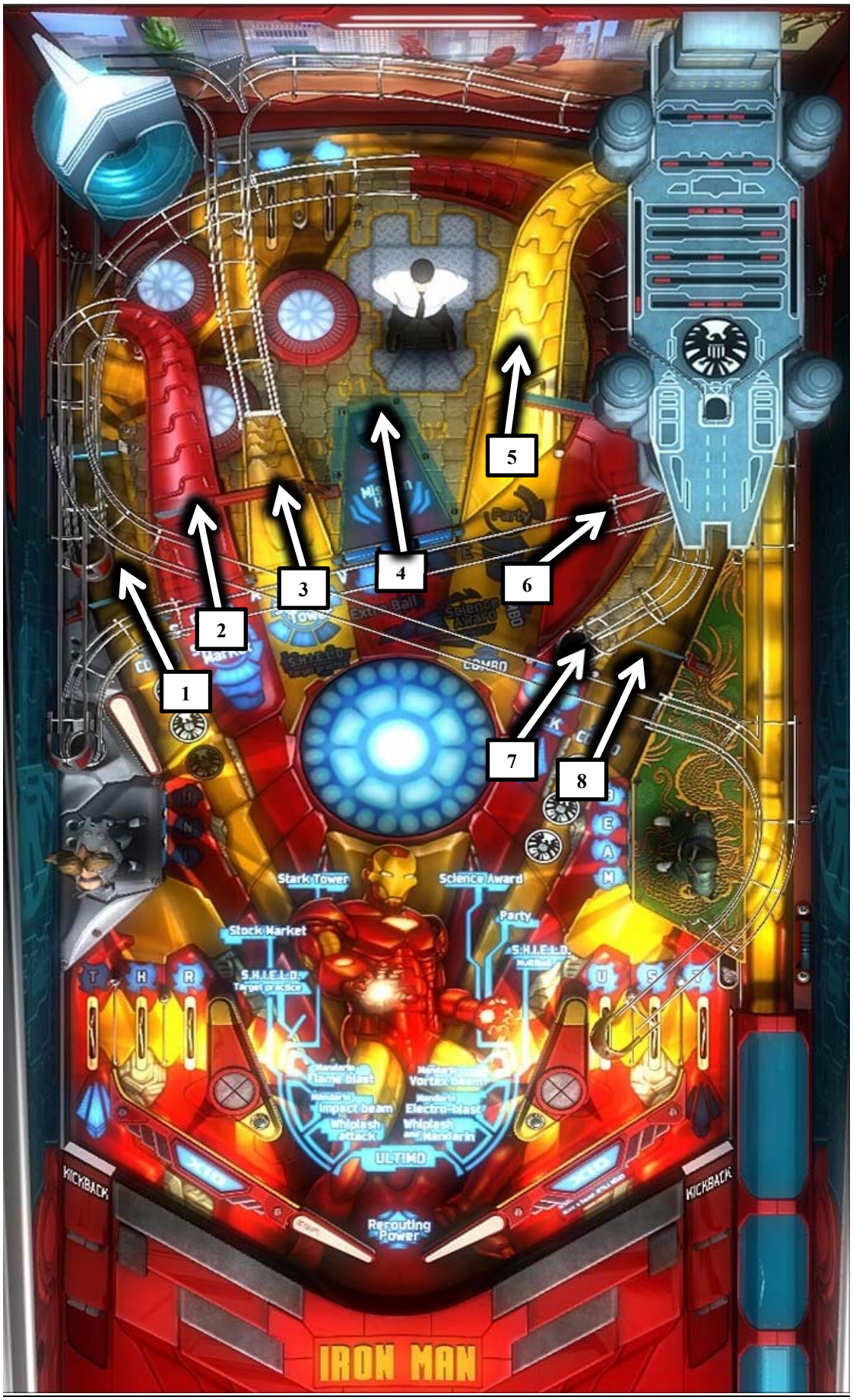
Iron Man Table Guide
By ShoryukenToTheChin



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

1. Left Orbit
2. Stock Market Ramp
3. Stark Tower Ramp
4. Iron Man Mission Sink Hole
5. Party Ramp
6. Science Award Mini-Orbit
7. Shield Multiball Lock Sink Hole
8. 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

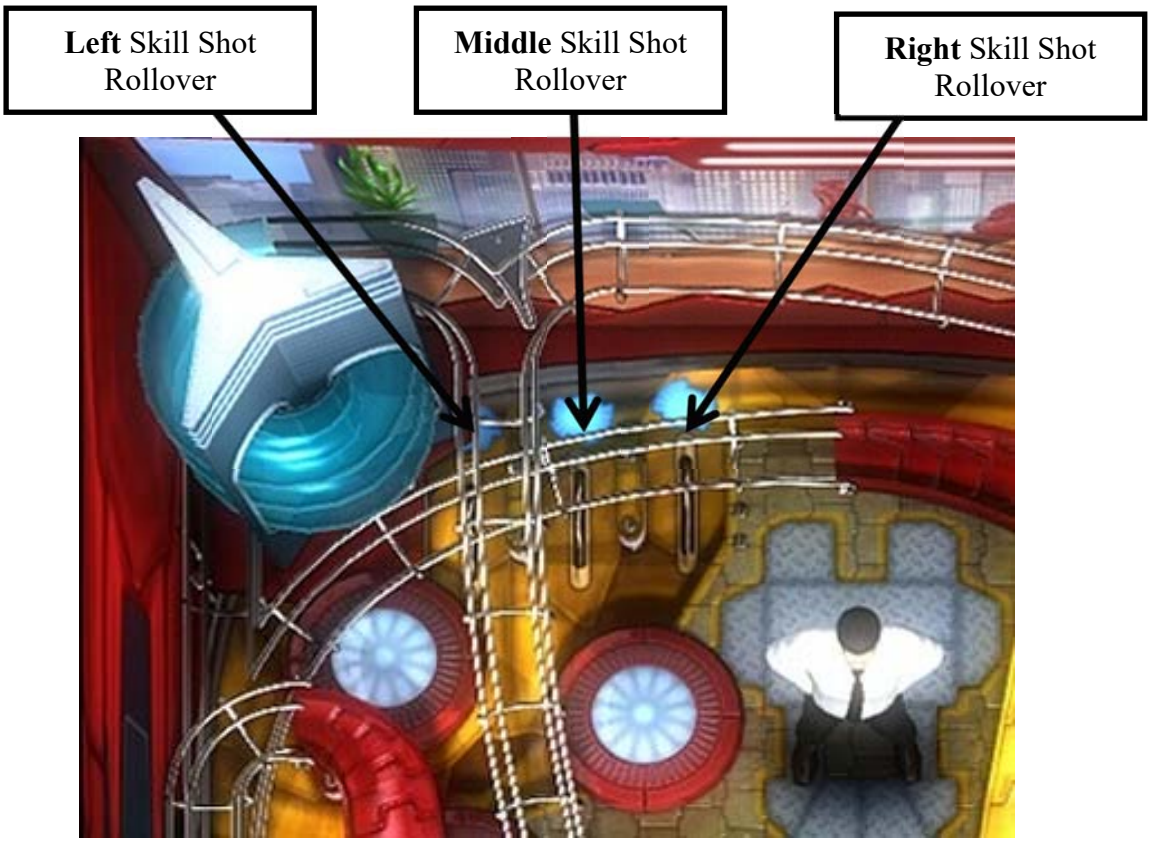
This Table in my opinion is very hard, because Kickbacks disable when you drain a Ball, Ball Save is very risky to manually activate. This is the hardest table of the 4 core Marvel Pinball Tables (Spiderman, Iron Man, Wolverine and Blade) in my opinion. Funny enough from the Core Marvel Tables this was the first Table I was hooked on and beat.

