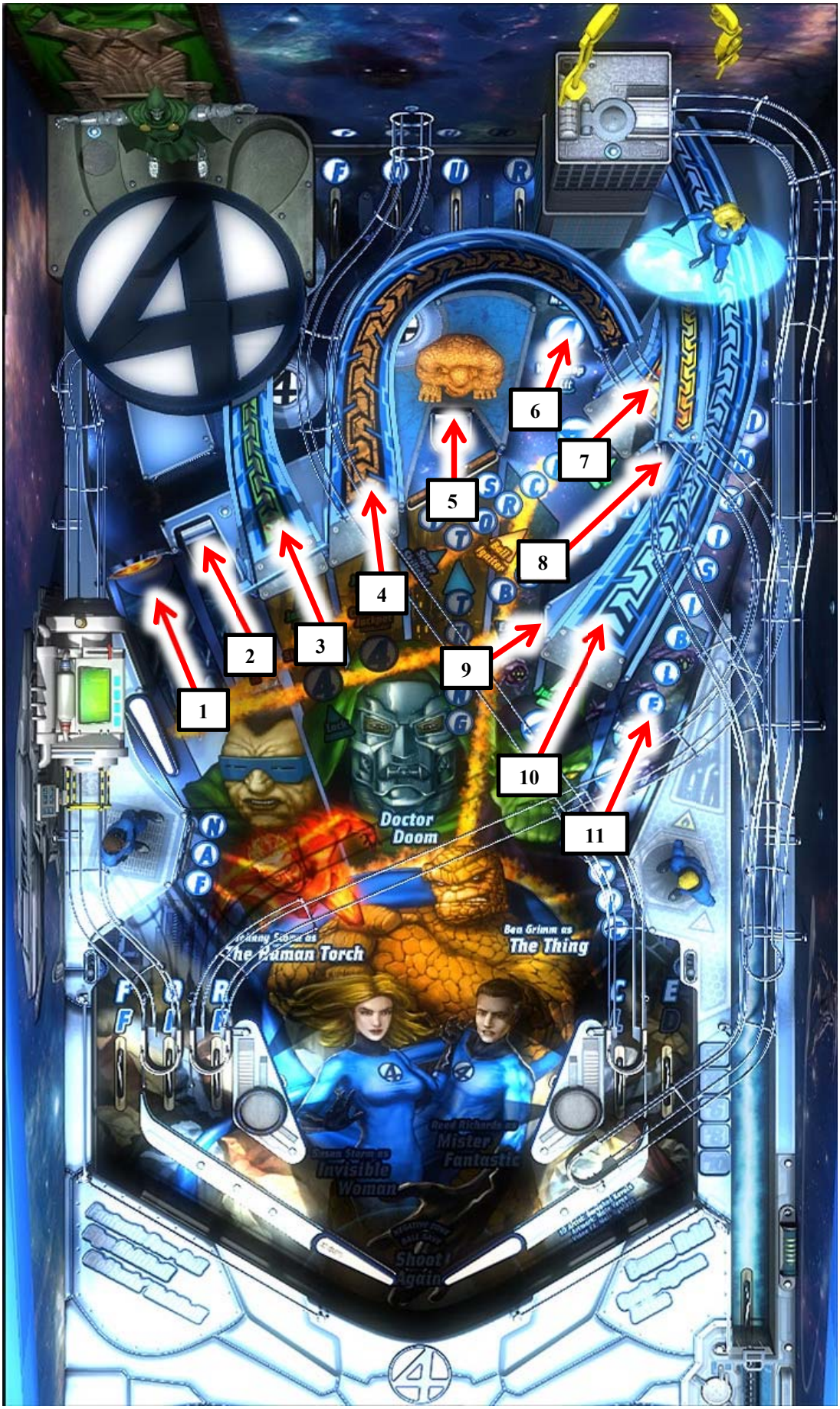
Fantastic Four Table Guide
By ShoryukenToTheChin



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

1. Left Orbit
2. Mission Sink Hole
3. Doctor Doom Ramp
4. The Thing Ramp
5. The Thing Sink Hole
6. Baxter Building Sink Hole
7. Human Torch Ramp
8. Baxter Mini – Orbit
9. Extra Ball Target
10. Invisible Woman Ramp
11. Right Orbit

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

The Fantastic Four Table was the fifth table made in the Marvel Pinball series; this Table incorporated the 4 Members of the Fantastic Four (Mister Fantastic, Invisible Woman, Human Torch & The Thing) into the Tables Playfield which resulted in a breathtakingly good piece of art in my honest opinion. The Table also featured nods to the Fantastic Four main villains such as Doctor Doom, and the Devourer of World… Galactus himself.

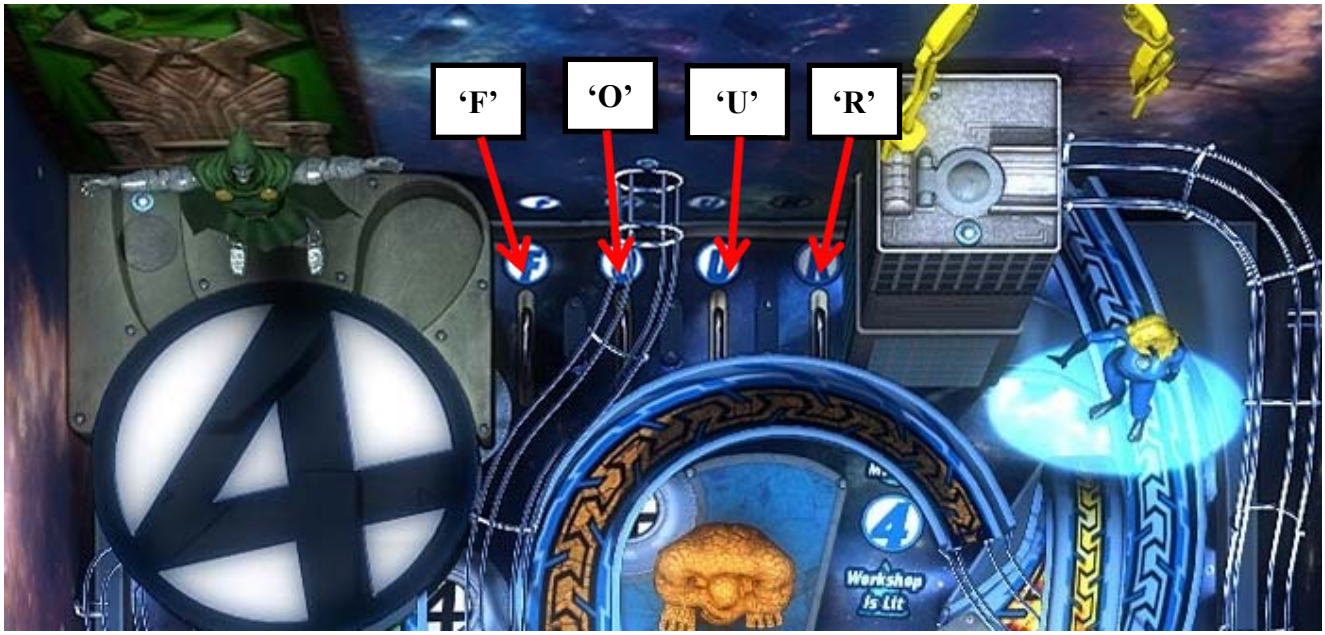
The Table featured mechanics which we had never seen in a Zen Studio Table, mechanics such as stackable Modes… Multiball Modes could be stacked for example you could have 2 Multiball Modes running at the same time etc.

