the Ball or the Ball Save 30 Second time limit runs out!

Extra Balls

There are **3** Ways to achieve an **Extra Ball** –

- ***Method 1***: *Dormammu 1st Mission "Occupying Doctor Strange Body";* look later in the Guide under 'Main Missions – Dormammu Missions – Dormammu Mission 1…' section for more information. After completion, hit a further 10 Ramps etc. to be awarded with an **Extra Ball**.

- ***Method 2***: *Random Award;* given as a Random Award look later in the Guide under the section 'Random Award Mode' for more information on how to acquire this **Extra Ball**.

- ***Method 3***: *Completion of the 10x times Multiplier*; look just below this in the section titled 'Raising the Multiplier' for details on how to acquire this **Extra Ball**.

Raising the Multiplier

You can raise the Multiplier Level on this Table by rolling the Ball down the Multiplier Rollover these are located just above the Bumpers, use the Flipper Buttons to alternate between the Rollover Lights. After which the Multiplier Level will advance to 2x times Multiplier.



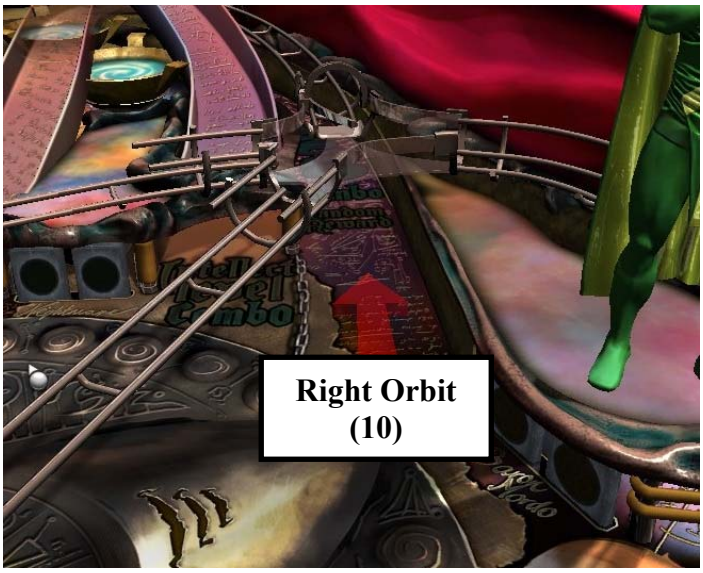
Repeat the above again to reach 4x times Multiplier and so forth.

The max Multiplier Level is 10x times Multiplier, an **Extra Ball** is then awarded.

Note – Multiplier Level resets upon draining the Ball.

Random Award Mode-

Hit the Right Orbit (10) 6 times to activate a diverter at the Left Orbit (2), hit the Right Orbit (10) once more to collect a Random Award.



These Awards range from –

- Activation of the Ball Save
- Activation of Kickback
- **Extra Ball**
- 1 Million Points
- 5 Million Points
- Raising of the Multiplier Level

Double Scoring -

Hit the Left Orbit (2) 6 times to activate a diverter at the Right Orbit (10), hit the Left Orbit (2) once more to enable Double Scoring for 30 Seconds.

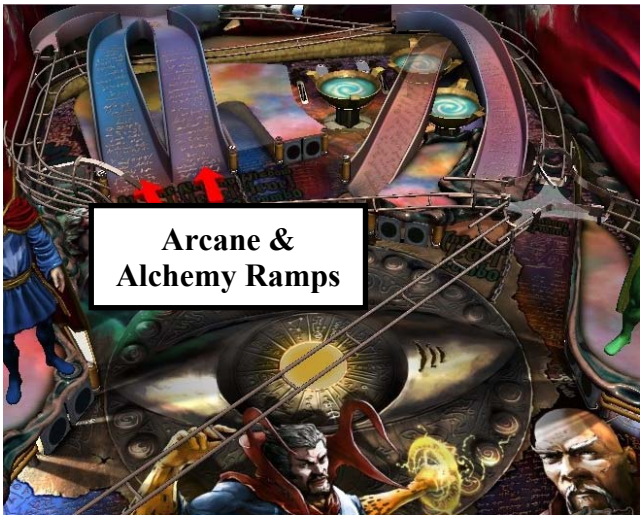


Lane Hurry Up Modes etc.

