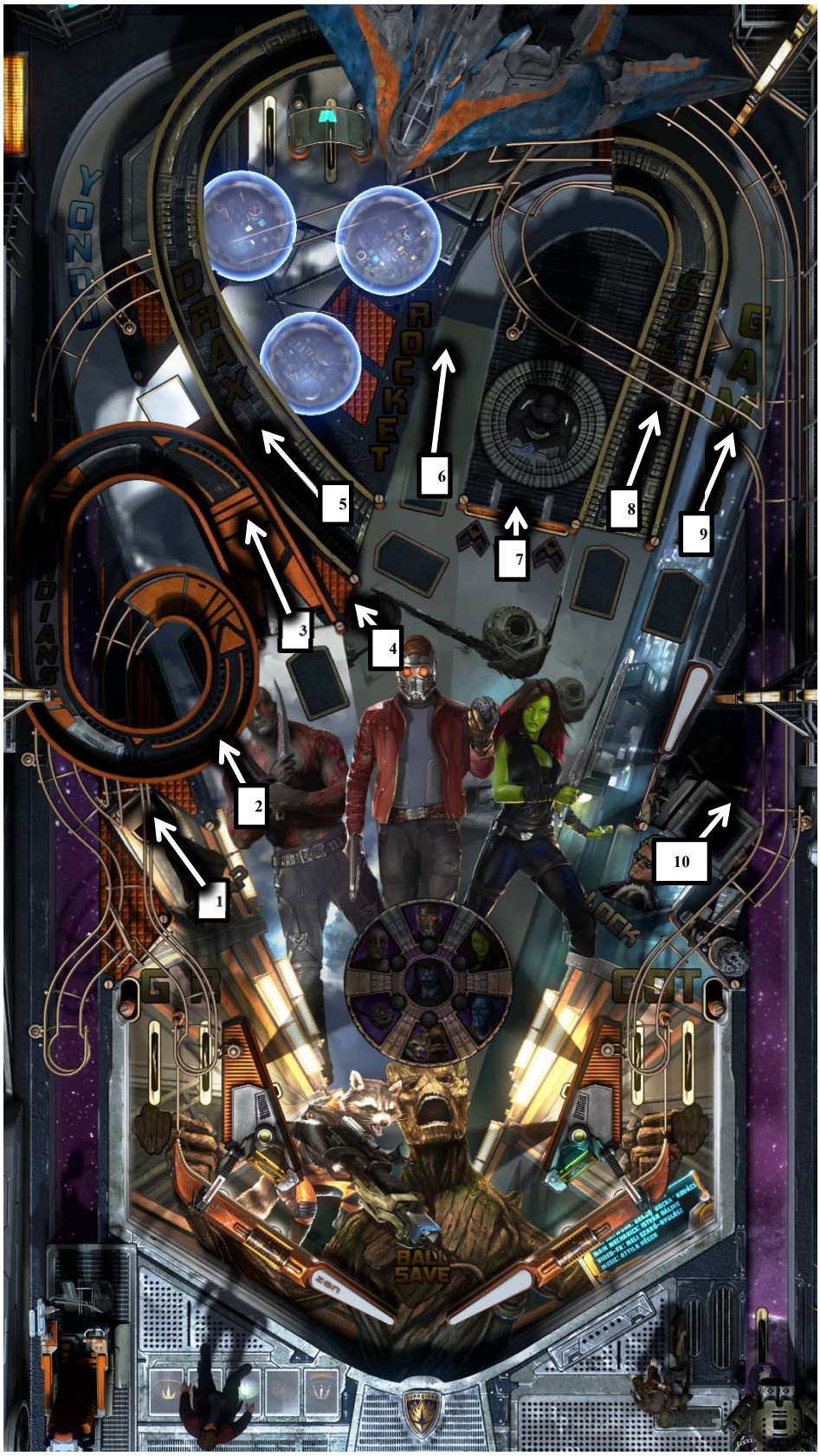


Guardians of The Galaxy Table Guide



By ShoryukenToTheChin



Key to Table Overhead Image –

1. Swap Sink Hole
2. Yondu Orbit
3. Guardians Ramp
4. Orb Target
5. Drax Ramp
6. Rocket Mini - Orbit
7. Star Lord Targets
8. Collector Ramp
9. Gamora Orbit
10. Collector Sink Hole

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 allows Zen to produce a whole range of Tables based on Marvel Comics vast library of Characters.

