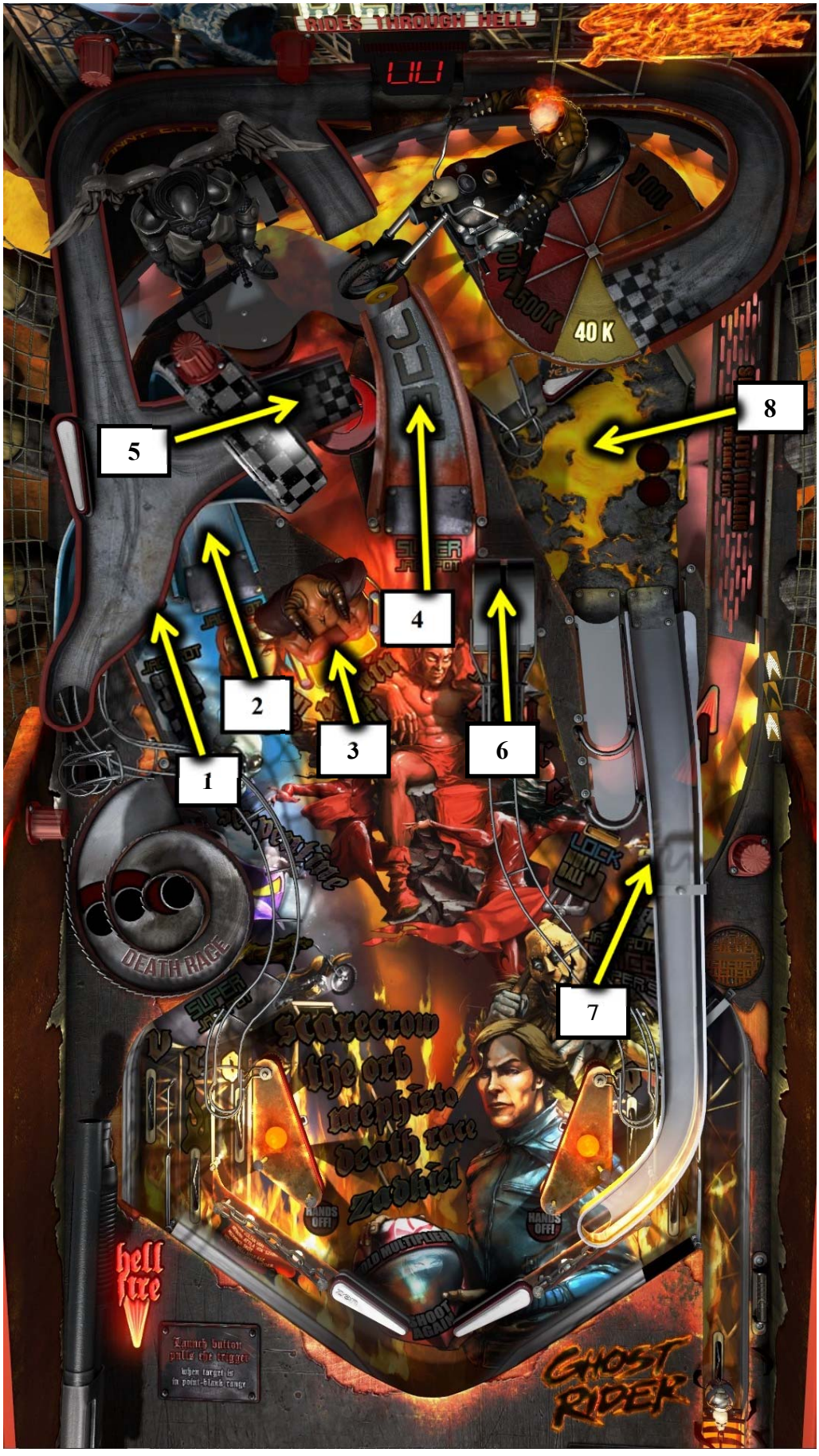
Ghost Rider Table Guide
By ShoryukenToTheChin



Key to Table Image Above

1. Left Orbit
2. Left Trick Ramp
3. Lucifer Target
4. Jump Ramp
5. Jump Orbit
6. Right Trick Ramp
7. Right Orbit
8. Pit Playfield

In this Guide when I mention a Ramp etc. I will put a number in brackets which will correspond to the Key above, so that you know where on the Table that particular feature is located.

TABLE SPECIFICS



Introduction

This is one of the four Tables which were included in the Marvel Pinball Vengeance & Virtue Pack, this is available for PFX2 on Xbox 360 for a mere 800MS PTS.
This Table is the easiest to break into from the whole Vengeance & Virtue Pack, think in the realms of the Spiderman Table. It's not heavy on trying to go down the Outlanes or Middle Drain; it just seems to flow without any real effort. There are a lot of Extra Balls to be had as well; therefore this is another Table which is great for the Casual crowd. Don't let that fool you because Ghost Rider does have depth to its gameplay which the Hardcore will surely exploit to reach the crazy heights of Billions etc.
Overall the Team once again have done such an amazing job they really captured the Character of Ghost Rider brilliantly and incorporated his Universe in the Table seamlessly. The voice acting is top notch calibre and the Artwork etc. just looks plain beautiful. The Background Music for me is the best in terms of fitting the Character and it just gets you pumped up to play Pinball, its Rock genre by the way. This Table is an all-round great make sure to play it.