I hope this Guide allows you to experience all this truly unique Table has to offer.

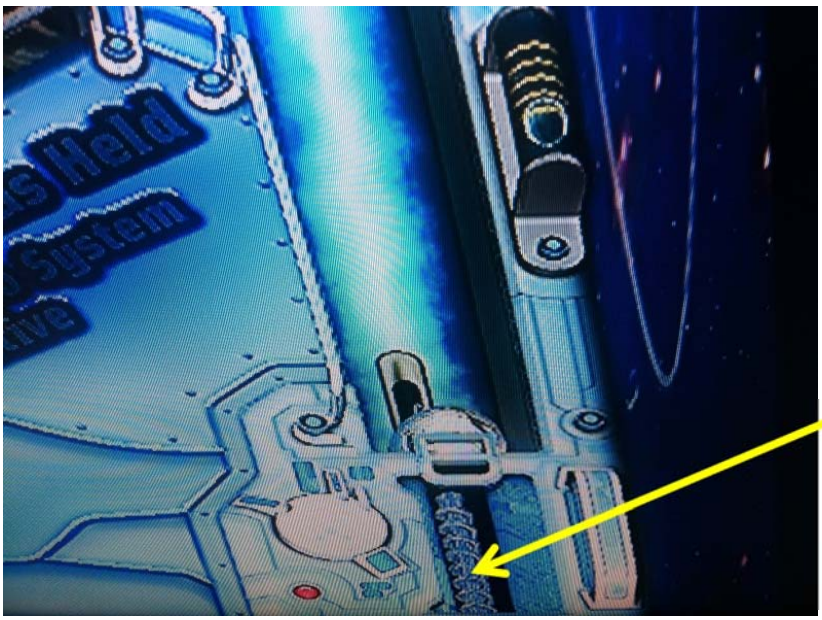
***Notice*: This Guide is based off of the Zen Pinball 2 (PS3/Vita) version of the Table on default controls. Some of the controls will be different on the other versions (Pinball FX 2, Marvel Pinball, and Marvel Pinball 3D, etc...), but everything else in the Guide remains the same.**

Skill Shot -

To achieve a Skill Shot on this Table you must have the Ball roll into the flashing 'FOUR' Multiplier Rollover; you can see which Rollover is lit by tapping the Left Flipper Button on your Controller, below is an Image which will show where these are located –



You will need to adjust the Plunger accordingly to get the Ball to roll into the Flashing Rollover –



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

You need to launch the Ball at <u>appropriate</u> strength for it to go into the flashing Rollover.

After collecting the Skill Shot award by dropping the Ball through the flashing Rollover you then have a chance to collect the Flaming Skill Shot by going up the Human Torch Ramp (7) -

<u>TIP</u> – you can skip the Skill Shot Rollover part and just launch the Ball at full power to go straight for the Flaming Skill Shot (explained below).

Flaming Skill Shot –



Kick Back & Ball Save

Kickback – To activate them you must light all 10 Letters of 'FORCE FIELD' these are located the In's & Outlanes –



Now there are 2 sets of Rollover Lights on the In's & Outlane's – the 'FORCE' Rollovers will always light up first if the Ball goes through an In or Outlane without any lit, now if the Ball goes through it and a 'FORCE' Rollover is already lit this will instead light up the one of the 'FIELD' Rollovers. You can shuffle the lit 'FORCE FIELD' Rollover lights by pressing the Flipper Buttons.

So this means you must go through the In & Outlanes a total of 10 times to activate the Left Kickback. Repeat this process again to activate the Right Kickback.

Note - This Table resets the Kickbacks earned if you lose a Ball

Ball Save – This Table has 2 Ball Save Mechanics –

- ***Normal Ball Save*** - which usually stops after 20-30 Seconds and which is given at the start of many of the Missions or given as Gift by the Thing (will get to this later).

- ***Negative Zone Ball Save*** – to activate this you must first hit The Invisible Women Ramp (9) and/or The Thing Ramp (4) 7 times to charge up the Negative Zone Ball Saver. It doesn't matter which Ramp you go up, you could even just go up the same Ramp 7 times if you wish.

  After you charge up the Negative Zone Ball Saver you must now engage it; this is done by hitting the Doctor Doom Ramp (3) a total of 8 times.
  A Diverter is now active on the Negative Zone Machine; the Ball must go through this. To make the Ball go through the Negative Zone Machine you need to the Ball up the Doctor Doom Ramp (3) each time you will see the Fantastic Four Symbol rotate. This decides 1 of 2 destinations for the Ball, so keep hitting the Ball up the Doctor Doom Ramp (3) until it sends the Ball through the Negative Zone Machine. Now you will know if in fact it will go through the Machine as the big '4' Symbol below where Doctor Doom is standing will be right side up '4'.

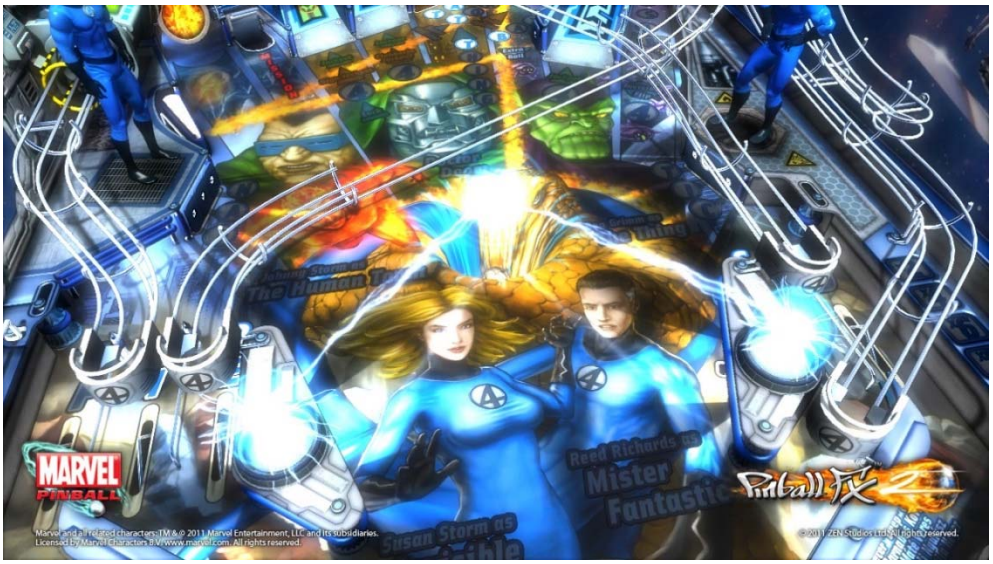
  So for example you would start of by –

  - Hit the Doctor Doom Ramp (3) - Ramp then alternates and the '4' Symbol turns to be right side up.
  - Hit the Doctor Doom Ramp (3) again – the Ball goes through the Machine.
  - Machine Enabled ¼
  - Now do the above a further 3 times for Machine Enabled 4/4 and you will activate Negative Zone Ball Save.