***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 -

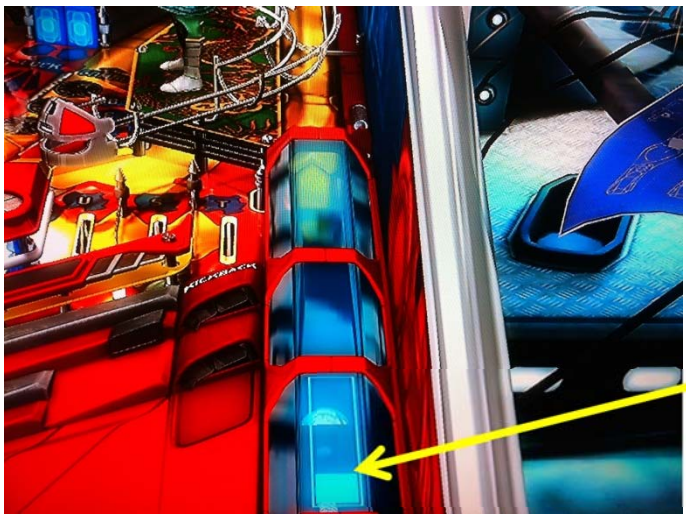
A Skill Shot award is attained on this Table by making the Ball drop into the lit Multiplier Rollover; when you are at the Launch Lane simply press the Left Flipper Button on your Controller and the Table will then zoom into the Rollovers to show which one is lit.

Skill Shot/Multiplier Rollovers –



I will now detail how to get the Ball to roll into the lit Rollover (next Page);

- ***Right Skill Shot Rollover*** –



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

Pull it down as shown in the Image and it should roll into the ***Right Skill Shot Rollover***.

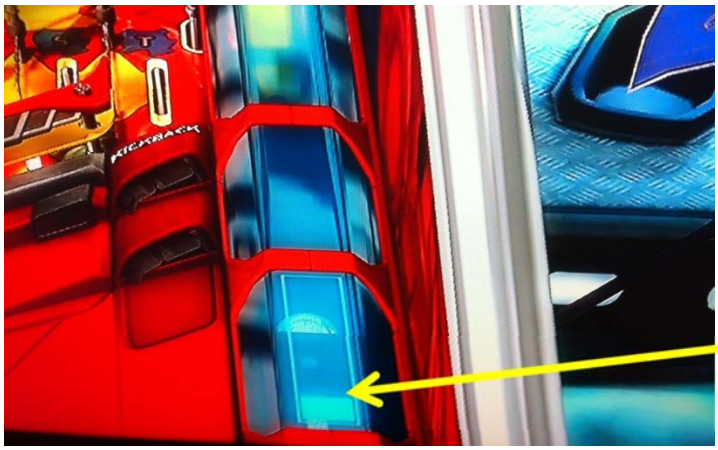
- ***Middle Skill Shot Rollover*** –



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

Pull it down a bit more from how you had the ***Right Skill Shot Rollover*** Plunger setup. As shown in the Image and it should roll into the ***Middle Skill Shot Rollover***.

- ***Left Skill Shot Rollover*** –

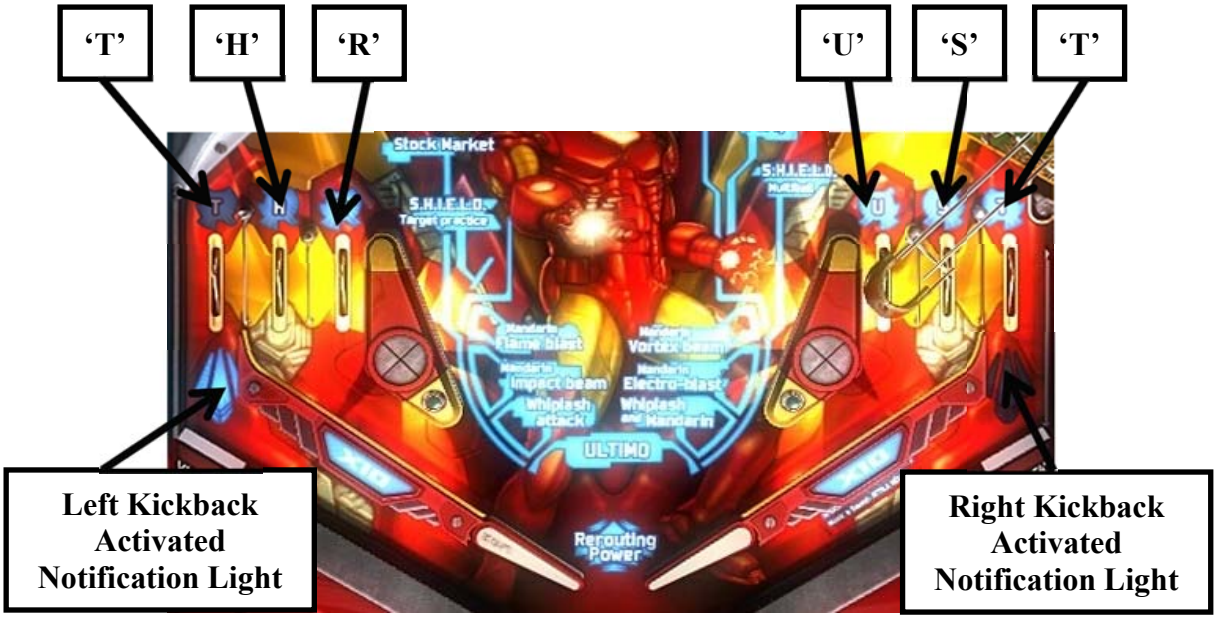


Power Gauge – As you pull back the Plunger (Analogue Stick on your Controller controls this) The Power Gauge will increase.