This Table is based on the recently released "Guardians of The Galaxy" movie which has been taking the Box Office by Space Storm! Relive various scenes of the movie through the Modes available on the Table featuring a kick-ass soundtrack; this is truly an epic Sci-fi Table.

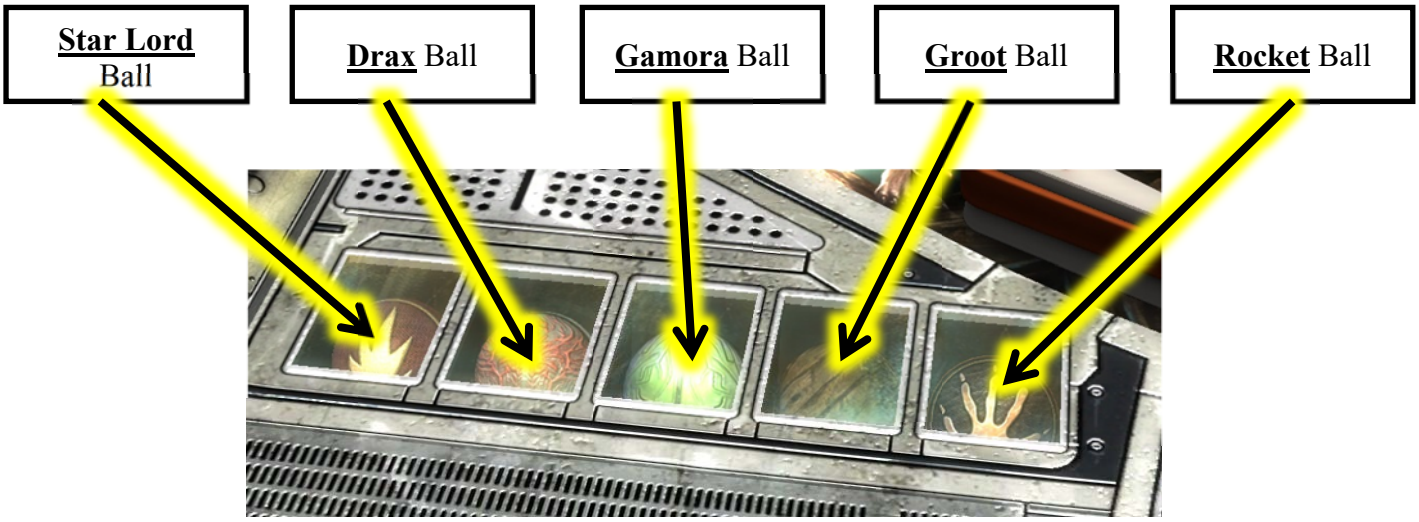
I hope my Guide will help you to understand the Table better.

Escape from Kyln - *Timed Multiball Mode (4 Balls at a time) with infinite Ball Saver*



With the infinite Ball Saver all you have to worry about it hitting the Balls at the Lanes, Sink Holes, Targets, Bumpers and Sling Shots to score as many Points within this Frenzy Mode before the timer expires.

You can also swap out 1 of the 4 Balls by hitting the Swap Sink Hole (1), then that Ball will be replace with the Ball that was locked in the compartment (located at the bottom left of the Table).



Notice that if you hit a flashing Lane with the Character Ball which that Lane was currently representing, you will then score more Points. For example if a Lane has a flashing Star Lord face on it, then hitting it with the Star Lord Ball will instead award more Points.

Awesome Mix Tape Vol.1 *Begins after 'Escape from Kyln Mode'*

After a back and forth between Star Lord & Gamora, the Ball will be launched from the left side of the Table at this point you will have **1** chance to send the Ball up the Drax Ramp (5) to collect the Tape deck and score bonus Points.