Note – Negative Zone Ball Saver remains active until you lose the Ball.

TIP - Another way to hit the Negative Ball Zone Computer is by playing the Mr. Fantastic Mission. Every time Mr. Fantastic grabs the Ball, he feeds it into the computer and it counts towards the Negative Zone Ball Save activation. Keep in mind though, that the seven Ramps shots need to be made before starting up the Mission.

When the Ball (eventually!!!) drains a singularity will appear in the middle of the Tables Playfield and Mister Fantastic will pull the Ball out of it thus saving the Ball –



To access the Negative Zone Ball Save again you will have to repeat the whole process but it's worth it.

Extra Balls

There are 5 ways to attain an Extra Ball; for the most part the Extra Ball Target (9) will light up and you will need to hit that to collect the Extra Ball, unless otherwise stated -

1. ***Method 1***: *Max out the Multiplier;* (explained just below the 'Raising the Multiplier' Section of the Guide).

2. ***Method 2***: *Perform a manual Invisible Flip;* (explained in the Section 'Invisible Flip Mechanic' of the Guide).

3. ***Method 3***: *Things Gift Award;* as a random award from the Thing Gift (explained later in the Guide under 'Things Gift' Section).

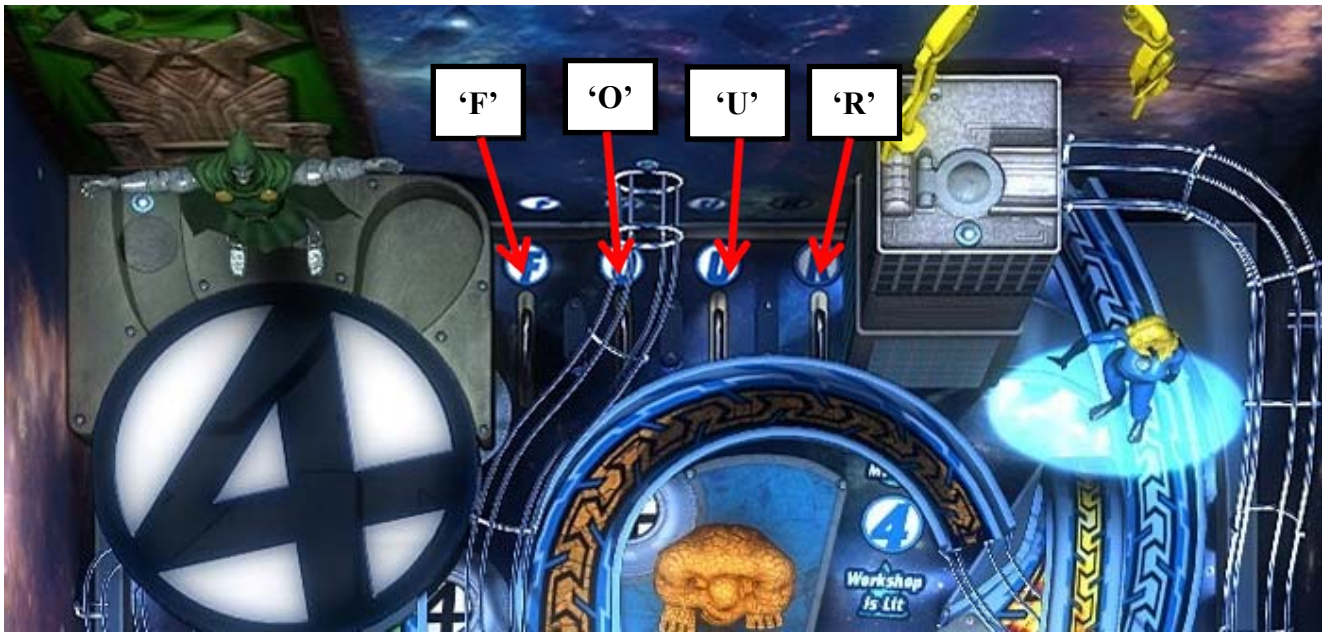
4. ***Method 4***: *Perform a 10 hit combo;* pretty much you have to go up the Ramps etc. with each successfully hit there is a small time frame to hit another Ramp etc. to have it register as a Combo.

   For example - hit the Human Torch Ramp (7) then immediately hit the Doctor Doom Ramp (3) if done in time that's a 2 hit Combo. Repeat that 10 times to receive an **Extra Ball**. If you hit any of the Sink Holes at any point your combo tally gets reset.

5. ***Method 5***: *Complete Level 4 of the Workshop Mini - Playfield Mode;* (look later in the Guide 'Workshop Mini – Playfield Mode' Section).

Raising the Multiplier

You can raise the Multiplier Level on this Table by making the Ball roll down the ‘FOUR’ Multiplier Rollovers –



These can be accessed by the Left Orbit (1) if the orbit is locked. Another way is by using the Baxter Mini – Orbit (8). This works the same way the Kickback lights work, you use the Flipper Buttons to change the lights so the Ball drops where it isn’t lit yet etc.

If you manage to max out the Multiplier at 10x times, you will light **EXTRA BALL** and you can collect it by hitting the Extra Ball Target (9).

Things Gift

The Thing Gift is activated by hitting the Bumpers behind the Thing Sink Hole (5) about 40 Times. You can get to those Bumpers by the Left Orbit (1) if the Orbit is locked. Another way is by using the Baxter Mini – Orbit (8). Once you have hit the Bumpers enough times, you then must lock the Ball into the Thing Sink Hole (5)