Pull it down a bit more from how you had the ***Middle Skill Shot Rollover*** Plunger setup. As shown in the Image and it should roll into the ***Left Skill Shot Rollover***.

Kick Back & Ball Save

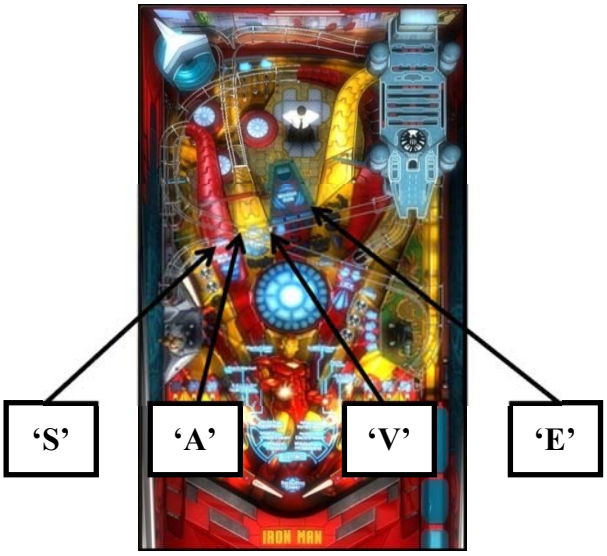
Kickbacks - Kickbacks are activated by lighting up the letters on the Inlanes and Outlanes; it will spell 'THRUST' once you light them all up, the Left Kickback will activated, repeat for Right Kickback.



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

Ball Save – This is activated by hitting the 4 'SAVE' Targets which are located at the entrances of these Ramps etc. –

- ***'S'*** - Located to the left of the entrance of the Stock Market Ramp (2)
- ***'A'*** - located to the right of the entrance of the Stock Market Ramp (2) & left of the Stark Tower Ramp (3)
- ***'V'*** - located to the right of the entrance of the Stark Tower Ramp (2) & left of Iron Man Mission Sink Hole (4)
- ***'E'*** - located to the right of the entrance of the Iron Man Mission Sink Hole (4) & left of the Party Ramp (5)



Note – Ball Save remains active until you lose the Ball or the Ball Save time limit (10 Seconds) runs out!

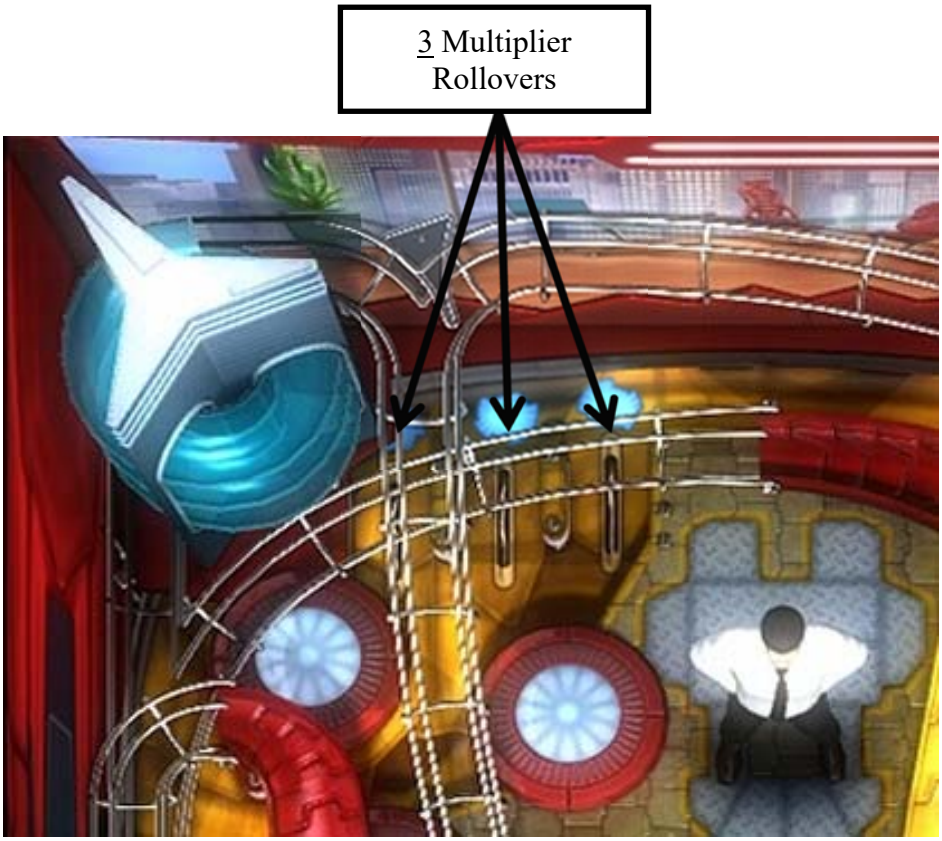
Extra Balls

The **Only Way** to achieve an Extra Ball –

- ***Method 1***: Max Multipliers; (explained just below this paragraph) once you reach 10x Multiplier, you then collect the **Extra Ball** by hitting the Science Award Mini-Orbit (6) - very awkward to get this in my opinion.