Failure to do so will result in the Ball draining, but don't fear as you won't lose a Ball, instead the Table will then bring you to the Launch Lane (Right Side) to begin the game.

Skill Shot - *500,000 Points*

On this Table a successful Skill Shot is scored in 2 Stages –

1. Use the Hadron Enforcer Video Mode to lock onto the Enemy Target (press the 'Launch' Button when the Crosshair is over the Enemy).



2. Once done you will need to hit the Ball up the Drax Ramp (5) to finally claim the Skill Shot award.

Note – the Skill Shot value can be raised by gaining the corresponding award within the Collector Award mechanic detailed later in the Guide.

Kick Back & Ball Save

Activation of the Kickbacks will require you to light up all 4 ‘GROOT’ Rollovers on the In/Out Lanes –



Once done, a Kickback will activate. Repeat the above process again for activation of the other Kickback.

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

Ball Save –

To activate the Ball Save mechanic you will first need to activate both Kickbacks, then repeat the Kickback activation process detailed above. This will now start up the “I Am Groot” Hurry Up Mode; which in fact will see a random Lane begin flashing and you will need to hit the Ball up it to claim the reward of Ball Save activation. Shown below is an example of the flashing Groot Lane -



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

Extra Balls

There is only **1** Way to achieve an Extra Ball – an Extra Ball Hurry Up will be required to gain it.

- ***Method 1***: *Collector Award;* look further down at the Section of the Guide titled 'Collector Awards' for information on how get this **Extra Ball**.

Raising the Multiplier

To raise the Bonus Multiplier you will need to hit the Orb Target (4) a total of 5 times, repeat again and again to continue to raise the Bonus Multiplier until it maxes out at 10x times Multiplier.



***Note** – Multiplier Level resets upon draining the Ball.**

Xandar Rollovers

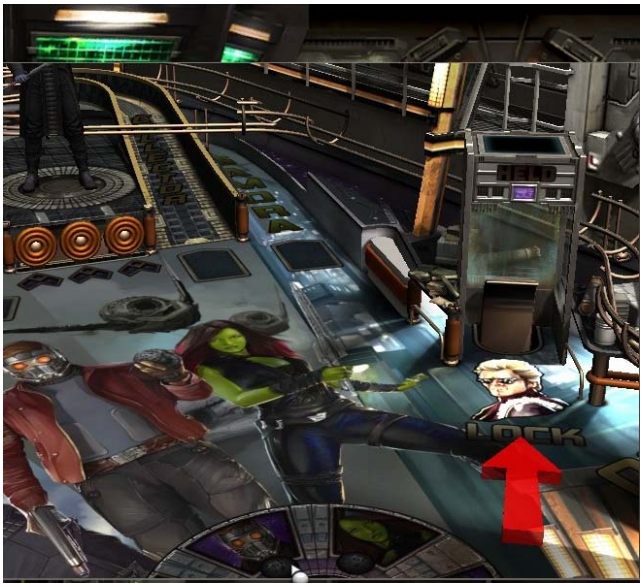
The Xandar Rollovers located just above the Bumpers (Top Left of the Table Playfield) will increase the Xandar Jackpot Value. This can be collected within the 1st Stage of the Wizard Mode (detailed much later in the Guide) during the Necrocraft Attack of Xandar. These 3 Rollovers can be seen in the Image below -



Use the Flipper Buttons to cycle through the lit Rollovers to help ensure the Ball rolls down an un-lit Rollover each time, this allows you to efficiently raise the Xandar Jackpot Value.

Collector Awards

To gain access to the Collector Awards you will need to hit the Collector Sink Hole (10) a total of 4 times.



A sweepstake will then begin on the Dot – Matrix showcasing all the Awards up for grabs, simply press the 'Launch' Button to stop the sweepstake to claim your Award.

Awards can range from Point base Jackpots, advancing a Guardians Mode start-up, to holding the Multiplier.

Note that it is from here that the **Extra Ball** Hurry Up Mode can be started, giving you a chance to acquire an **Extra Ball**.