Skill Shot

Skill Shot -
To achieve a Skill Shot you must position the Plunger in the correct place then release, if done right the Ball will enter the Death Race Playfield and fall into the 3rd Sink Hole, shown in the image below is the Sink Hole you must land the Ball in.



As you can see on the Mini Display, it shows that you must make the Ball drop into that Sink Hole to claim a Skill Shot.

Now to get it to drop in that Sink Hole just emulate the image shown –



Have the top of the Plunger as shown in the image to the Left. You can manually move the Plunger with the Left Stick on you pad. Release the Plunger and you should get the Ball into the Sink Hole and register a Skill Shot Award Message.

Kick Back & Ball Save

Kickback

Left Kickback -
On this Table there is only one Kickback which is located on the Left Outlane. This is activated by hitting the Kickback Target just above the Left Flippers Bumper. You need to hit it 2 times to activate Left Kickback, the first time you hit it the Dot-Matrix will display 'KICK' and then when you hit it a 2nd time it will display 'BACK'. You can repeat the process to stack Left Kickbacks. You can see the Target in the below image -



Video Mode (acts like a Right Kickback) –
Now you may be wondering what about the Right Outlane, well if you played the Paranormal Table you will find this to be exactly the same. You need to activate Video Mode, once this is activated if the Ball goes down the Right Outlane instead of losing the Ball; you are taken to a Mini-Game which you have to avoid the traffic for a set amount of time to complete it. Upon completion the Ball will be given back to you and you will not lose the Ball but you will need to relight the Video Mode.

Ok let me explain how to light Video Mode, you need to make 3 full Orbit shots which are easy but the Table has a See-Saw mechanism just instead the Right Orbit (7) entrance. So that needs to be in the correct position to allow the Ball to go round correctly. Below I have included 2 images which shown which Orbit you should hit depending on the position of the See-saw, ***Note – every time you pass through the See-Saw the position changes*.**

If the See-Saw is down as shown below; hit the Ball round the Right Orbit (7) –



If the See-Saw is up as shown below; hit the Ball round the Left Orbit (1) –



Now after you have have done a full Orbit 3 times the Video Mode will light up. Below is an image showing how your Playfield should now look with the Left Kickback & Video Mode activated –



Now if you want to complete the Video Mode Mini-Game you must avoid the Traffic (Vehicles on the Road). You have 3 Lanes to move your Ghost Rider Bike into (Left, Middle & Right). You move the Bike Left by using the Left Trigger Button on your Pad & to move it to the Right use the Right Trigger on your Pad. Try to keep an eye out to make sure you always move into an empty Lane, after you have done this a couple of times the Mode will end and you will be awarded Completion Bonus Points.

Note – Watch out in this Mode because sometimes things like Extra Ball can appear on one of the Lanes, you just need to drive through it to collect it.

Note - This Table doesn't reset the Kickbacks earned or if you have Video Mode activate upon losing a Ball

Ball Save

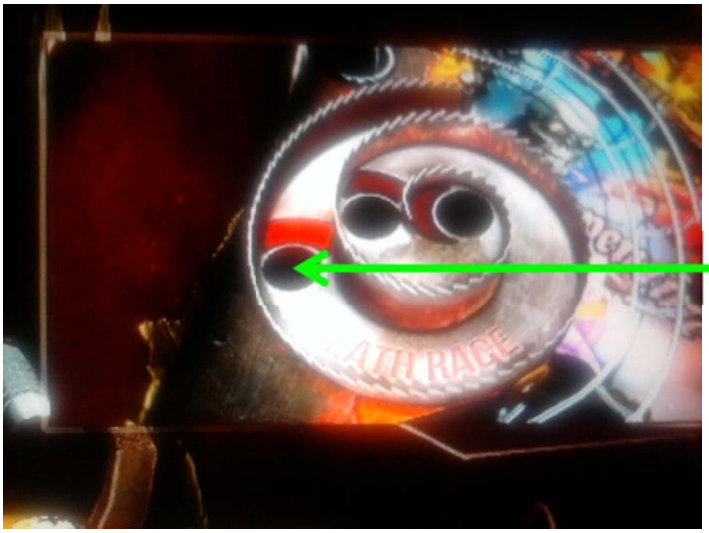
Ball Save is given on Multiball Modes etc. also you can activate a short Ball Save with a shot up the Jump Ramp (4), this is only for a couple of seconds.

Super Skill Shot Awards

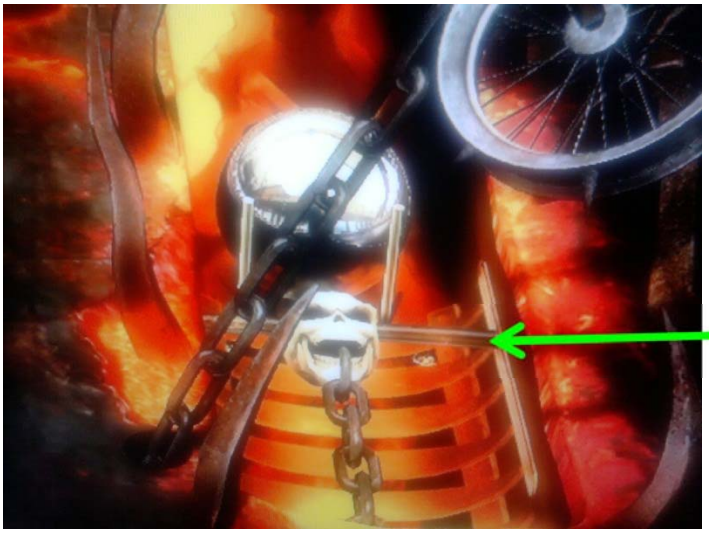
Now this is only available if you first have the Video Mode activated on the Right Outlane, just follow the steps explained above in the section Video Mode in the Kickbacks explanation if you haven't already activated that.