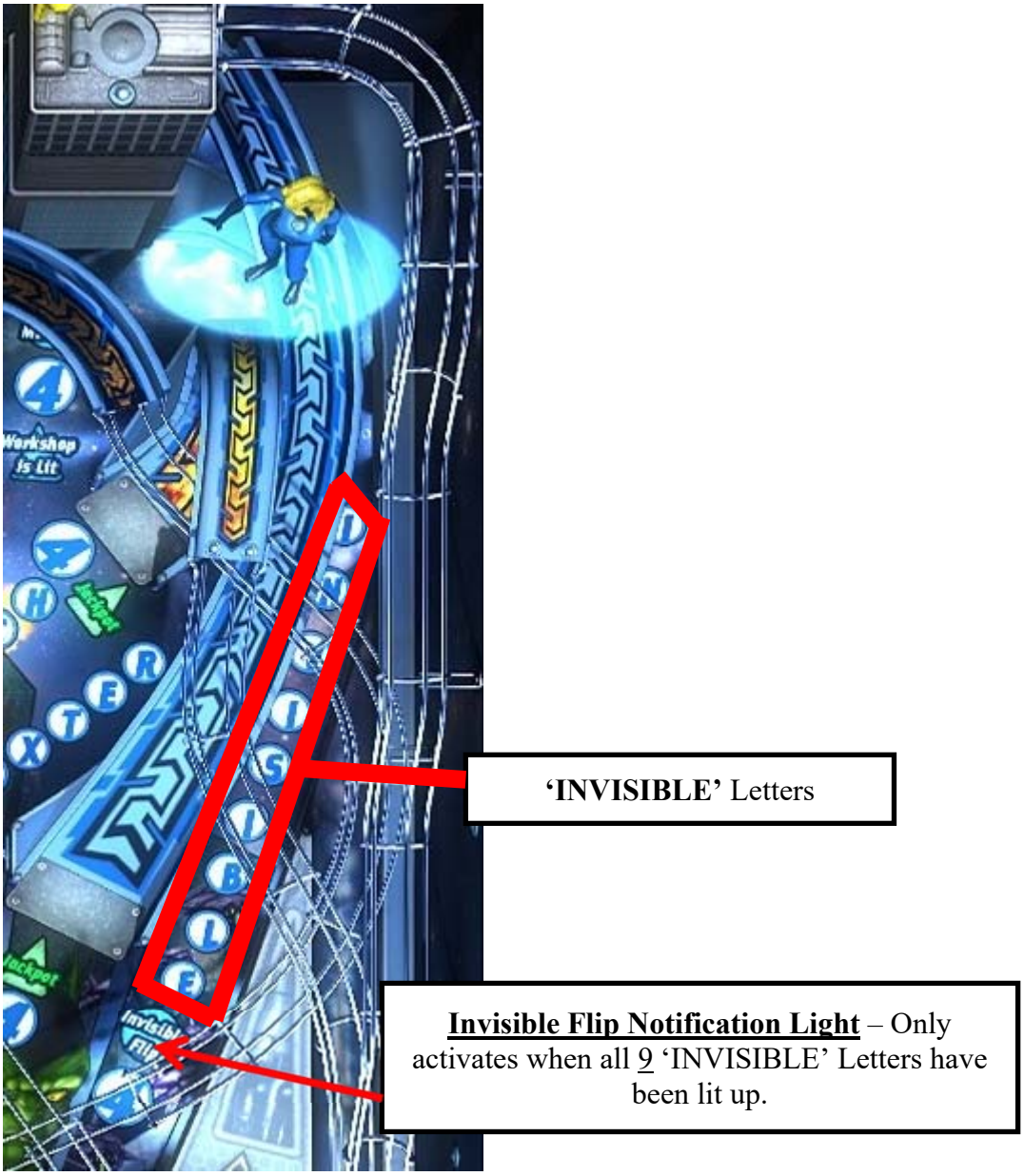
You then will be awarded with one of many Thing Gifts; if you are lucky you will be awarded an **EXTRA BALL**.

The below Images shows a Thing's Gift 'Bonus 10x' –



Invisible Flip Mechanic

You first need to collect all the 'INVISIBLE' Letters; this is done by repeatedly hitting the Ball around the Orbit – Left Orbit (1) &/or Right Orbit (10), each shot around either Orbit will light up 1 Letter of 'INVISIBLE'. Once you have hit the Orbits enough times the Invisible Flip Notification Light will be lit –



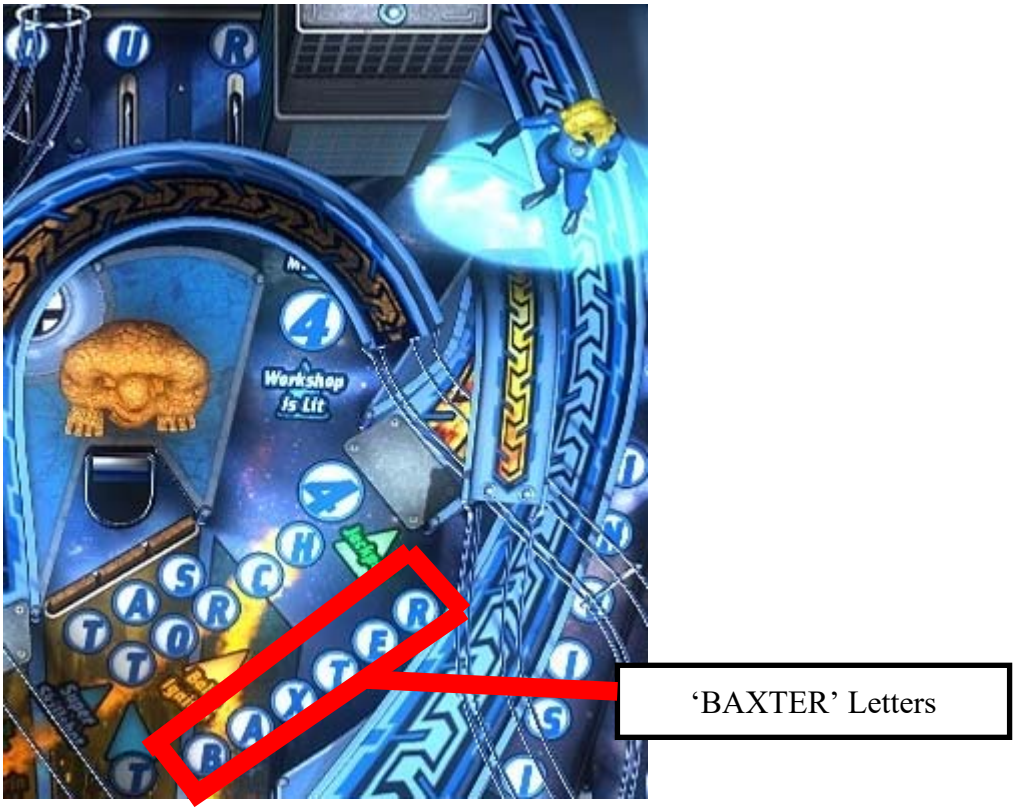
After which you will need to hit either Orbit 1 more time to engage this mechanic. Upon which the Ball will now be held just inside the Right Orbit (10) entrance. Now you will need to do the following when the Ball is sent back around the Right Orbit (10) –

- Quickly press both Flipper Buttons on your Controller, then as the Ball reaches the Top Left Flipper hit it up the Human Torch Ramp (7), remember timing is critical.

If you do the above successfully you will you will light up **EXTRA BALL** and you can collect it by hitting the Extra Ball Target (9).

Workshop Mini - Playfield Mode

This Mode is accessed by lighting all the 'BAXTER' Letters which are located on the runway to the Baxter Mini – Orbit (8). Hitting that Mini – Orbit will light up 1 letter of 'BAXTER' so to light all the Letters you would need to hit the Mini – Orbit 6 times –



Once you have done the above the Mini - Playfield Mode will become available, and you can access it by hitting the Baxter Building Sink Hole (6).

Now the game will take you to a Mini - Playfield where Herbie (The Flying Robot thing) will be scared about an incoming Skrull attack on the Baxter Building -



Upon entering the Mini – Playfield some Skrull Targets will begin moving towards the restricted area of the Playfield, if any reach there then the Mode will be failed. You hit the Skrulls with a movable Paddle that acts as a Flipper of sorts, the Ball can't drain so relax and give it your best shot!

The Paddle is controlled using the Flipper Buttons; it works like a Flipper but with restricted movement so you can't really hold the Ball and aim. For example the Ball is on the Right side of the Paddle so by pressing the Right Flipper Button the Ball will be launched to the Right, the closer to the middle of the Flipper the Higher and greater the angle in which it will be launched until it just goes straight up. Once you hit all the Skrull Targets the Mode is completed and you are awarded with 2 Million Points.

Now this Mode can be accessed repeatedly, by repeating the above steps but each time you access the Mode again (if you completed it a previous time), the level of difficulty increases.