Multiball Modes

There are 2 Multiball Modes available on this Table;

Collector Multiball *3 Balls* -

You will first need to send the Ball up the Collector Ramp (8), each time you do so 3 Letters of 'COLLECTOR' will be lit on the Ramp and so repeat this a further 2 times for all the Letters to be lit.



Once that is achieved the locking mechanic will become active at the Collector Sink Hole (10) –



Now repeat the above process a further 2 times, thus locking 3 Balls and the Collector Multiball will begin.

The objective here is to score **Jackpot** awards by hitting 1 of the 3 randomly lit Lanes. Note that if you have a Character Ball presently on the field of play, then shooting the corresponding Lane will result in a **Super Jackpot**.



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.

Sparring Match Multiball **2 Balls** -

To gain access to this Multiball Mode you must hit the Swap Sink Hole (1) a total of 4 times, on the 4th time you will be taken to the Nebula vs. Gamora Mini Playfield –

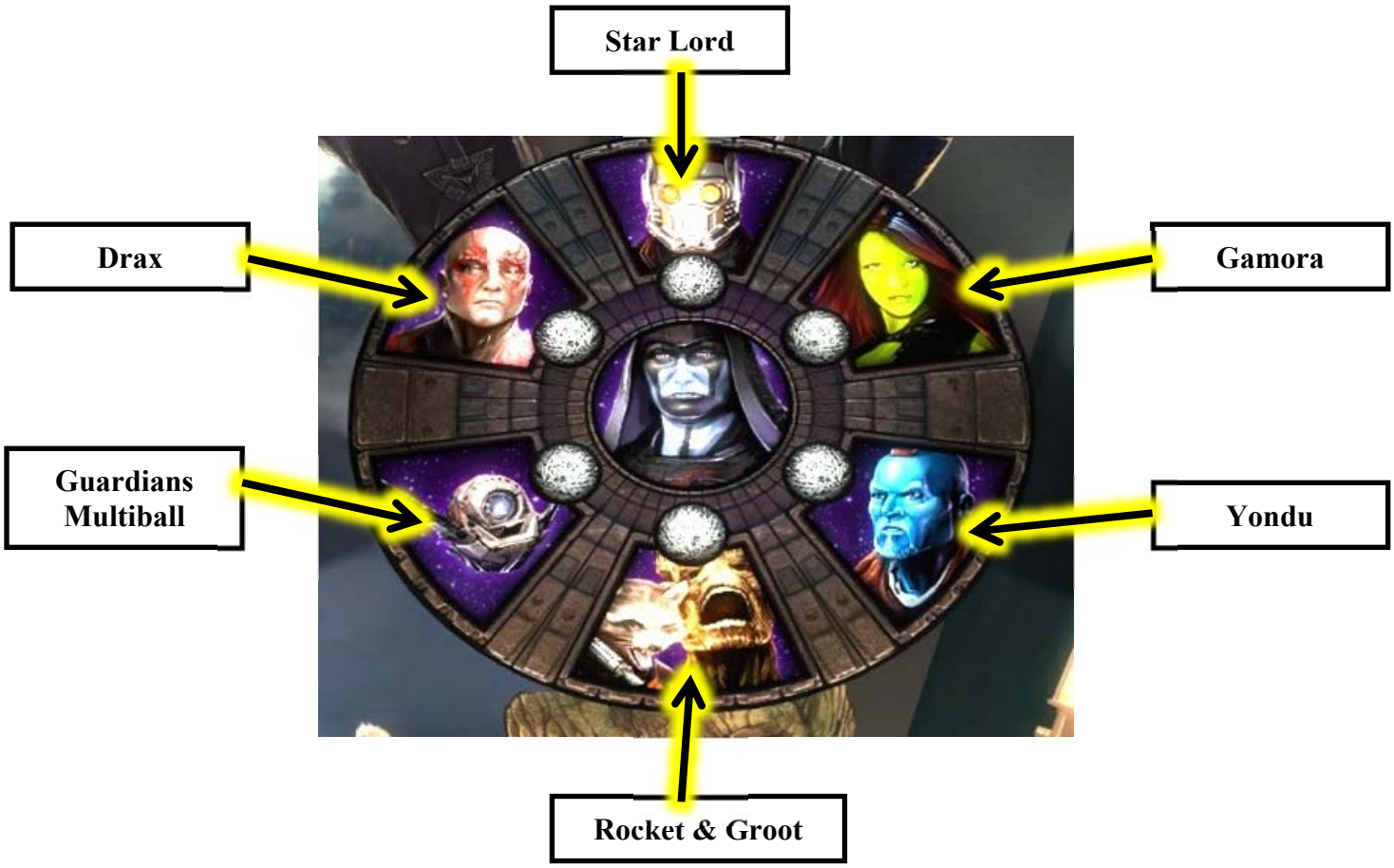


Shoot the Lanes to score **Jackpot** awards, and increase the **Jackpot** value by hitting the 3 Targets.



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.

Guardians of The Galaxy Modes



There are 6 Guardian of The Galaxy Modes available on this Table, each of them is activating by hitting a Lane or Target etc. a set amount of times. Finally activating each of the 6 at least once will enable you to start up the Wizard Mode via the Swap Sink Hole (1). Failure to complete a Mode will require you to hit the Lane/Target once to engage the Mode activation process. For example – failure of the Gamora Mode; you would need to hit the Gamora Orbit (9) once to engage it then again to claim the first Letter. This engage hit will increase by 1 for every failure of that particular Guardian Mode.