Now if Video Mode is activated you just need to repeat the process for activating the Video Mode, the usual go round 3 Full Orbits (If you can't remember look it up again in the previous section above). Instead of lighting Video Mode (Video Mode needs to be activated) you will be given 10 Seconds to hit the Ball into the Launch Lane, this is achieved by hitting the Ball up the Right Trick Ramp (6). You will then see that all the Sink Holes in the Death Race Playfield are flicking, look at the Dot-Matrix and it will tell you which Sink Hole gives you what Award. Now below I will show you how to hit each of the 3 so you have no problems with getting the Award you want. Awards can be 'Light Extra Ball' etc.

To have the Ball drop into the 1st Sink Hole –

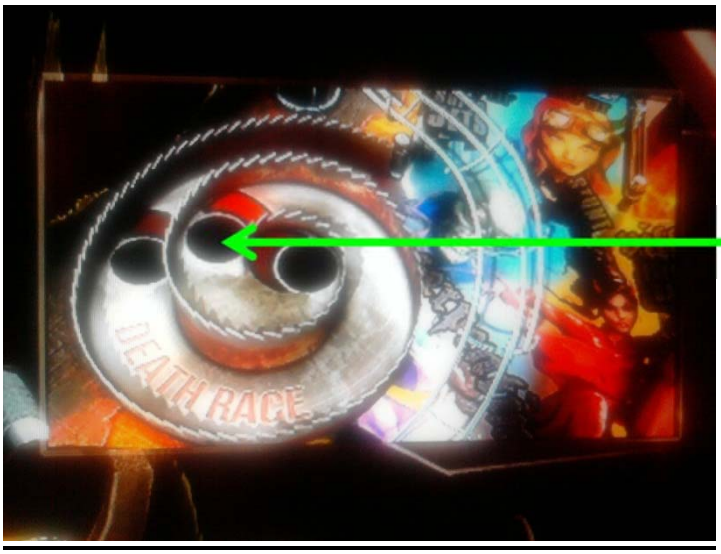


1st Sink Hole

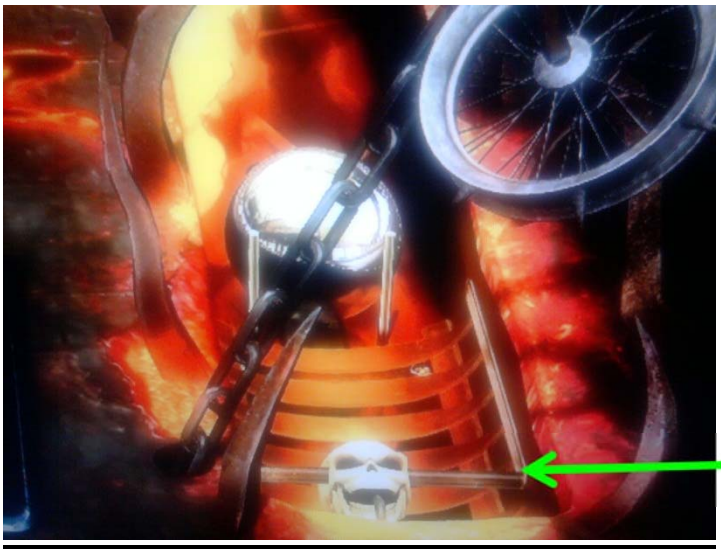


Have the top of the Plunger as shown in the image to the Left. You can manually move the Plunger with the Left Stick on you pad. Release the Plunger and you should get the Ball into the Sink Hole and collect the Award.