Raising the Multiplier

You can raise the Multiplier Level on this Table by making the Ball roll down all of the 3 Multiplier Rollovers which are located behind the Stock Market Ramp (2) & Stark Tower Ramp (3) –



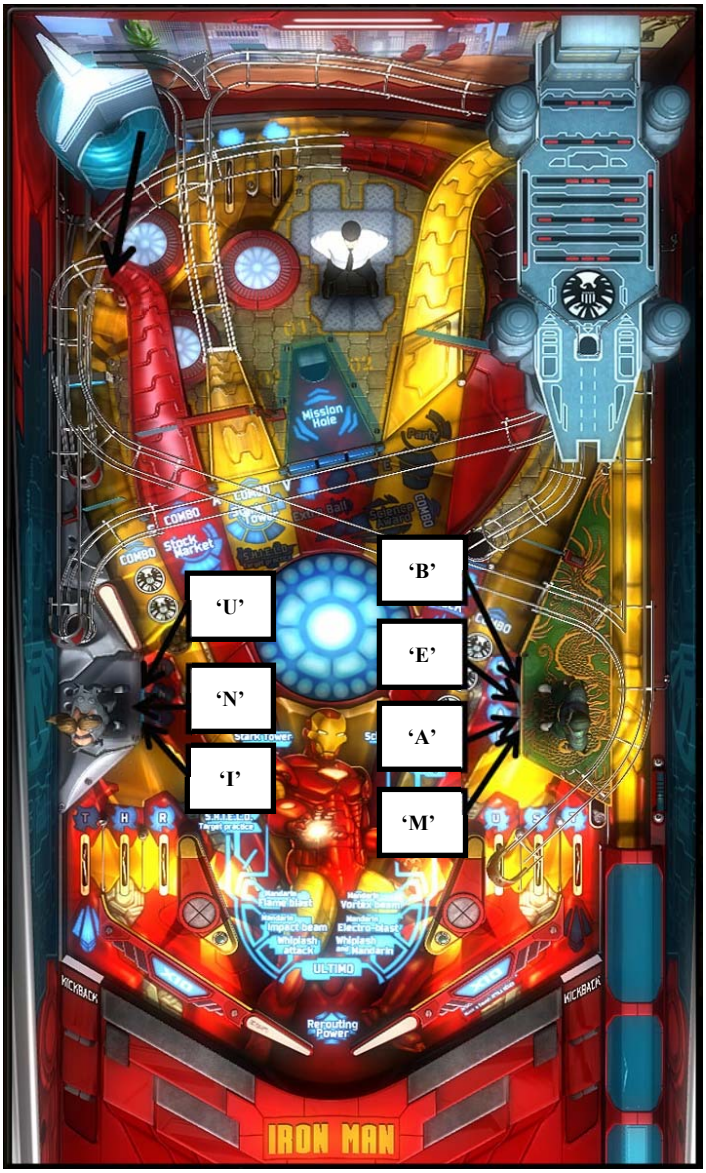
Every time the Ball passes through an un-lit Rollover that Rollover Light will then light up; you can then switch between which Rollover is lit by pressing the Flipper Buttons on your Controller, so that the Ball will always be rolling down an un-lit Rollover. Repeat this until all 3 Rollovers are lit, the Multiplier Level will then advance to 2x times Multiplier.

Repeat the above to further advance the Multiplier, eventually lighting up **Extra Ball** at the Science Award Mini – Orbit (6).

Note – Multiplier Level resets upon draining the Ball.

Uni Beam Targets

The Targets are located –



The 'UNI BEAM' Targets are located right next to Whiplash ('UNI') and Mandarin ('BEAM'). The 'UNI BEAM' Targets help increase your End of Ball Bonus. On certain Modes; it can increase the score values and Jackpots.

ULTIMO – How to activate this Wizard Mode

There are 2 sets of Missions/Objectives (12 in total = 6 each for Tony Stark & Iron Man).

Tony Starks Missions require you to do various tasks such as hit a specific Ramp multiple times whereas Iron Man Missions require you to beat an Enemy such as Whiplash.

Below are the Missions/Objectives for each –

Tony Sark



- Stock Market
- Stark Tower
- Science Award
- Party
- Shield Target Practice
- Shield Multiball

Iron Man



- Mandarin Flame Blast
- Mandarin Impact Beam
- Whiplash Attack
- Mandarin Vortex Beam
- Mandarin Electro Blast
- Whiplash & Mandarin

I will now detail how to complete each of the above on the next few Pages;

Tony Stark Missions



Stock Market



Stock Market Notification Light

To light up the ‘Stock Market Notification Light’ you must do the following; hit the Stock Market Ramp (2) about 8 times, the last hit up the Ramp will light the ‘Stock Market Light’ up.

Stark Tower



To light up the ‘Stark Tower Notification Light’ you must do the following; hit the Stock Tower Ramp (3) about 8 times, the last hit up the Ramp will light the ‘Stark Tower Light’ up.

Science Award



To light up the ‘Science Award Notification Light’ you must do the following; hit the Science Award Mini-Orbit (6) about 8 times. To hit this Mini – Orbit; I recommend hitting the Stark Tower Ramp (3) since the Ball always returns just above the Top Left Flippers and it's easier to time the shot instead of going round the Right Orbit (8).

***Tip** – every time you hit the Science Award Mini-Orbit (6) you will notice the Ball will always exit from the entrance of the Left Orbit (1), if hit with enough power that is. Therefore this would enable you to send the Ball round Science Award Mini-Orbit (6) again, but remember that timing is critical here.**

The last hit up the Ramp will light the ‘Science Award Light’ up.

Party



To light up the ‘Party Notification Light’ you must do the following; hit the Party Ramp (5) about 8 times, the last hit up the Ramp will light the ‘Party Light’ up.

Shield Target Practice



Shield Target Practice Notification Light

To light up the 'Shield Target Practice Notification Light' you must do the following; first you need to hit the Left Orbit (1) & Right Orbit (8) 6 times each, you will notice each time you go round an Orbit a Shield Notification Light will enable at the Orbits entrance –

Left Orbit (1); *Shield Practice Notification Lights (3 Lights)*, they represent the amount of times you have gone round that Orbit.

1 Light = 2 successful Orbit shots.

The first Orbit shot will just make the light flash (spot it), while the second shot will collect it.