***Note** – as you can see in the above Image there is an Orb beside each of the Notification Lights for the Modes. This Orb represents whether you have completed the Mode, so if one is lit beside Star Lord that means you have completed the Star Lord Mode. Shown below –*



*For every completed Guardian Mode this will act as a Multiplier to the final Wizard Mode score.**

Orb Bonus Frenzy Mode ***awarded for completion of any of the below 6 Guardian Modes* -**

Completing 1 of the 6 Guardian Mode (detailed on the below) will reward you with a short frenzy called Orb Bonus.



The more Guardian Modes you complete, the bigger the Multiplier available to you will be. Note that the biggest score you earn in this Frenzy Mode will be awarded again to you if you manage to defeat Ronan by completing the Table Wizard Mode (detailed later in the Guide).

***Note** – you can only access this Frenzy Mode for completion of a Guardian Mode once per completion. For example if you complete the Star Lord Mission twice, you will only enter the Orb Bonus Frenzy Mode on your first completion. You can of course regain access to the Frenzy Mode by completing the same Mission, but this will require you to at least start up the Wizard Mode as after that is completed/failed the Table resets,**

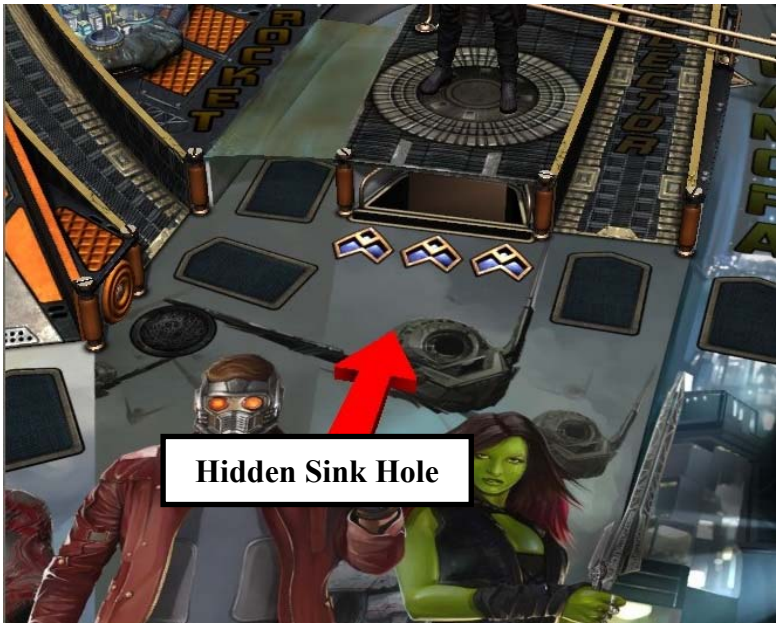
Star Lord – *Timed – Health Bar*

Activation **–**

To start up the Star Lord Mission you will first need to hit all of the 3 Star Lord Targets (7) –