***Note** - Some of the Modes described below are **stackable** e.g. so by keeping the Arcade & Alchemy Multiball Mode active; you can start some of the other Hurry Ups and even the Sorcerer Frenzy.**

***Arcane & Alchemy Multiball Mode** *2 Balls** -

To activate this Mode you will first need to complete the Arcane & Alchemy Training; this is achieved by –



- ***Arcane Training***; hit the Arcane Ramp (3) a total of 5 times to light up all the Letters of 'LEVEL' under the Ramps entrance thus completing the Training.

- ***Alchemy Training***; hit the Alchemy Ramp (4) a total of 5 times to light up all the Letters of 'LEVEL' under the Ramps entrance thus completing the Training.

Once you have done the above the Multiball Mode will begin; you need to set the **Jackpot** value as quickly as possible as it counts down from the maximum (initially at 1 Million Points) to 100,000 Points per **Jackpot**. Each time you repeat the Arcane and Alchemy training to the start the Multiball Mode the maximum **Jackpot** value increases in increments of 500,000 Points to a maximum of 5 Million Points per **Jackpot**. When you eventually drain your Ball, the **Jackpot** resets to 1 Million Points per **Jackpot**.

Set the **Jackpot** value by hitting the 2 or so flashing Lanes, now all the Lanes will then be flashing and each time you hit them you will collect the **Jackpot** value that you previously set.

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

After the Multiball ends you will then see that the 'ARCANE' & 'ALCHEMY' notification light is lit up, this confirms you have successfully done all the levels of the training.

Eye of Agamotto -

To activate this Mode you will first need to complete the Wisdom Training; this is achieved by sending the Ball round the Wisdom Mini – Orbit (5) a total of 5 times to light up all the Letters of 'LEVEL' under the Mini - Orbits entrance.



You will then see that the 'WISDOM' notification light is lit up, this confirms you have successfully done all the levels of the training.

After which a Sink Hole will appear in the middle of the Playfield where the Eye of Agamotto is located –



Once you hit the Ball into that Sink Hole you will be taken to the Eye of Agamotto Mini - Playfield

***Tip** - You can actually nudge the Mini - Playfield and it really comes in handy. Performing a "nudge pass" is very useful in keeping the Ball under control. Keep in mind though, that the tilt warnings still apply here.**



If the Ball hits this little pin that prevents the Ball from draining, you can reactivate it by hitting the Ball straight up a couple of times until the 4 Blue Ninja Star looking shapes above the Yellow Orb is lit up. You will hear a Gong sound each time you hit it correctly.

The Goal here is to hit all of the Lanes a total of 3 times each and the reward is 5 Million Points, if the Ball drains you will return to the normal Table Playfield and will have to repeat the above to re-access this Mini – Playfield again.

Spirit Hurry Up Mode -

To activate this Mode you will first need to complete the Spirit Training; this is achieved by sending the Ball up the Spirit Ramp (7) a total of 5 times to light up all the Letters of 'LEVEL' under the Ramps entrance.

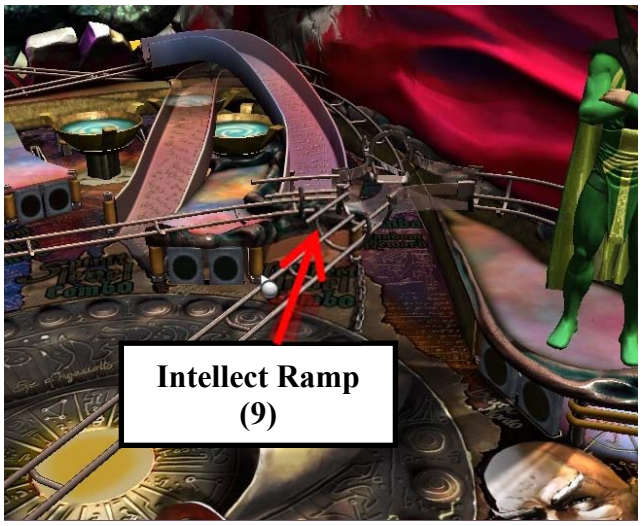


Upon doing so the Hurry Up Mode will begin where you will see Points counting down on the Dot – Matrix, this countdown always starts at 3 Million Points no matter how many times you repeat it. Collect the Points shown by hitting the Ball up the flashing Lanes.