To have the Ball drop into the 2nd Sink Hole –

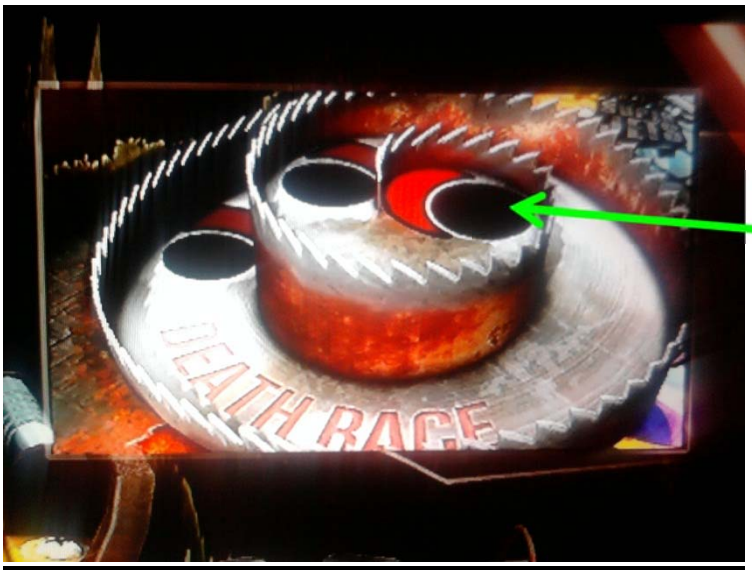


2nd Sink Hole

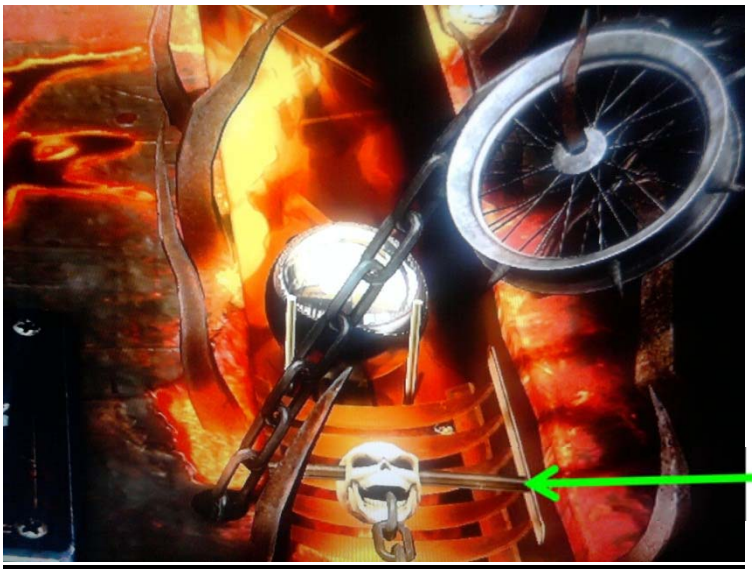


Have the top of the Plunger all the way down as shown in the image to the Left. You can manually move the Plunger with the Left Stick on you pad. Release the Plunger and you should get the Ball into the Sink Hole and collect the Award.

To have the Ball drop into the 3rd Sink Hole –



2nd Sink Hole



Have the top of the Plunger as shown in the image to the Left. You can manually move the Plunger with the Left Stick on you pad. Release the Plunger and you should get the Ball into the Sink Hole and collect the Award.

After you successfully acquire an Award or if you fail to, you must repeat the process of activating the Super Skill Shot Award all over again.

Extra Balls

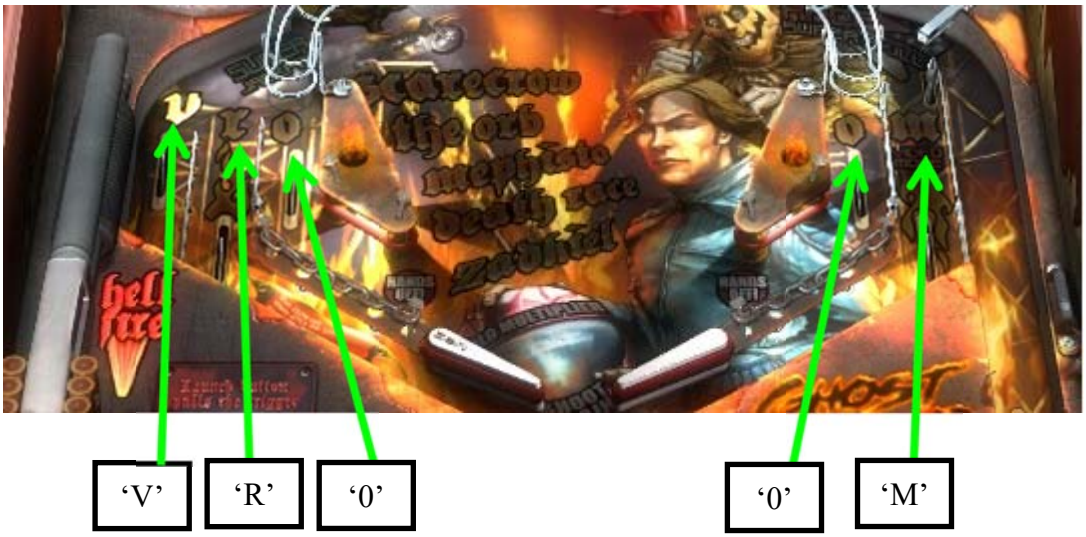
The 5 Ways to achieve an Extra Ball per Ball, Extra Balls are collected by hitting the Lucifer Target (3) and then the Target will move to the Left & Right, hit the Ball into the Lucifer Target (3) but avoid the alternating Target.

Below are the 5 Ways in which you can acquire an Extra Ball -

1. **Super Skill Shot Award** – Activate the Super Skill Shot (view the Super Skill Shot Award Section above for info on this and hitting the Sink Holes). Drop the Ball down the 1st Sink Hole, do this and you will collect 'Hold Multiplier' Award. Now reactivate the Super Skill Shot repeating the process explained in the Super Skill Shot Award Section. Now instead of 'Hold Multiplier you will see 'Extra Ball' on the 1st Sink Hole on the Dot-Matrix. Drop the Ball there and you light Extra Ball.
2. **Spell JUMP** – Hit the Ball up the Jump Ramp (4) to open up the Ramp, then re-hit the Jump Ramp (4) and finally with the Top Left Flipper hit the Ball round the Jump Orbit (5) a total of 4 times (Must be done in one go). Once done Extra Ball will light.
3. **Random Award from Lucifer** – By hitting the Lucifer Target (3) without the 'Villain' light being on. You will see that the Target starts moving, now if you then hit the Ball into it by avoiding the moving Target. You will then begin the Random Award selection process. This includes thing like 'light Extra Ball'.
4. **During the Video Mode** - you sometimes come across it and you need to drive through it to light Extra Ball.
5. **Max out the Multipliers** – View the section below on Raising the Multipliers to light Extra Ball.