Once they are hit a hidden Sink Hole will now be accessible, sink the Ball into it to begin the Star Lord Mission –



How to complete **–**

Now to complete this Mission you will need to deplete Ronan's Health before yours, so between the time it takes for Ronan to charge up his attack (20 Seconds) you will need to hit the flashing Lanes. Below shows an example of this where upon starting the Mission you will need to hit 1 flashing Lane -



After hitting the flashing Lane the timer will reset, now hit 1 of the flashing Star Lord Targets (7) to attack Ronan instead.



Now once you hit a flashing Star Lord Target (7), you will then be required to repeat the above process a further 3 times. Each time the number of flashing Lanes required to be hit before you can hit a flashing Star Lord Target (7) will increase by 1 on the last sequence of flashing Lanes (of which you need to hit 4) you will then need to sink the Ball into the Sink Hole now available via the Star Lord Targets (7).



Once that is done the Star Lord Mission will be completed.

Drax – * Timed – Health Bar*

Activation **–**

To start up the Drax Mission you will need to light up all the letters of 'DRAX' on the Drax Ramp (5), each time you successfully send the Ball up the Ramp it will light up 1 Letter –



How to complete **–**

Now to complete this Mission you will need to deplete Ronan's Health before yours, so between the time it takes for Ronan to charge up his attack (15 Seconds to begin with) you will need to hit the 1 of the 3 flashing Lanes.



Depending on which flashing Lane hit will then correspond to the Lane required to hit for an attack on Ronan to take place, like so (Hitting the flashing Lanes will add 5 Seconds to the timer between Ronan Attacks) -

- Hit the **Guardians Ramp (3)** will then require you to hit the **Gamora Orbit (9)**.
- Hit the **Rocket Mini – Orbit (6)** will then require you to hit the **Drax Ramp (5)**.
- Hit the **Collector Ramp (8)** will then require you to hit the **Yondu Orbit (2)**.

Repeat the above a further 2 times for each of the flashing Lanes, once a Lane has be done twice it will stop flashing and once all 3 is done you will move onto the next stage.

The final stage of the Mission will have Drax and Ronan locked in final battle. A Power Bar will be visible on the Dot – Matrix, you will need to hit the flashing Lanes to fill up the Bar to 100% and note that over time the bar will deplete so you need to hit Lanes efficiently.

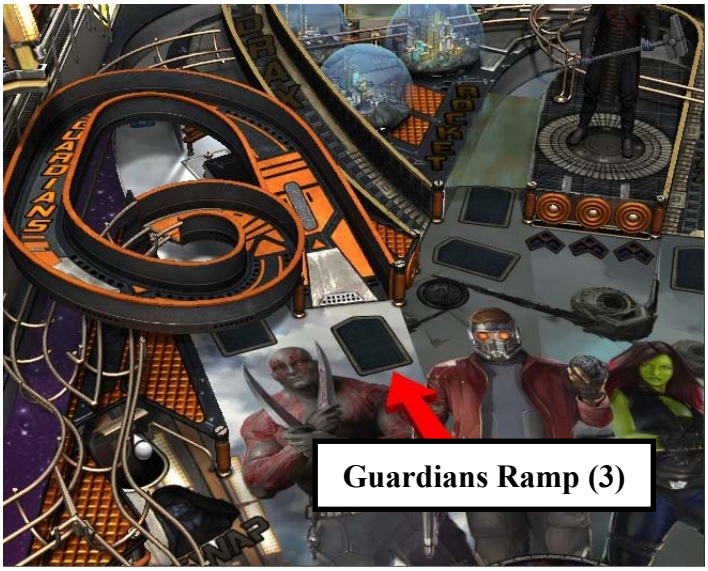


Once the Bar is filled, Drax will overpower Ronan and the Mission will be completed.