Completion of **Level 4** difficulty will light **EXTRA BALL** and you can collect it by hitting the Extra Ball Target (9). This means you must rinse and repeat the above steps a further 3 times after the first successfully completion.

Multiball Modes

There are 3 Multiball Modes on this Table –

Clobberin' Multiball *2 - 4 Balls* –

This Multiball is activated by collecting all the 'THING' Notification Lights;



3 Drop Down Targets

'THING' Letters

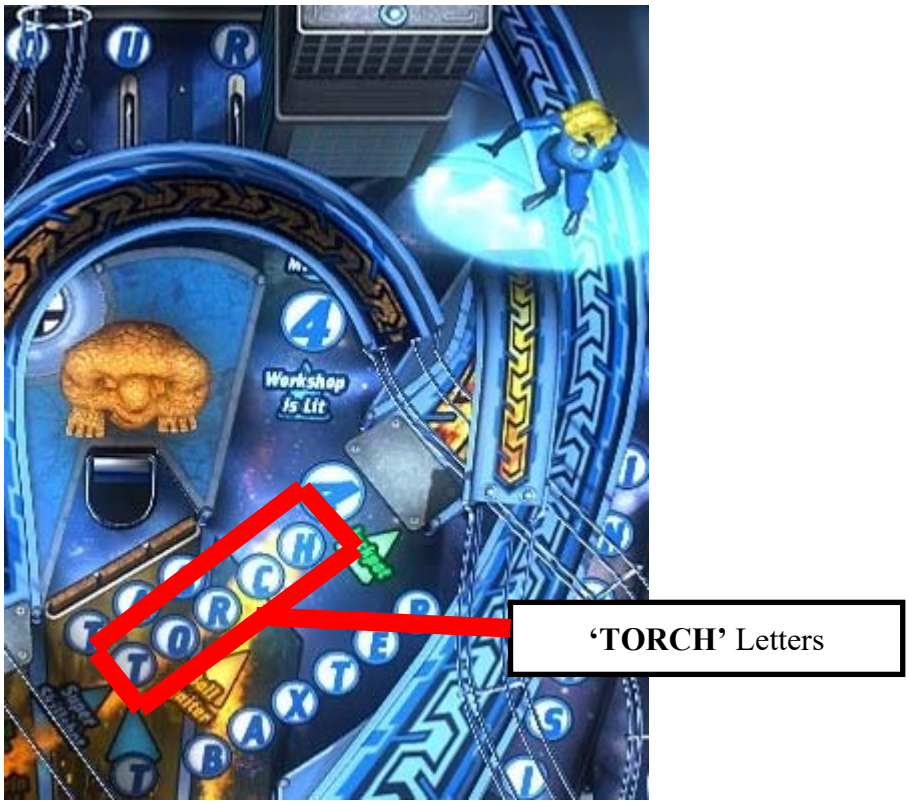
To do so you will need to knock down the Drop Down Targets that are in front of the Thing Sink Hole (5), after which you must then hit the Ball into the Thing Sink Hole (5) and upon doing so a Letter of 'THING' will be lit up. Repeat this process a further 4 times to successfully light all 5 Letters of 'THING'.

Once 'THING' is lit the Multiball Mode will begin; The Thing will routinely put his Fists in the way of the Thing Ramp (4), hit the Ball up that Ramp to earn **Clobberin' Jackpots** and hit the Bumpers to increase said **Jackpot**. The Thing will add another Ball for every **Jackpot** shot for the first 60 Seconds of the Multiball Mode.

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.

Sign Multiball *4 Balls* –

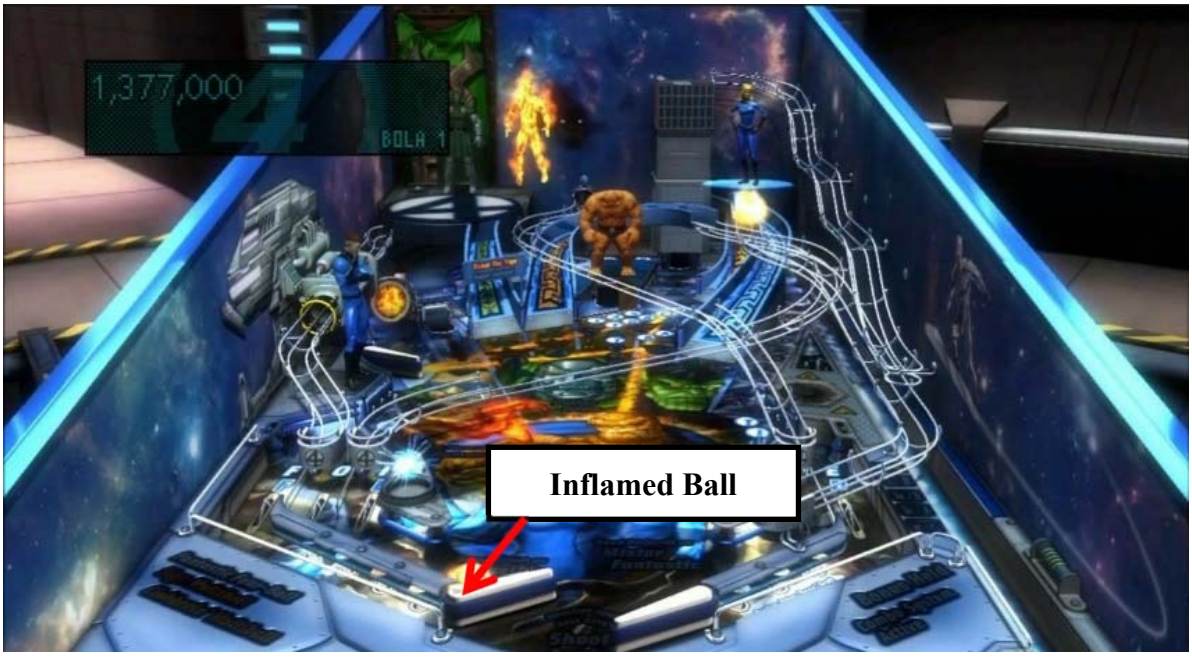
You first need to have the Ball inflamed, for this you need to have light the 'TORCH' Letters on the Torch Ramp (7), you do this by repeatedly sending the Ball up that Ramp and each time you do so you will gain a Letter of 'TORCH' –



The Spinner on the Torch Ramp (7) will now become inflamed; you now need to send the Ball up the Torch Ramp to set the Ball on Fire -



Upon doing the above, the Ball will now become inflamed –



Once the Ball is inflamed the Goal now is to hit the Doctor Doom Ramp (3) 4 times with it; but remember the inflamed Ball dies out when you don't shoot it fast enough up the Doctor Doom Ramp (3), you then need to re-hit the Human Torch Ramp (7) again to Flame On (light the Ball on Fire again) before you can continue the process of lighting up the Sign at the Doctor Doom Ramp (3). Repeat this until the Sign is successfully lit up.