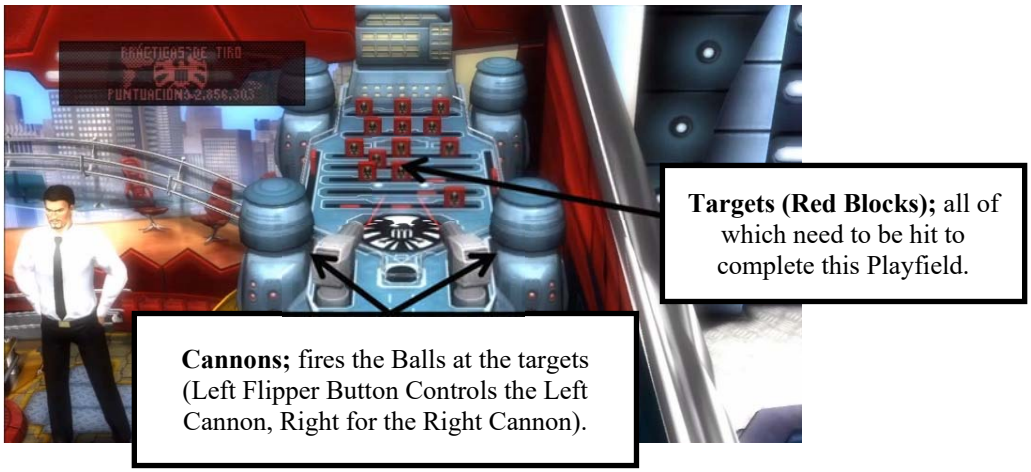


Right Orbit (8); *Shield Practice Notification Lights (3 Lights)*, they represent the amount of times you have gone round that Orbit.

1 Light = 2 successful Orbit shots.

The first Orbit shot will just make the light flash (spot it), while the second shot will collect it.

Upon doing the above; you will be granted entry into the Target Practice Mini-Playfield via a shot up the Stark Tower Ramp (3). The Mini – Playfield can be seen below -



You need to hit the Targets (shown in the above Image) using the Cannons within the time limit; the Left Flipper Button controls the Left Cannon & the Right Flipper Button controls the Right Cannon.

***Note** – you don't need to complete this to have the 'Shield Target Practice Notification Light' to light up.**

Shield Multiball **3 Balls**



Shield Multiball Notification Light

To light up the 'Shield Multiball Notification Light' you must do the following; lock 3 Balls into the Shield Multiball Lock Sink Hole (7) – this is down by

1. Hit the Ball towards the Shield Multiball Lock Sink Hole (7) as you need to knock down the 2 Drop Down Targets which are blocking access to the Sink Hole.
   Danger!* – *Be Careful in hitting these Targets etc. since the Ball will rebound violently off them afterwards!*
2. Once they are both down, hit the Ball into the Sink Hole to lock the Ball.

Do the above a further 2 times to lock the remaining 2 Balls required to start the Multiball Mode.

Note* – *Once the Multiball begins the 'Shield Multiball Notification Light' will light up.*

Now once the Multiball begins –Every Ramp/Orbit will be lit except for the Science Award Mini – Orbit (6). Hitting each Ramp/Orbit will give you a Jackpot award; after hitting all 6 ramps/orbits (6 jackpot awards), 1 of the Ramps/Orbits will be flashing. Hitting that Ramp/Orbit & you will score the Super Jackpot award.

Hitting the 'UNI BEAM' Targets (shown in the section earlier in the Guide titled 'Uni Beam Targets') will advance the Jackpot values a little.

Iron Man Missions



To start the Iron Man Missions you must hit the Ball into the Iron Man Mission Sink Hole (4), but first you will need to knock down all of the Drop Down Targets (3 in total) –



After you have knocked all 3 down you can now hit the Ball into the Iron Man Mission Sink Hole (4). You will then activate 1 of the 6 Missions; below I will explain how to complete each of them –

Mandarin Flame Blast



Mandarin Flame Blast Notification Light

To defeat the Mandarin Flame Blast you will need to hit the 3 Drop Down Targets in front of the Iron Man Mission Sink Hole (4) within the given time –



Iron Man Sink Hole (4) – Drop Down Targets

You are given about 20 Seconds to knock down 1 Target, it then resets allowing you to hit the other 2 Targets. Once those have been knocked down hit the Iron Man Mission Sink Hole (4). Your Ball will then be locked in the Cannons which have appearing above the Slingshots –

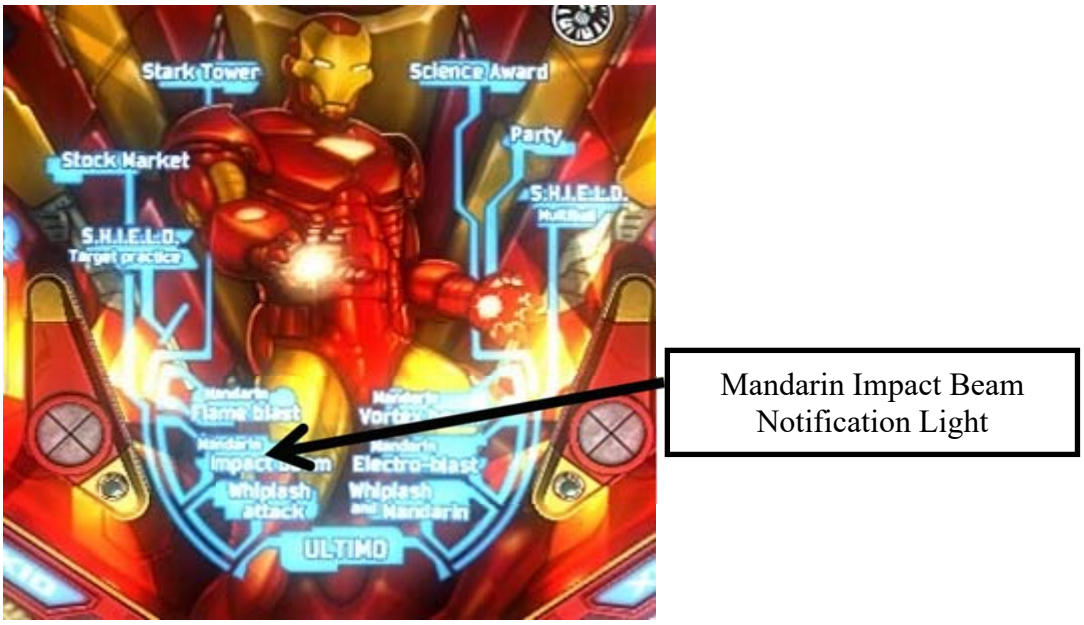


Cannons – Left Flipper Button controls the Left Cannon, whereas the Right Flipper Button controls the Right.