Guardians Multiball – *3 Ball Multiball, Non - Timed*

Activation –

To start up the Guardians Multiball Mission you will need to light up all the letters of 'GUARDIANS' on the Guardians Ramp (3), each time you successfully send the Ball up the Ramp it will light up 1 Letter –



How to complete –

Now to complete this Mission you will need to destroy 20 Necrocrafts before your Ships Health depletes, this is a 3 Ball Multiball.

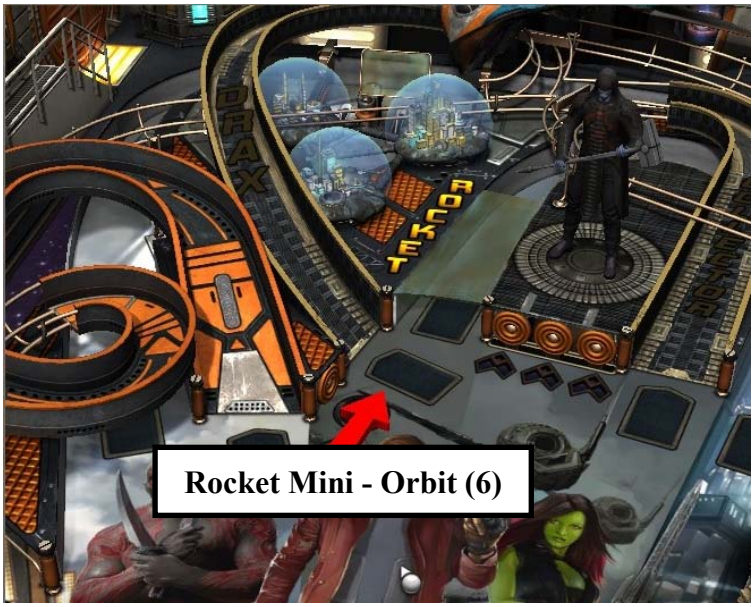


Hit the flashing Lanes with the Balls to destroy the Necrocrafts, remember if you hit a flashing Character Lane with the matching Ball you will instead be rewarded with 2 Necrocrafts being destroyed. Character Balls can be swaped by hitting the Ball you wish to swap into the Swap Sink Hole (1). If you manage to destroy 20 Necrocraft before your Ship Health Bar depletes, then the Mission will be completed.

Rocket & Groot – *Timed – Health Bar*

Activation –

To start up the Rocket & Groot Mission you will need to light up all the letters of 'ROCKET' on the Rocket Mini - Orbit (6), each time you successfully send the Ball around the Mini - Orbit it will light up 1 Letter –



How to complete –

Now to complete this Mission you will need to deplete Ronan's Health before yours, this is achieved by hitting the flashing 'Rocket' Lane multiple times and you can regenerate the Bark Shield provided by Groot by hitting the Ball up the flashing 'Groot' Lane.



Hitting a flashing Lane with the matching Ball will result in a bonus.

Once you get Ronan's Health Bar down to 20% you will be able to finish him by sinking a Ball into the Sink Hole available behind the Star Lord Targets (7) –



Note that this Mission 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 Mission.

Once done the Mission will be completed.

Yondu – *Timed – Ship Health Bar*

Activation –

To start up the Yondu Mission you will need to light up all the letters of 'YONDU' on the Yondu Orbit (2), each time you successfully send the Ball around the Orbit it will light up 1 Letter –



How to complete –

Now to complete this Mission you will need to escape from Yondu and reach Knowhere before your Ship is destroyed. To avoid taking damage, you will need to hit the 4 flashing Lanes to dodge Yondu's attack in time; it takes Yondu 20 Seconds to charge up his attack.