When the Points reach 0 the Hurry Up Mode will end resulting in the 'SPIRIT' notification to light up, this confirms you have successfully done all the levels of the training.

Intellect Hurry Up Mode –

To activate this Mode you will first need to complete the Intellect Training; this is achieved by sending the Ball up the Intellect Ramp (9) a total of 5 times to light up all the Letters of 'LEVEL' under the Ramps entrance.



Upon doing so you will have a few seconds to send the Ball back up the Intellect Ramp (9) to collect the Points award. This award starts at 1 Million Points, then increases by 500,000 Points each time you redo this Hurry Up Mode.

You will then see that the 'INTELLECT' notification light is lit up, this confirms you have successfully done all the levels of the training.

Sorcerer Frenzy Mode –

Once you have completed all the levels of Training (Explanations of how to do so are listed in the above pages) for –

- Arcane
- Alchemy
- Wisdom
- Spirit
- Intellect

You then need to send the Ball up the Arcane Ramp (3); a pulsating Blue Orb will also be visible on the Ramp –



The Sorcerer Frenzy Mode will begin –



You are given a time limit and all of the Lanes will be flashing, hit those Lanes to collect Big Point awards before the timer runs out. Each time you activate the Sorcerer Frenzy Mode the base Jackpot score for hitting the flashing Lanes will increase; it will increase by 1 Million Points per lit shot each time. If you happen to hit all the flashing Lanes before the time runs out, both balls also explode and the mode ends.

Multiball Mode

Shuma Gorath Multiball *3 Balls* -

To activate this Multiball Mode you must first send the Ball round the Orbits; Left Orbit (2) & Right Orbit (10) a total of 3 times each -





After which Shuma Gorath will lay one of his Tentacles on the Alchemy Ramp (4). Simply hit the Ball at the Tentacle and Shuma Gorath will grab it (locks the Ball); repeat the above process a further 2 times to start the Shuma Gorath Multiball Mode.

Once the Multiball begins you can gain **Jackpot** awards by hitting the flashing Lanes, and a **Super Jackpot** award for hitting all of the flashing Lanes.

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

Main Missions

Doctor Strange Missions

To start a Doctor Strange Mission you must first hit the 2 Drop Down Targets on the Doctor Strange Targets/Sink Hole (1) –



Once you have done the above, hit the Ball into the **Blue** Sink Hole which will now be accessible via the Doctor Strange Targets/Sink Hole (1). Shown below -



Increase the Doctor Strange Mission Jackpot -

This is achieved by completing all 5 Levels of the Arcane Training (explained earlier in the Guide under ‘Lane Hurry Up Modes etc. – Arcane & Alchemy Multiball Mode’ section).



Doctor Strange Mission 1 – 25 Million Points *Timed*



Doctor Strange must locate the Book of the Vishanti; you will need to hit the floating symbols on the Eye of Agamotto part of the Playfield (just above the Flippers) a total of 6 times –



You have 15 Seconds to hit the Symbol, and each time you do so the timer will reset back to 15 Seconds. Once you hit 6 Symbols the Mission is completed and you gain 25 Million Points.

Doctor Strange Mission 2 – 50 Million Points *Non - Timed*



***Note** - you have to have a minimum of 2 Balls in play during this Mission, otherwise the Mission will fail thus resulting in needing to reactivate the Mission.**

Baron Mordo is trying to steal the Book of the Vishanti; you will be given a 3 Ball Multiball, you are then required to hit all of the flashing Lanes once.



As soon as you hit all of the flashing Lanes you will then need to lock the remaining Balls into the Sink Holes to complete the Mission. After a Ball is locked that Sink Hole will close etc. –

- Doctor Strange Targets/Sink Hole (1)
- Nightmare Targets/Sink Hole (8)
- Baron Mordo Targets/Sink Hole (11)



You will then be awarded 50 Million Points for completion of this Mission.