Once the Sign is lit up the Multiball Mode will begin –



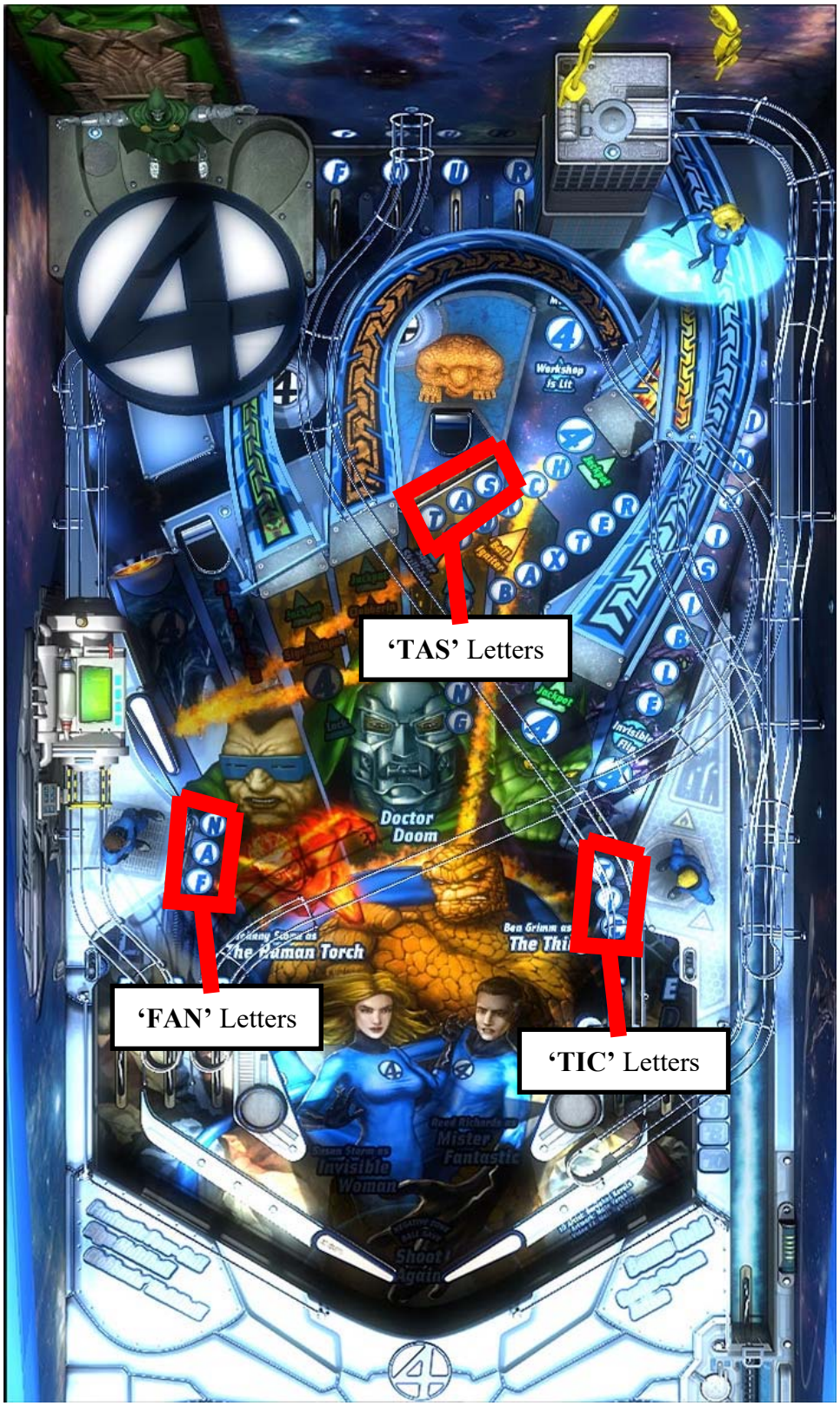
Now each time you successfully send the Ball through Left Orbit (1), as the Spinner rotates it increases the **Jackpot** and a shot up the Doctor Doom Ramp (3) collects said **Jackpot**. The Human Torch adds another Ball for every **Jackpot** shot in the first 60 Seconds of Multiball Mode.

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.

Fantastic Four-Ball Multiball ***4 Balls*** –

You must light up the ‘FANTASTIC’ letters to activate the locking ability on the Doctor Doom Ramp (3).

The 9 Targets are located –

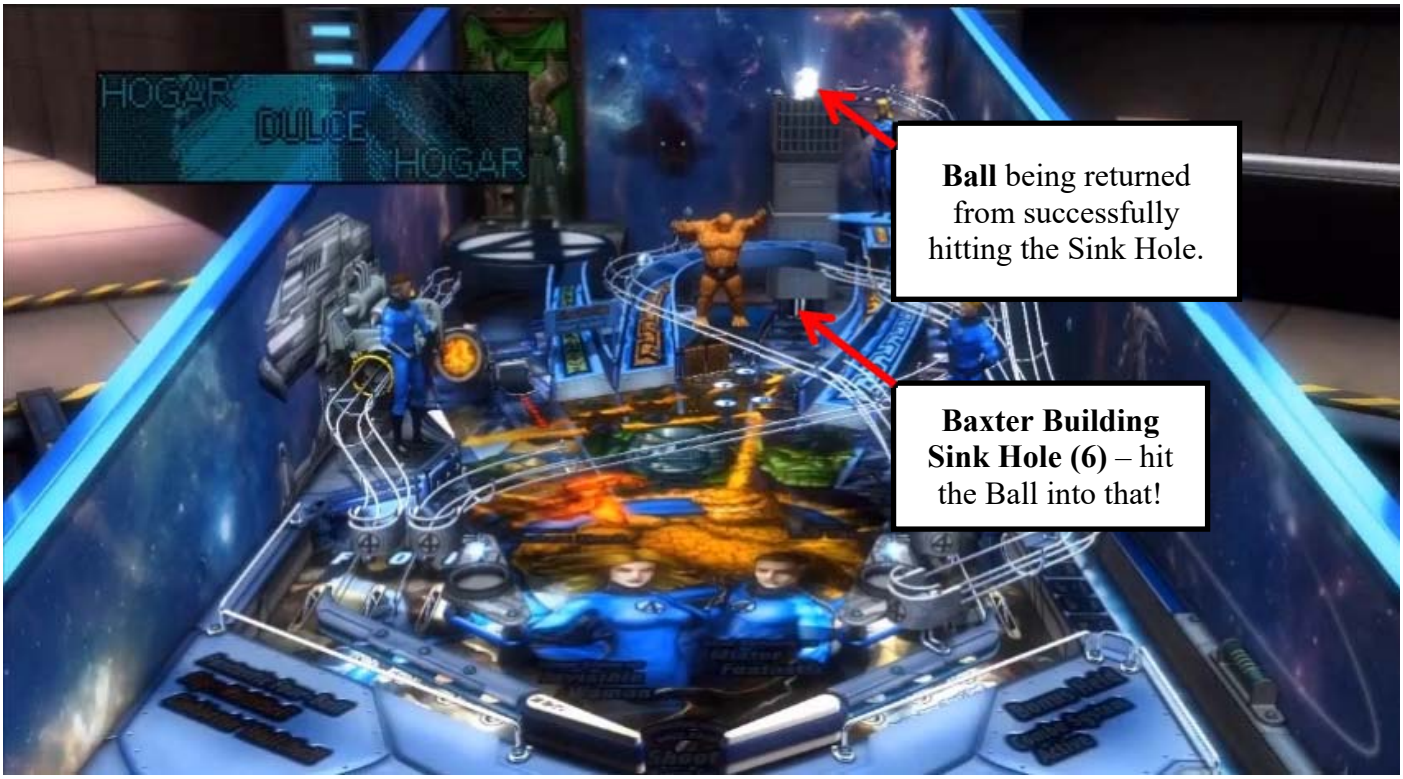


After all of the above Targets are hit (they will light up upon being hit) the Doctor Doom Ramp (3) will be available to lock Balls. You will need to lock 4 Balls to start up this Multiball Mode. Now as the mode is running you must hit the Ramp to collect Jackpot awards, after 4 Jackpots have been achieved the Super Jackpot will be available via the Doctor Doom Ramp (3). The Jackpot value can be increased by hitting the 'FANTASTIC' drop down Targets again.