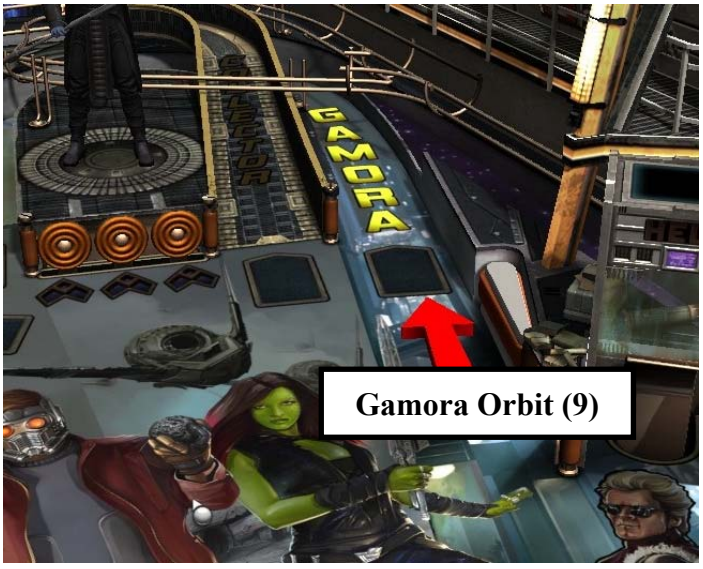


Remember if you receive too much damage then the Mission will fail, thus you will need to repeat the above process to restart the Mission.

Gamora – *Non - Timed*

Activation –

To start up the Gamora Mission you will need to light up all the letters of 'GAMORA' on the Gamora Orbit (9), each time you successfully send the Ball around the Orbit it will light up 1 Letter –



Gamora Orbit (9)

How to complete –

You will be transported to the Nebula vs. Gamora Mini Playfield. Now to complete this Mission you will need to defeat Nebula by lighting up all the Blue Lamp Notification Lights by sending the Ball up the Ramps.

This is achieved by following the below Steps –

1. Hit the 3 Targets to allow begin attacking Nebula –



2. Now you will have 30 Seconds (each time you hit all the Targets in the first Step) to light the Blue Lamps by hitting all the Ramps & Orbits from both sides.



3. Repeat the above 2 steps until you have lit up all 10 Blue Lamps to complete the Mission.

Wizard Mode – Guardians vs. Ronan Final Battle *Timed*

The Wizard Mode will be available once you have managed to activate each of the 6 Guardian Modes at least once. Simply hit the Ball into the Swap Sink Hole (1) to begin –



Guardians vs. Ronan *Timed – Health Bar* -



The Wizard Mode is split into 3 Stages -

1. You will be given a 4 Ball Multiball.



In this first Stage you will need to prepare Xandar's defences against the Necrocraft attack by shooting the flashing Lanes, remember if Xandar's health is depleted to 0%, the Wizard Mode is failed. As you hit the flashing Lanes you will be awarded with a Xandar Jackpot (remember - the Xandar Rollovers located just above the Bumpers (Top Left of the Table Playfield) will increase the Xandar Jackpot Value during normal play.

If you hit a flashing Lane with a matching Ball, 2 Necrocraft will be destroyed and you will be awarded with a Xandar Super Jackpot (double normal Jackpot). You can swap Character Balls by hitting it into the Swap Sink Hole (1).

Once you have destroyed 10 Necrocraft the next Stage will immediately begin.

2. This Stage follows the same method of completion as detailed earlier in the Guide for the Drax Guardians Mission. Basically hit 1 of the 3 flashing Lanes to begin a combo, followed by then hitting the subsequent flashing Lane to complete it and thus attacking Ronan.



Once you have performed the combo on each flashing Lane twice, the final Stage will immediately begin.

3. This Stage follows the same method of completion as detailed earlier in the Guide for the Star Lord Guardian Mission. Basically shoot the flashing Lanes to avoid Ronans attack.



Then hit the flashing Star Lord Targets (7) in front of him to attack him instead. Repeat this process until all 3 Targets are lit, finally hit the 4 flashing Lanes and sink the Ball into the Sink Hole via the Star Lord Targets (7) to complete the Wizard Mode.

After completion of the Wizard Mode you will be rewarded with you highest score earned from the Orb Bonus Frenzy Mode (Mode which you play upon completing a Guardian Mode).

Completion/failure of the Wizard Mode will result in a Table Reset, but the Table will remember what Guardian Modes you completed previously (The Orb Notification Light will remain lit).

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 -

"You may know me by another name….. ShoryukenToTheChin, Pinball Guide Writer!"

Yours
ShoryukenToTheChin