Dormammu Missions

To start a Dormammu Mission you must first hit the 2 Drop Down Targets on the Dormammu Targets/Sink Hole (6) –



Once you have done the above, hit the Ball into the **Red** Sink Hole which will now be accessible via the Dormammu Targets/Sink Hole (6). Shown Below -



Increase the Dormammu Mission Jackpot -

This is achieved by completing all 5 Levels of the Alchemy Training (explained earlier in the Guide under 'Lane Hurry Up Modes etc. – Arcane & Alchemy Multiball Mode' section).



Dormammu Mission 1 – 25 Million Points *Non - Timed*



***Note** - you have to have a minimum of 2 Balls in play during this Mission, otherwise the Mission will fail thus resulting in needing to reactivate the Mission.**

Dormammu has possessed your Body; a 3 Ball Multiball will start and you will need to hit a total of 10 flashing Lanes to exorcise Dormammu from your Body.



If you manage to hit 10 flashing Lanes the Mission will be completed and you will be awarded 25 Million Points. You then will have the chance to attain an **Extra Ball** by hitting a further 10 flashing Lanes with the Multiball –

***TIP** - During this Mission you can also take advantage of the fact that all shots into either of the Orbits get diverted into the Bumpers through the Rollovers. This can be put to good use to quickly build up your multipliers and earn another Extra Ball, not to mention activating the Ball Save.**



Dormammu Mission 2 – 50 Million Points *Timed – 85 Seconds*



Dormammu's mindless ones are attacking; the Mission is timed at 85 Seconds, in that time you must hit the Sink Holes in the order shown on the Dot – Matrix (from Left to Right). If you hit the wrong hole it will result in the order being reshuffled and you need to start again from the Left -



I will now explain what each of the 3 Faces on the Dot – Matrix require you to hit –



Doctor Strange - hit the Doctor Strange Target/Sink Hole (1).

Dormammu - hit the Dormammu Target/Sink Hole (6).

Nightmare - hit the Nightmare Target/Sink Hole (8).

Once you have hit the 3 Sink Holes in the correct order then you will need to repeat it a further 2 times to complete the Mission. The reward for completion is 50 Million Points.

Nightmare Missions

To start a Nightmare Mission you must first hit the 2 Drop Down Targets on the Nightmare Targets/Sink Hole (8) –



Once you have done the above, hit the Ball into the **Green** Sink Hole which will now be accessible via the Nightmare Targets/Sink Hole (8). Shown Below –



Increase the Nightmare Mission Jackpot -

This is achieved by completing all 5 Levels of the Spirit Training (explained earlier in the Guide under 'Lane Hurry Up Modes etc. – Spirit Hurry Up Mode' section).



Nightmare Mission 1 – 25 Million Points * Timed*



Nightmare has imprisoned Doctor Strange in the Dream Dimension; you will have to hit the flashing Ramp within 20 Seconds, which will be 1 of these 3 Ramps –

- Arcane Ramp (3)
- Alchemy Ramp (4)
- Intellect Ramp (9)

Example – the Image below shows that the Intellect Ramp is flashing and that you would need to hit it to advance in the Mission.



You then will need to sink the Ball into the Nightmare Targets/Sink Hole (8) within 20 Seconds –



After doing the above two steps you will need to repeat the process a further 2 times to complete the Mission. You will then be rewarded with 25 Million Points.

Nightmare Mission 2 – 50 Million Points *Timed – 2 Minutes*



Doctor Strange has ventured into the Dream Dimension to battle Nightmare.



You will notice that Nightmare is surrounded by a Shield which changes colour every 10 Seconds, the goal here to break his Shield a total of 3 times. This is done by hitting the Ball into the corresponding coloured Sink Hole, but you will first have to open up the Sink Holes which is done by hitting these Ramps –

- Left Orbit (2) or Arcane Ramp (3) will open the **Blue** Sink Hole - Doctor Strange Targets/Sink Hole (1).
- Alchemy Ramp (4) or Wisdom Mini – Orbit (5) will open the **Red** Sink Hole - Dormammu Targets/Sink Hole (6).
- Intellect Ramp (9) or Right Orbit (10) will open the **Green** Sink Hole - Nightmare Targets/Sink Hole (8).