You will also notice that the Ramps & Orbits will have Sink Holes appear at their entrances. 1 of which will be lit and it's your job to hit the Ball into it using the Cannons; Left Flipper Button controls the Left Cannon, whereas the Right Flipper Button controls the Right. You get 100,000 Points each time you hit the lit Sink Hole. Repeat this process a further 4 times to complete the Mission, **** Tip - remember if you miss the lit Sink Hole just hit the lit Sink Hole with the Flippers.****

After completion you will be awarded some Completion Bonus Points and the 'Mandarin Flame Blast Notification Light' will be lit up.

Mandarin Impact Beam



All 6 Ramps & Orbits will be flashing;



you will need to hit all of them within the 90 Second time frame, after which you will then need to hit the Ball into the Iron Man Mission Sink Hole (4) and once you do that the Mission is completed.

After completion you will be awarded some Completion Bonus Points and the ‘Mandarin Impact Beam Notification Light’ will be lit up.

Whiplash Attack



Whiplash Attack
Notification Light

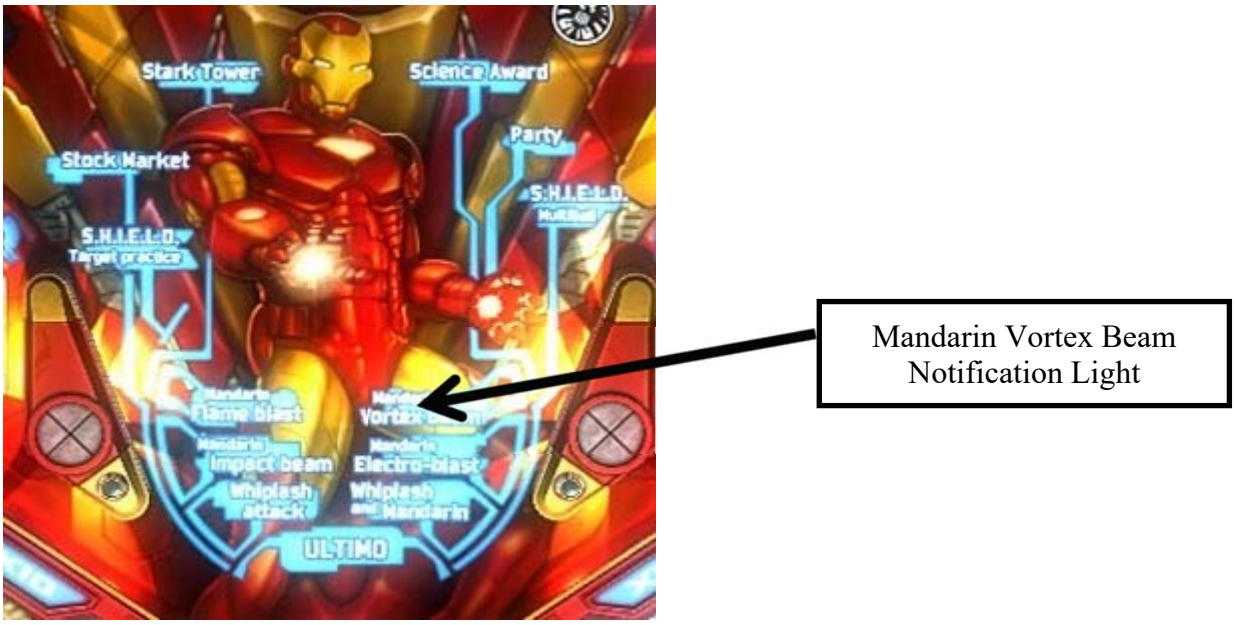
3 Ramps & Orbits will be flashing for 10 Seconds and then will alternate every 10 Seconds;



All you need to do to complete this Mission is hit 6 of those Flashing Ramps/Orbits, ***Note – There is no time limit to this Mission, only by draining the Ball does this Mission fail.***

After completion you will be awarded some Completion Bonus Points and the 'Whiplash Attack Notification Light' will be lit up.

Mandarin Vortex Beam



This Mission will start by giving you a 4 Ball Multiball –



You are then required to hit all 6 Ramps/Orbits while maintaining a minimum of 2 Balls in play otherwise the Mission will fail.

***Big Tip** – The Science Award Mini – Orbit (6) is the hardest thing you need to hit so there is an easy way to hit that right at the beginning of the Mission. Since Ball Save is enabled for the beginning of the Mission, just let all the Balls drain when the Multiball starts. They will then re - launch around the Right Orbit (8) and go right by the Top Right Flipper - shoot the Science Award Mini – Orbit (6) immediately when the ball comes round the Orbit, then continue with the Multiball in hitting the other 5 Ramps/Orbits.**

I would suggest just concentrating on keeping the Balls alive just by doing this you should hit some Ramps/Orbits, if/when you go down to 2 Balls in play - you then have to time & aim your shots.

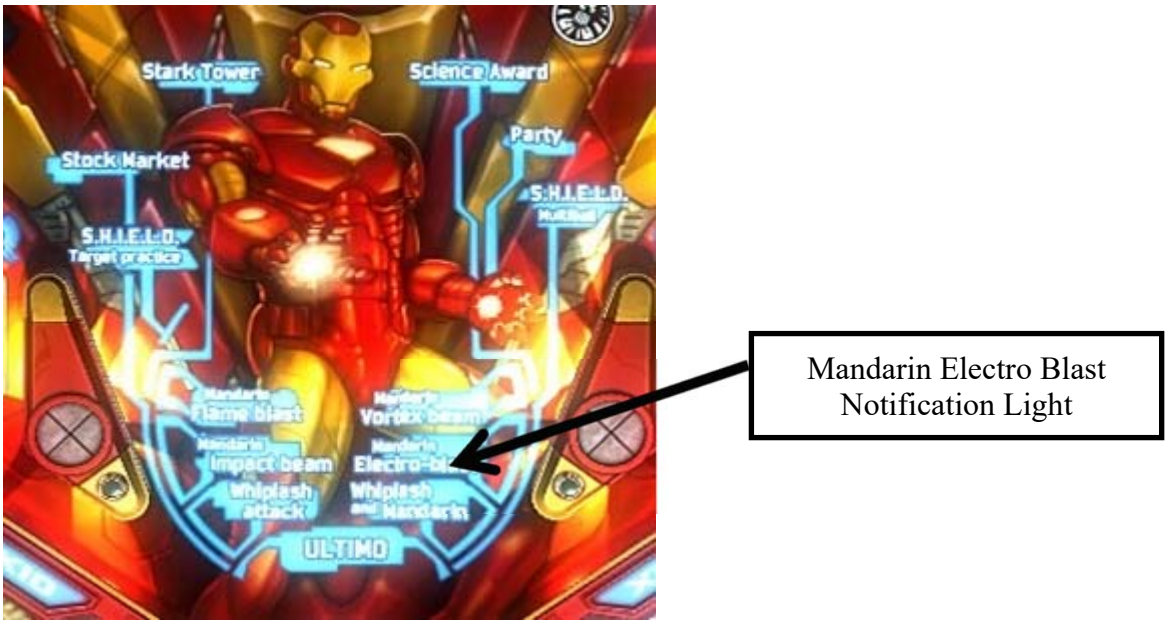
Once you have hit all the Ramps/Orbits needed you will then have to lock a minimum of 2 Balls into the Iron Man Mission Sink Hole (4), note that if you have 3 Balls at this stage you should drain one of them as its easier with just 2 Balls –