Raising the Multipliers

To raise the Multipliers you merely have to light 'VROOM' on the Inlanes & Outlanes by alternating the lit lights with the Right & Left Trigger buttons on your Pad to always have the Ball going down a non-lit Lane. When you max them out (Think it goes up to 99 or something) Extra Ball will be lit on the Lucifer Target (3). Below is an image showing this –



Hellfire Jackpot

You first need to hit the Hell Fire lights which there are 4 which spell out 'FIRE', the below images shows where they are –



Once you have hit them all you will then need to hit the Ball up the Left Trick Ramp (2) this will then divert the Ball into the Shot Gun which will begin a back and forth movement (Left to Right) you then have a short time window to hit one of the four blinking 'FIRE' Targets. You shot the Ball with the 'Launch Button' on your Pad. If you manage to hit one successfully, you can then hit the Ball back up the Left Trick Ramp (2) to begin the Shot Gun targeting again but you will notice now only 3 are blinking.

Repeat the above a further 2 times and you will gain access to the Hell Fire Jackpot which you collect by just hitting the Lit Ramp/Orbit.

Note – If you fail to hit any of the Targets while in the Shot Gun you must repeat the process detailed on the 1st paragraph to get into the Shot Gun.

Lucifer Random Awards & Devils Gamble Mini-Game

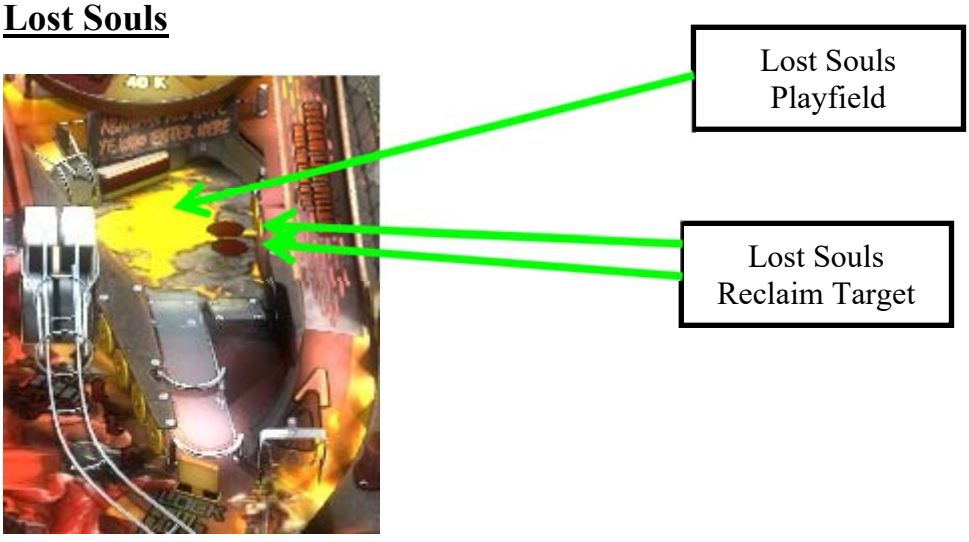


By hitting the Lucifer Target (3) without the 'Villain' light being on, you will see that the Target starts moving, now if you then hit the Ball into it by avoiding the moving Target. You will then begin the Random Award selection process. This includes thing like 'light Extra Ball' etc.

Now if you don't get it inside but hit the Target instead, the Target will stop for a moment at the end of its path on either side. Now if you hit the Target again for a Third time it will increase that freeze time even more. Ultimately if you hit it for the Fourth time you will initiate Soul Gamble Mini-Game.

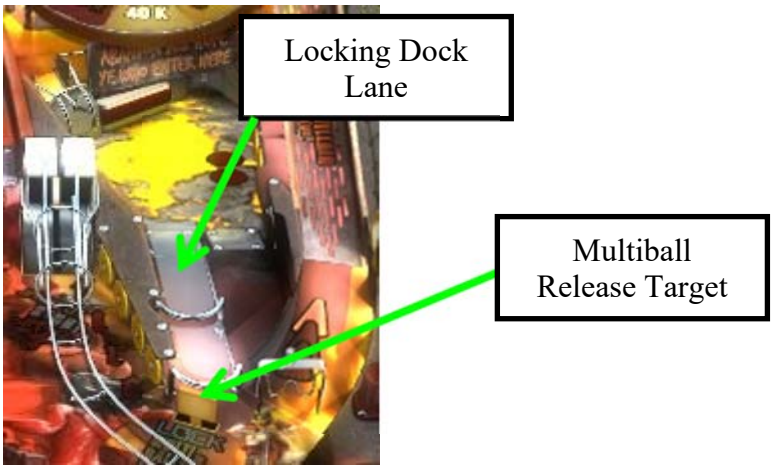
The Ball is then placed directly in the middle of the Table and you have a few seconds to select either the Left Option (Press the Left Trigger on your Pad) or the Right option (Press the Right Trigger on your Pad). The Left gives you very small points but it will save the Ball when it thrown down the Middle Drain, but the Right gives you 5 Million Points but you need to shake the Table with a Nudge (I have Nudge mapped out to my Left Stick) to save the Ball. If the Ball goes down the Middle Drain by the Right Choice you lose that Ball.

Lost Souls



Now if the Ball goes into the Lost Playfield you must hit the Ball out with the Top Right Flipper or a Damned Soul will escape in this case an automatic Kicker will send the Ball out. The more Damned Souls are allowed to escape the less your End of Bonus will be, so it's important to stop them from escaping. To bring back the Damned Souls that escaped you can either hit the Lost Souls Reclaim Target which there are 2 of them show in the image above using the Top Right Flipper to do this. Another way to reclaim them is to win it in the Lucifer Random Award which is detailed above earlier in the Guide. Finally you can gain a Super Skill Shot Award which brings them all back, which again is detailed earlier in the Guide under the heading Super Skill Shot Award.