Below shows an example of all 3 Sink Holes opened –



By having all 3 Sink Holes opened at the same time you can simply hit the right Sink Hole when Nightmare's Shield colour matches said Sink Hole. Do note that if you hit the incorrect coloured Sink Hole it will close and if you wish to open it again you must re-hit the Ramp/Orbit required.

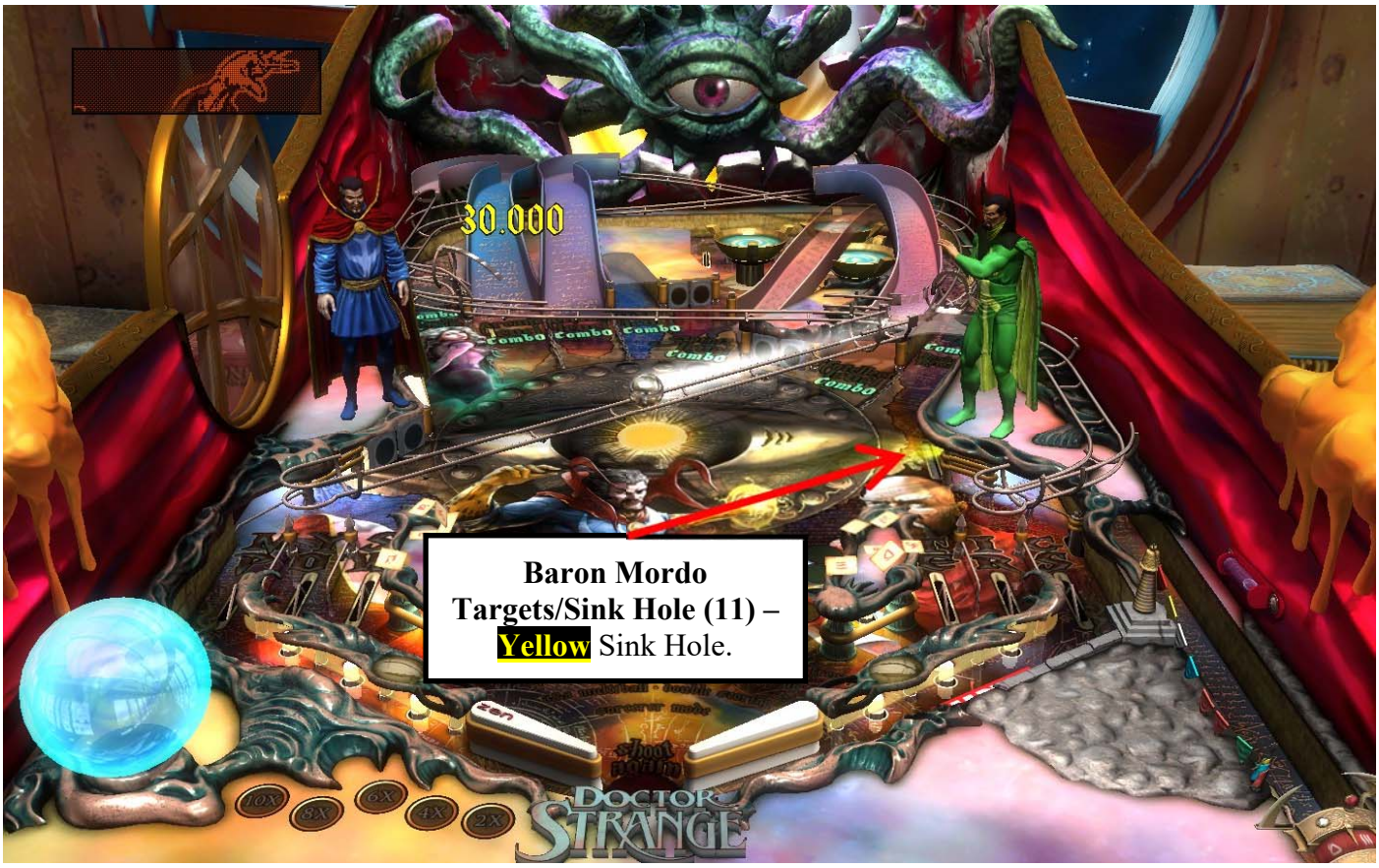
Simply lock the Ball into the correct Sink Hole 3 times to complete the Mission and you will be awarded with 50 Million Points.