Be very careful when you get to this stage of the Mission because a Vortex appears in the middle of the Tables Playfield every now and again. If any of the Balls touch it they become very hard to judge their rebounds etc. and will have a greater chance of draining. Your best bet is to try and hold each of the 2 Balls on the Left & Right Flippers, then aim and shoot for the Iron Man Mission Sink Hole (4). Once you lock all of the Balls the Mission is completed.

After completion you will be awarded some Completion Bonus Points and the ‘Mandarin Vortex Beam Notification Light’ will be lit up.

Mandarin Electro Blast

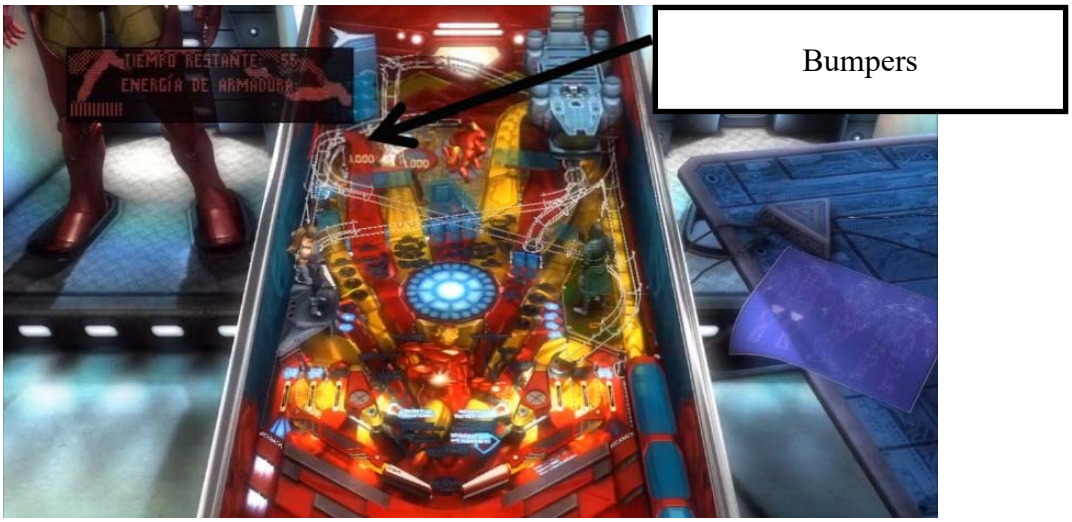


***Tip** – This Mission is a good way to increase the Level of the Multiplier End of Ball Bonus since you will need to hit the Bumpers etc. within the Mission and the Orbits are locked so the Ball doesn't travel all the way round but stops at the Bumpers (this is where the Multiplier Rollovers are located).**

Once this Mission starts 3 Ramps/Orbits will be lit – Left Orbit (1), Stark Tower Ramp (3) & Science Award Mini – Orbit (6)



Once you hit all 3, you will then have 60 Seconds to raise your Energy Level which is achieved by hitting the Orbits and/or Bumpers.



The Bumpers are located behind the Stock Market Ramp (2) & Stark Tower Ramp (3). Hit the Ball round the Left Orbit (1) or Right Orbit (8) to access the Bumpers. Once enough Energy is regained the Mission is completed.

After completion you will be awarded some Completion Bonus Points and the ‘Mandarin Electro Blast Notification Light’ will be lit up.

Whiplash & Mandarin



Whiplash & Mandarin Notification Light

Upon starting this Mission you will need to hit the Left Orbit (1), Science Award Mini-Orbit (6) & Right Orbit (8).



This will then activate the Cannons (they will erect above the Slingshots). Sink Holes will then open up at the entrances of some of the Ramps, hit either of them to load the Cannons.



After you hit 1 of the Sink Holes the game will then take you to which the game will then take you to the Cannon viewpoint, which will be aimed at Whiplash. You will then be required to hit a Target on Whiplash which can be placed on the Head, Torso or Feet (Completion of the Mission requires you to hit all 3 Targets). An example of this can be seen in the Image below (Torso Target) –