Multiball Modes



You must have a minimum of 1 Ball locked in the Locking Dock Lane to start a Multiball Mode. You lock the Balls by having the Ball enter the Pit Playfield then hitting the Ball with the Top Right Flipper into the Locking Dock Lane. When you lock a Ball it will say 'Ball Locked' and you will be taken to the Launch Lane to shot the Ball back into play. You can then repeat this one more time to have 2 Balls locked in the Locking Dock Lane. To begin the Multiball just hit the Multiball Release Target shown in the above image.

There are 2 Multiball Modes on this Table –

Stuntman Multiball ***Only 1 Ball is needed to be locked in the Locking Dock Lane***

This is a 2 Ball Multiball Mode which you can collect the Jackpot by hitting any of the Ramps & Orbits, once all are hit you will hear 'Hit the Super Jackpot!' this is the Jump Ramp (4). Hit that and you will collect it and the Multiball resets and you can repeat the above process of attaining Jackpots and the Super Jackpot. You can raise the Jackpot by hitting the Ball up the Jump Ramp (4) then hitting the Ball with the Top Left Flipper through the Jump Orbit (5).

The Multiball ends if you have only 1 Ball in play.

Helluva Mulitball ***2 Balls are need to be locked in the Locking Dock Lane***

This is a 3 Ball Multiball Mode which you can collect the Jackpot by hitting any of the Ramps & Orbits, once all are hit you will hear 'Hit the Super Jackpot!' you can then hit the Ball up the Jump Ramp (4) or Left Trick Ramp (3) to have that Ball divert into the Shot Gun. Just do this for all the Balls still in play, you will then see that the Shot Gun begins to Shot Gun which will begin a back and forth movement (Left to Right) you then have a short time window to hit one of the four blinking 'Super Jackpot' Targets. You shot the Ball with the 'Launch Button' on your Pad. If you manage to hit one successfully you gain the Super Jackpot, now with the 3 Balls you can potentially hit 3 of those and you will notice that 1 is left.

Hit the Ramps/Orbits again claiming the Jackpots then get the Balls into the Shot Gun as detailed in the above paragraph. Now if you manage to hit the 4th Super Jackpot Target you will be awarded with a Mega Jackpot and be given a 4th Ball, so it becomes a **4 Ball Multiball**.

You can raise the Jackpot by hitting the Ball up the Jump Ramp (4) then hitting the Ball with the Top Left Flipper through the Jump Orbit (5).

The Multiball ends if you have only 1 Ball in play.

MAIN TABLE MISSIONS

This Table has **4 Main Missions** you gain access to them by hitting the Ball round one of the Orbits, you will know which one because you will see that it's lit with Arrows. Once you manage to hit it through that you will hear 'One of my Pals wants to play' and underneath the Lucifer Target (3) you will see that 'Villain' is lit. You now need to hit the Lucifer Target (3); you will see that the Target starts moving, now if you then hit the Ball into it by avoiding the moving Target. You will then begin the Mission Selection process.

After you manage to gain access to the Main Mission Selection process, you will see on the Dot-Matrix 1 of the 4 Main Missions. You can cycle through them using Right Trigger (Moves Right) & Left Trigger (Moves Left) on your Pad, then press the 'Launch Button' on your Pad to select which one you want to try first. ***Note – there is a time limit so if you take too long to select, it will automatically select the one which is being displayed on the Dot-Matrix.***

The **4 Main Missions** are listed below

Note – to skip the Cinematic stuff at the start of the Main Missions just keep pressing the 'Launch Button' on your Pad.

Note – you don't need to complete all 4 Main Missions to gain access to the Wizard Mode (Final Mission) just activating them is enough. So if you just cycle through all the 4 Main Missions then the next Mission will be the Wizard Mode (Final Mission) which will automatically start

Note – you can repeat any Mission as many times as you like, completion of the Mission doesn't lock it out of selection on this Table

****Big Tip – If you complete some of the Mission as quickly as possible you are given a Bonus at the end which is dependent on the amount of time you had left when you completed the Mission.****

I have detailed how to complete them for you –

Scarecrow

This Mission requires you to defeat Scarecrow and his Crows, you will notice that the Crows are either hovering on the Left Orbit (1) or the Right Orbit (7). To defeat them you will need to send the Ball round the orbit which they are currently hovering over. ***Note – This is a timed Mission about 40 Seconds, you do gain back some time with each successfully hit to the Crows.***
After you do this a total of 6 times, the Ball will stop and the Crows will collect the Ball and begin flying in a circle. At this point you need to hit the Ball to finally defeat Scarecrow; a Ball will be shot out of the Launch Lane and into the Shot Gun. You need to shoot the Ball at the Crows to release the Captive Ball, remember you shot the Ball with the 'Launch Button' on your Pad. Try to line you the Shot Gun with the Ball the Crows have, remember that not only are the Crows moving but the Shot Gun itself is moving side to side (Left to Right). ** **Big Tip - I try to hit the Crows as soon as the Ball gets into the Shot Gun from the Launch Lane but let the Shot Gun move all the way to the Right and then let the Shot Gun start moving to the Left immediately press the 'Launch Button' on your Pad. If done correctly you will hit the Crows first time without even needing to see where they are, trust me once you get that down this part becomes a walk in the Park.** ** Now if you miss the Crows you will need to get the Ball back into the Shot Gun by hitting the Ball up the Left Trick Shot Ramp (2).