Baron Mordo Missions

To start a Baron Mordo Mission you must first hit the 2 Drop Down Targets on the Baron Mordo Targets/Sink Hole (11) –



Once you have done the above, hit the Ball into the **Yellow** Sink Hole which will now be accessible via the Baron Mordo Targets/Sink Hole (11). Shown Below –



Increase the Baron Mordo Mission Jackpot -

This is achieved by completing all 5 Levels of the Intellect Training (explained earlier in the Guide under ‘Lane Hurry Up Modes etc. – Intellect Hurry Up Mode’ section).



Baron Mordo Mission 1 – 25 Million Points * Timed*



Doctor Strange fights Baron Mordo in a duel; upon starting this Mission coloured Portals will appear on the Table Playfield –



First see which Lane is flashing and which coloured Portal is at its entrance, now hit the Ball into the corresponding Portal to make the Ball go up the flashing Lane. You have 20 Seconds to do so, once you have done so another Lane will begin to flash and the timer will reset back to 20 Seconds. Repeat the above process a further 4 times to complete the Mission and attain a 25 Million Point bonus.

Baron Mordo Mission 2 – 50 Million Points *Non - Timed*



***Note** - you have to have a minimum of 2 Balls in play during this Mission, otherwise the Mission will fail thus resulting in needing to reactivate the Mission.**

Baron Mordo is trying to summon beings from other dimensions; you will immediately be given a 2 Ball Multiball, the goal here is to send the Balls up the make-shift Ramps, that Doctor Strange has made, and into the Portals enough times to close them –



Both of the Portals start at 50% and the percentage gradually increases over time. Each time you successfully hit a Portal, the percentage will decrease by about 20%. You will need to get them both down to 0% to complete the Mission.

If you manage to close 1 Portal, you will go down to 1 Ball and you will only have 1 Ramp to hit, which will make things much easier for you.



Usually 5 or 6 hits into each Portal are enough to close them. Once both Portals are closed, the Mission is completed and you will be rewarded with 50 Million Points.

Wizard Mode – Sorcerer Mode

Once you beat all the 8 Main Missions, you need to get the Ball into one of the 4 Sink Holes to start up the Wizard Mode –



Explanation on how to complete the Sorcerer Mode starts on the **Next Page…..**

Sorcerer Mode *Non – Timed* *100 Million Points*

***NOTE** – You are only allowed to fail the Sorcerer Mode (Wizard Mode) once, you get a second chance to complete it but after that the Table will reset!**

I will now list the Stages of the Sorcerer Mode –

1. You will have to hit the 3 Flashing Lanes;



2. Hit the Ball into the Eye of Agamotto Sink Hole;



3. Ramps will then rise up from the Eye of Agamotto Playfield, simply hit the flashing Green Ramp a total of 3 times. If you hit the wrong Ramp 5 times the Wizard Mode will fail;



4. You will then be given a Multiball, the goal here is to hit the Bumpers enough times to fill the metre displayed on the Dot – Matrix;

***Note** - you have to have a minimum of 2 Balls in play during this section of the Wizard Mode, otherwise the Wizard Mode will fail thus resulting in needing to reactivate it.**



5. Lock remaining Balls into the Eye of Agamotto Sink Hole;



6. Now you will need to repeat the above 5 Stages a **2nd** time to complete the Sorcerer Mode (Wizard Mode).

You will then be awarded 100 Million Points for successful completion of the Sorcerer Mode (Wizard Mode).

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Skyway73 & Cloda**. 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 -

"Behold the light of Agamotto!"

Yours
ShoryukenToTheChin