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.

Fantastic Four Missions

To start one of the 5 Main Missions you must first hit the Baxter Building Sink Hole (6) –



After which you must hit the Mission Sink Hole (2), once hit you will have roughly 7 Seconds to select one of the 5 Missions available which are –

- Mister Fantastic
- Invisible Woman
- Human Torch
- Thing
- Doctor Doom ***Hardest Mission****

In that 7 Seconds you can select which Mission you would like to attempt by using the Left Flipper to scroll to the Left or the Right Flipper to scroll to the Right. After you decided which Mission you want, select it by hitting the Launch Button.

****Note** – After about **7 Seconds** it will select the Mission automatically.***

Mr Fantastic Mission ***About 100 second timer to complete entirety the of Mission****

Once this Mission begins Mister Fantastic will stretch out his Hand to 1 of 6 locations on the Tables Playfield -

- Left Orbit (1)
- Doctor Doom Ramp (3)
- Thing Ramp (4)
- Thing Sink Hole (5)
- Invisible Woman Ramp (10)
- Right Orbit (11)



He will alternate between those 6 locations in intervals of about 7 Seconds, each time you hit his Hand he will collect it –



Once you have grabbed the Ball successfully 6 times, the Mission is completed

Note – He must grab the Ball for it to register as a successful collection.*

Invisible Woman Mission

This Mission requires you to build up the Invisible Woman's Force Field power to knock out Doctor Doom. The first thing you must do is hit the Invisible Woman Ramp (9) you have about 20 or so Seconds to do that.

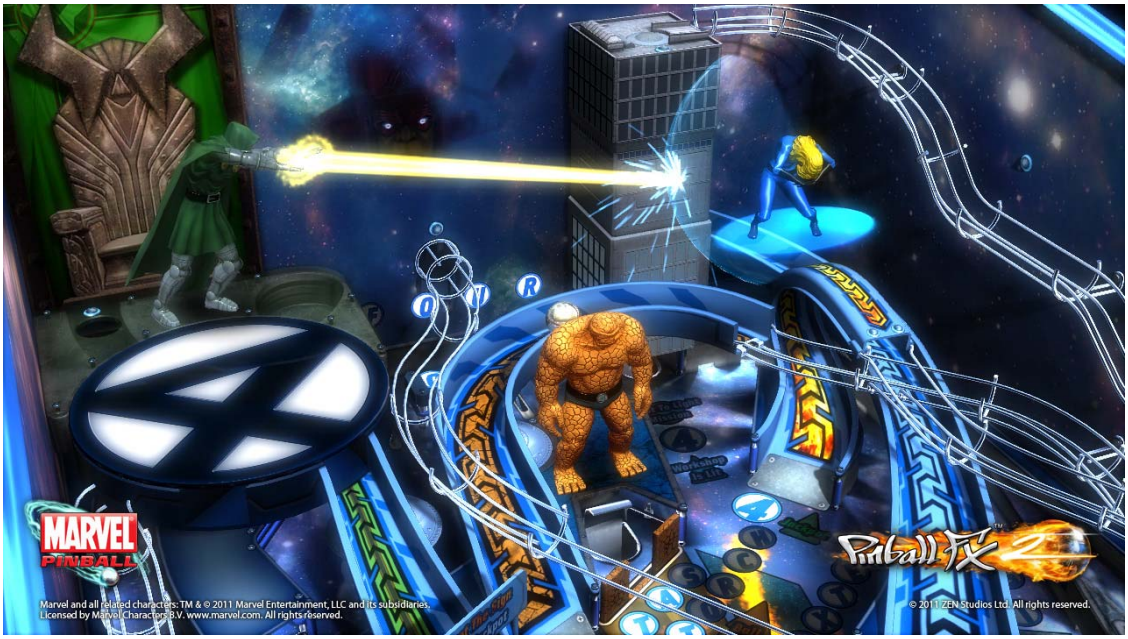


You will now need to work quickly to build up the strength of the Force Field to deflect Doctor Doom's attack. For each sequence of building up the strength a total of 3 or 4 Ramps/Orbits will be required to be hit, it is random but I have listed the Ramps/Orbits which can be flashing -

- Left Orbit (1)
- Doctor Doom Ramp (3)
- Thing Ramp (4)
- The Thing Sink Hole (5)
- Baxter Building Sink Hole (6)
- Human Torch Ramp (7)
- Invisible Woman Ramp (10)
- Right Orbit (11)

***Note** – If you take too long Dr Doom will blast The Invisible Woman and you will lose one Force Field Power level, for example you have built your Force Field up to Level 3, Doctor Doom hits you and you will go back to Level 2.**

You have 20 Seconds to hit 1 of lit Ramps or Orbits before Doctor Doom blasts you.



My advice to you is to try and get a shot rhythm going to truly use the time efficiently. Remember to hold the Ball using the Flippers whenever you can, as this will help with aiming your shots.

After you have built your Force Field power level to 5, the Mission is completed.

The Human Torch Mission

Now this Mission requires you to help Johnny Storm (The Human Torch) raise his temperature to Nova, which is 1 Million Degrees Fahrenheit. To achieve this you must hit the Spinner located at the entrance of the Left Orbit (1); you will notice the Spinner is now inflamed. You can either shoot the Left Orbit (1) or go round the Right Orbit (10) to successfully hit the Spinner which in turn will increase the Heat.



***Note** - once you hit the Spinner once the Ball becomes inflamed, its physics are somewhat altered like it seems to run on the Flipper faster as well as moving faster in play. Bare this in mind when attempt to hold the Ball on the Flipper.**



Now for a little advanced tactic; when you send the Ball round the Right Orbit (11), as it hits the Spinner immediately hit the Ball with the Top Left Flipper. If you time it correctly the Ball will go round the Baxter Mini – Orbit (8) and will come back around, thus hitting the Spinner again. If you get the rhythm down you can essentially keep hitting the ball round there to increase the Heat very quickly.

But for me, the best option is to use the Left Orbit (1) because that allows you to hit the Spinner with all the power behind the Ball and this causes the Spinner to spin more therefore adding more Heat at a faster rate.

The Mission is timed in a sense that if your temperature reaches 0 (it slowly counts back the whole time) the Mission ends, but if you keep hitting the Spinner then it's just a case of keeping it up until you reach the Nova temperature required. There aren't really any golden tips which I have come across for this Mission in my playtime, but the usual hold the Ball if you can then Aim/Shoot tactic still applies.