Upon hitting the Crows with the Shot Gun the Mission will be completed and you will start a 2 Ball Multiball (Stuntman Multiball to be exact). This is not part of the Mission more of a bonus of sorts.

The Orb

This Mission requires you to beat the Orb, now this is very similar to how the first part of the Scarecrow Mission. You just keep hitting the Left Orbit (1) & Right Orbit (7), ***Note – this is a timed Mission about 40 Seconds*** The Orbits which will be need to be hit will have a flashing Arrow type light on them, ***Note – Every lit Orbit which is hit will give some time back to the timer*.** 2 successfully Orbit shots will hit the Orb once. The Orb will then use his Laser to try and stop you, if the Laser hits the Ball it will cause the Ball to move in such a way which will make it hard to predict its flight, BE CAREFUL! As you can easily lose the Ball.

Another 2 successfully Orbit shots will hit the Orb again, and one more Orbit shot is enough to defeat him. Thus the Mission will be completed.

Mephisto

Note – Mission is not Timed, so take your time! to defeat Mephisto in this Mission, you will need to get 6 Trick Shots before he does. At the start of the Mission, you will notice on the Dot-Matrix basically if you hit the Right Trick Ramp (6) you will increase the difficulty of the 2nd stage of the Mission but not only that; you increase the points given for each successful Trick Shot. You can hit the Right Trick Ramp (6) a total of 2 times to have the 2nd stage of the Mission be at its hardest but more points will be given. I would suggest you don't hit the Right Trick Ramp (6) if you just want to complete the Mission.

Ok now for the 2nd stage of the Mission, you now need to register 6 Trick Shots before Mephisto does. This is achieved by hitting the lit Trick Ramp which will be either the Left Trick Ramp (2) or the Right Trick Ramp (6). Now make sure to only hit the Trick Ramp which is lit otherwise it won't count towards the 6 Trick Shots needed and also it will automatically become Mephisto turn.

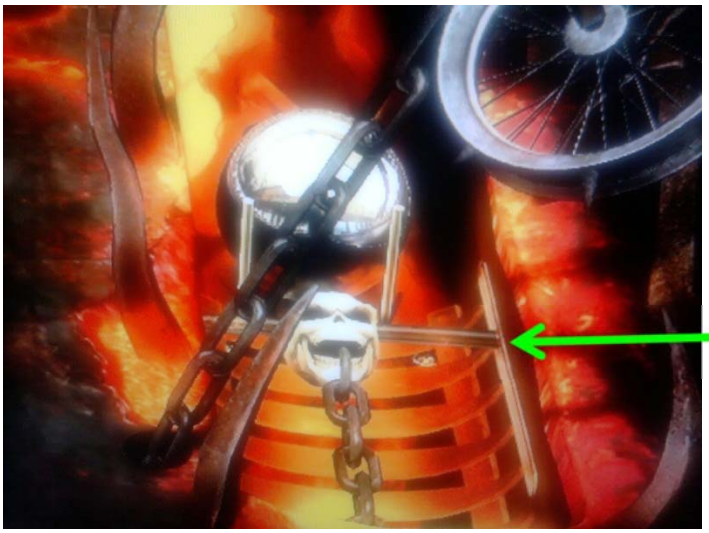
When you hear "MY TURN!" don't activate you Flippers as this is Mephisto's turn to try to hit a Trick Ramp, if you activate your Flippers you will stop him from taking his Shot but will be deducted 1 of your Trick Shots. On the easiest setting of the 2nd Stage ***Note – this is done by not hitting the Right Trick Ramp (6) in the 1st Stage so it remains on easy mode*** Mephisto will only have 1 shot so no need to panic if he hits the target. On the harder levels he will hit something like 3 Trick Shots in a row, I bet your asking but how can I stop him… well ****Big Tip – when he is about to take his shot Nudge the Table, this will cause him to miss the Trick Ramps, but be careful as Nudging to much will cause a Tilt to occur so only Nudge 2 times before Nudging again which I think you need to wait 30 Seconds or so to be safe****

After you manage to hit 6 Trick Shots before Mephisto Mission will be completed.

Death Race

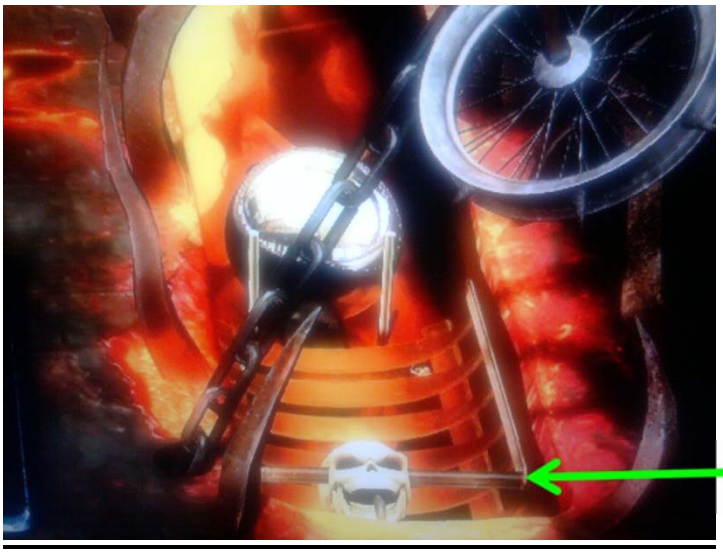
This Mission requires you to defeat Death in a street race. Now this is a timed Mission, you need to get the Ball into the Launch Lane as fast as you can. This is done by hitting the Right Trick Ramp (6), after that you will notice that one of the 3 Skill Shot Sink Holes is lit. The 1st Sink Hole will be lit, now if you remember earlier in the Guide where I explained how to get the Super Skill Shot, I put up explanations on how to drop the Ball in each of the 3.
Note – After each successfully Sink Hole Skill Shot is hit a bit of Time will be added!

To drop the Ball in the 1st Sink Hole follow have the Plunger look like the Below Image –



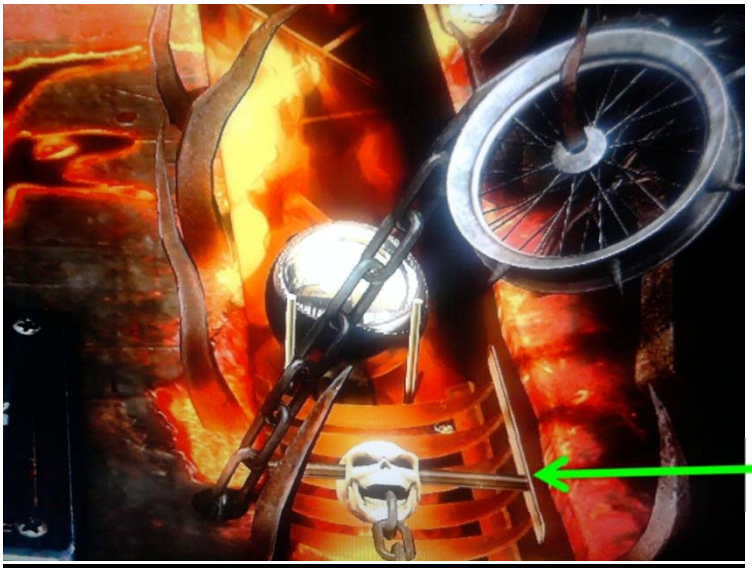
Have the top of the Plunger as shown in the image to the Left. You can manually move the Plunger with the Left Stick on you pad. Release the Plunger and you should get the Ball into the Sink Hole.

Now after you get the Ball into that Sink Hole, you now again need to hit the Right Trick Ramp (6) and when you hit that you will now need to drop the Ball into the 2nd Sink Hole from the Launch Lane. Shown Below is how to have the Plunger set up –



Have the top of the Plunger all the way down as shown in the image to the Left. You can manually move the Plunger with the Left Stick on you pad. Release the Plunger and you should get the Ball into the Sink Hole.

Now for the Last one which is the 3rd Sink Hole first hit the Right Trick Ramp (6) again to gain access to the Launch Lane. The image below shows how to get the Ball to Drop there –



Have the top of the Plunger as shown in the image to the Left. You can manually move the Plunger with the Left Stick on you pad. Release the Plunger and you should get the Ball into the Sink Hole.

Upon hitting the Last Sink Hole, the Mission is completed.

****Big Tip – on the last Skill Shot (The 3rd one), instead of hitting the Right Trick Ramp (6) you can simply hit the Jump Ramp (4) this will activate Ball Save for a few seconds. Once the Ball Save is activated allow the Ball to drain down and the Ball will be saved, thus it will be shot into the Sink Hole. ****

WIZARD MODE (Final Mission)

The Wizard Mode will be available from the Lucifer Target (3) when you have activated all 4 Main Missions at least once. Hit the Lucifer Target (3); you will see that the Target starts moving, now if you then hit the Ball into it by avoiding the moving Target. You will then begin the Zadkiel Wizard Mode.

Zadkiel

This Mode is active for 90 Seconds! If you haven't completed it before the time is up the Table will be reset thus you will need to activate the 4 Main Missions etc. to reactivate this Mode.

Once this mode begins you will first need to light the Ball with Hell Fire, this is achieved by getting the Ball into the Pit Playfield. You will see that one of the Orbits will be lit with the Arrow lights; either it will be the Left Orbit (1) or Right Orbit (7). Hit the Orbit which is Flashing, you will then see that the Ball will ignite with Hell Fire and the Ball will be returned to you on the Right Flipper. You then have a short amount of time to hit the Left Trick Ramp (2) to hit Zadkiel with the Hell Fire Ball, I would suggest that you try and hit that Ramp first time as the time limit is very short. If you manage to hit that Ramp in time Zadkiel will be hit, you will then need to repeat the above process of igniting the Ball with Hell Fire and hit the Left Trick Ramp (2) a further 2 times to defeat Zadkiel.

Upon hitting the Zadkiel you will be awarded 50 Million Points; the Table will now reset and so to get to the Wizard Mode again you will need to activate all the 4 Main Missions etc.

WIZARD MODE IS COMPLETED AT THIS POINT

Special Thanks to all the Zen Studios Forum Community! Members such as **Cloda, Wednesday, Wims, Steviej, shogun00 & Hypno74** 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 and the original Marvel Pinball 4 Pack if you haven't got it yet, they are all available to download on the Xbox Live Marketplace in Add-Ons section or download it straight from the PFX2 Platform itself. They are also available on the PlayStation Network for the Marvel Pinball game.

Thanks for viewing my Guide, ***"Pinballers your Soul is stained by the Blood of Lost Balls, Look into my Eyes and feel their PAIN!"*** ☺

Yours

ShoryukenToTheChin