Once you get the Heat to 1 Million Degrees Fahrenheit, the Mission is completed. As a Bonus you are given a very nice 40x score boost for all your Targets for 20 Seconds - this is just a bonus which if used correctly can give your score a nice boost , but it has nothing to do with completing the Mission so don't worry too much about it if you hit nothing during that time.

***Tip** - If you can get a good Ramp combo going during those 20 seconds, you can actually get some serious points with that 40x score boost. Getting a 10 hit Ramp combo will net you 40 Million Points if I remember correctly.**

The Thing Mission

This Mission requires you to fight off the Doombots. The first thing you need to do is to hit the Thing Sink Hole (5), the faster you hit the Ball into it then the more points you will get for each Doombot you defeat in the next stage of the Mission (points count down from 1 Million, if you don't hit that in time you only get 100,000 per Doombot).



Now that you have hit the Thing Sink Hole (5), the Doombots will start to appear, they always appear just in front of the runway to the Baxter Building Sink Hole (6).



You will have to hit the Doombot with the Ball to make the Thing hit them; there are 5 Doombots to deal with. Now the Mission is timed here in a sense, because after a certain amount of time if you don't hit the Doombot he will blast the Thing and will take a bit of his life. After about 4 hits, the Thing will be too weak, and you will have failed the Mission. Once you have taken care of all 5 Doombots, the Mission will then end.

I would say to always try to have the Ball on the Left Flipper as it will be easier to make the shots but that can end up being a pain. The Right Flipper can also hit the Doombots but it is very risky as bad rebound will increase the chance of the Ball draining.

So if the Ball is being held at the Right Flipper try a technique known as the '**Pot Pass**' (which is a universal technique on all Tables) – this allows you to bounce the Ball off of the lower post of the Slingshot, then enabling you to catch the Ball with the opposite Flipper.
You do this by releasing the Ball (from a held position) and immediately pull the Flipper back up. Now if this has been done correctly the Ball will hit off the Slingshot just above the Right Flipper and will land nicely on the Left Flipper (make sure to have the Left Flipper ready to catch the Ball). This technique will take some practice but trust me it's a life saver in these clutch situations.

Doctor Doom Mission *100 second timer to complete entirety of the Mission*

Note – this is the HARDEST of the 5 Main Missions.

This Mission requires you to stop Doctor Dooms attack on the Baxter Building. The first thing you must do is to hit the Baxter Building Sink Hole (6) which will cause you to convert Doctor Doom's blast power into the Ball –



Now once you hit that you must hit the Ball up the Doctor Doom Ramp (3) to use his power against him –



This must be done a further 3 times for the Mission to complete. But once you hit the Ramp once Doctor Doom will then send out 2 Balls which are already charged with his power.

***Tip** – when Doom does this just hold up both the Left & Right Flippers -*



Both Balls will come to rest on each Flipper safely –



You then can target the Doctor Doom Ramp (3) easier by using the Left Flipper to hit the Ball just off straight up (release the Flipper then immediately hit the Ball), remember that your aiming for the Doctor Doom Ramp (3). If done correctly the Ball should go straight up the Ramp, but remember this may take a bit of practice to get it perfect. Then with the Right Flipper just aim for the Doctor Doom Ramp (3) as normal, there you go you have just managed to quickly hit the Doctor Doom Ramp (3) 3 out of the 4 times needed to complete this Mission.*

Doctor Doom will then send a further 2 Balls out - note that you can encounter 4 Balls at one time, as Doctor Doom will send out 2 Balls every time you hit Doctor Doom Ramp (3) with a Ball converted with his power.

Tip – if you find that 4 Balls is too much work, then just let a couple drain away as the Mission at no point requires that you have more than 1 Ball in play. I found it easier to just work with 2 Balls instead of 4.

Now remember that the Balls will eventually lose their power and a Ball with no power won't be able to make a Doctor Doom Ramp (3) hit count towards the 4 hit counter ***Note - an underpowered Ball also gets blasted back at you which will make it very difficult to control.*** Once it has lost its power you will have to hit the Baxter Building Sink Hole (6) again to convert Doctor Doom's blast power into the Ball.

Once 4 out of 4 Doctor Doom Ramp (3) hits have been achieved with the powered up Balls, the Mission is completed.

WIZARD MODE (FINAL MISSION)

Defeat The Devourer of Worlds – GALACTUS

Once all of the Main Missions (5 in total) have been completed, the Mission Hole (2) will be available to hit so that you can begin the Final Mission.

***Remember** – If you fail this Mission at any point then all Mission progress resets and you will have to start again and re-complete the 5 Main Missions**

This Wizard Mode is split into 8 stages –



1. Now once you hit the Mission Hole (2), the first thing you will see is the singularity opening up in the middle of the table - you must hit the Ball into it.



2. After that, you then have to hit the 3 Drop Down Targets in front of the Thing Sink Hole (5).



3. Once all 3 are knocked down you then have to lock the Ball into the Thing Sink Hole (5).



4. Now Galactus starts to Laser Beam (Lasers come out of his Eyes), the Beams will randomly hit one of the 4 Ramps –

- Doctor Doom Ramp (3)
- The Thing Ramp (4)
- Human Torch Ramp (7)
- Invisible Woman Ramp (10)

You will have to hit the Ramp in which his Beam is hitting to reflect the Beam back to Galactus; this has to be done 4 times. The Beams will not stay on the same Ramp all the time; they will change every so often randomly from one of these 4 Ramps listed above. Now when you hit the 4th Beam the next stage begins.



5. You must now hit the Doctor Doom Ramp (3) a total of 4 times



***Tip** - Using the Left Flipper to hit the Ball just off straight up (release the Flipper then immediately hit the Ball) - remember your aiming for the Doctor Doom Ramp (3). If done correctly the Ball should go straight up the Ramp but remember this may take practice to perfect. If the Ball is on the Right Flipper just aim for the Doctor Doom Ramp (3), as normal.**

6. Another Singularity will open up in the middle of the Table Playfield; you must hit the Ball into it.



7. Now you must hit the Human Torch Ramp (7) to collect the Ultimate Nullifier, This can be achieved by sending the Ball around the Right Orbit (11) then timing a hit with the Top Left Flipper to successfully lead the Ball up the Human Torch Ramp (7).



***Note** – I think you don't need to go all the way through the Human Torch Ramp (7), for example if you hit the Ramp and it goes up a bit then comes back down it still registers that you hit the Ramp.**

8. Now this last bit requires you to hit either the Doctor Doom Ramp (3) or the Invisible Woman Ramp (10) to use the Ultimate Nullifier on Galactus. Once you hit either of these the Wizard Mode is completed and you have helped the Fantastic Four save the World.



FINAL MISSION IS COMPLETED AT THIS POINT

Once the Wizard Mode is completed you get Bonus Congratulations Multiball Frenzy;



You will hear Fireworks going off and the entire Table Playfield will light up like a Christmas Tree. Just hit as much as you can in this time available because Bonuses are really high in this mode and the Ball Save remains on for duration of the Multiball. You can rack up an insane amount of Points in this reward mode so be clever!

Special Thanks to all the Zen Studios Forum Community! Members such as **Cloda, shogun00 & YouTube Member - StOrMtRoOpErMx19** 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, now do you know what time is it?

"It's Clobberin' Time"!

Yours
ShoryukenToTheChin