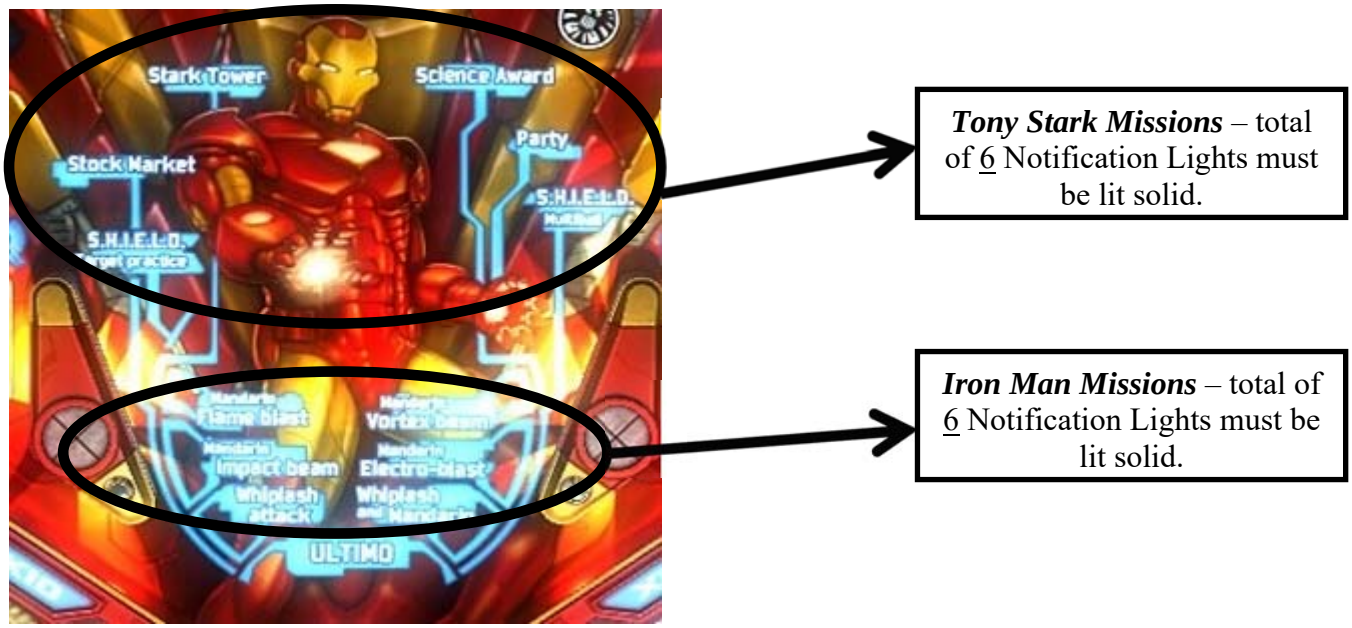


The Cannon will be moving in an Up/Down sequence, which you will need to try and launch the Ball from the Cannon at the right time (remember there is no time limit, so take your time) to hit the lit Target. Launching the Ball is done by pressing any of the Flipper Buttons. If you manage to hit the Target you will then need to repeat the above process of loading the Cannon again to try and hit the next Target, failure to hit the Target will require you to load the Cannon again to try again also.

Once you have hit all 3 Targets (Head, Torso & Feet) the Mission is completed, and you will gain some Completion Bonus Points as well as light up the 'Whiplash & Mandarin Notification Light.'

ULTIMO *WIZARD MODE (FINAL MISSION)*

This Wizard Mode is called **Ultimo** it can only be accessed once all of the 12 Missions (6 Tony Stark Missions & 6 Iron Man Missions) have been completed –



To start the Ultimo Wizard Mode you must hit the Ball into the Iron Man Mission Sink Hole (4), but first you will need to knock down all of the Drop Down Targets (3 in total) –



After you have knocked all 3 down you can now hit the Ball into the Iron Man Mission Sink Hole (4).

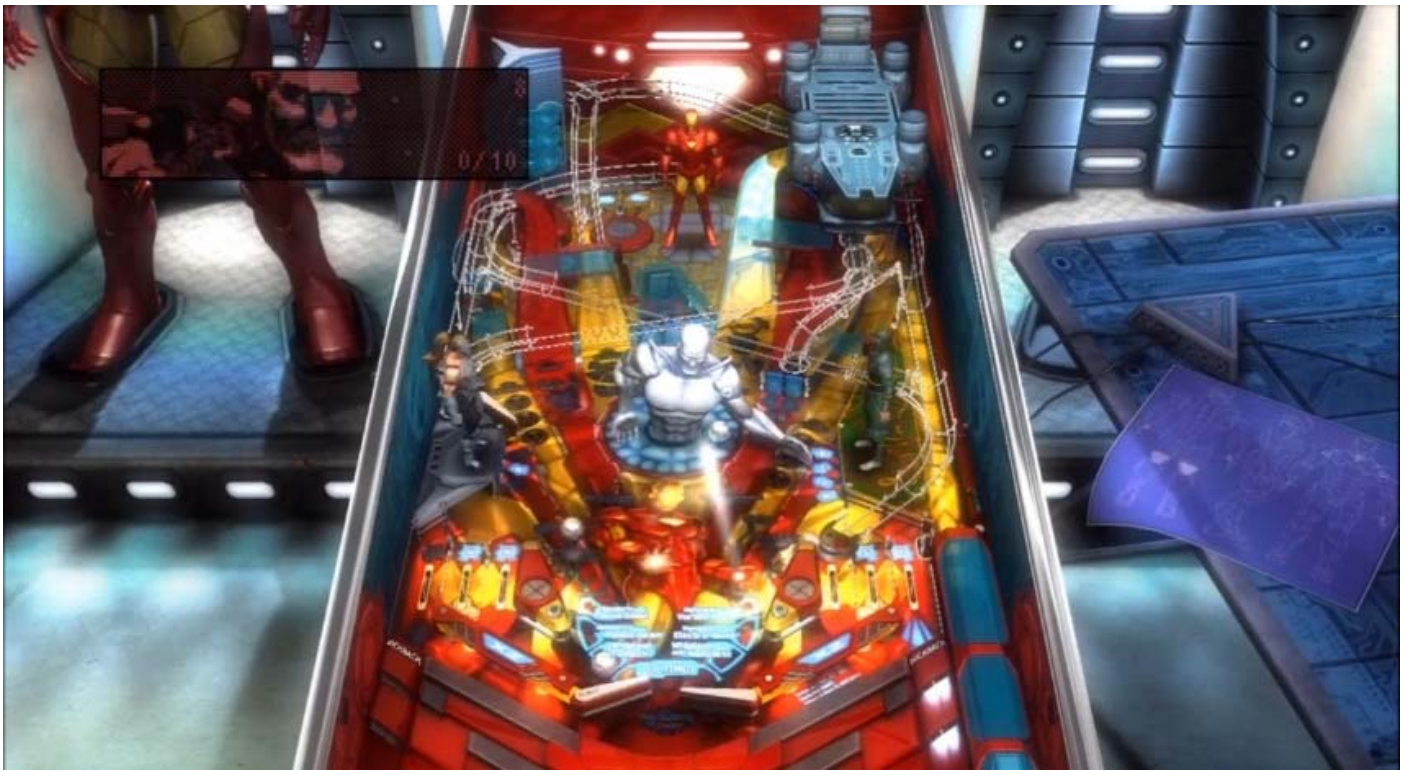
Continue to the next Page for information on how to beat the Wizard Mode -

ULTIMO

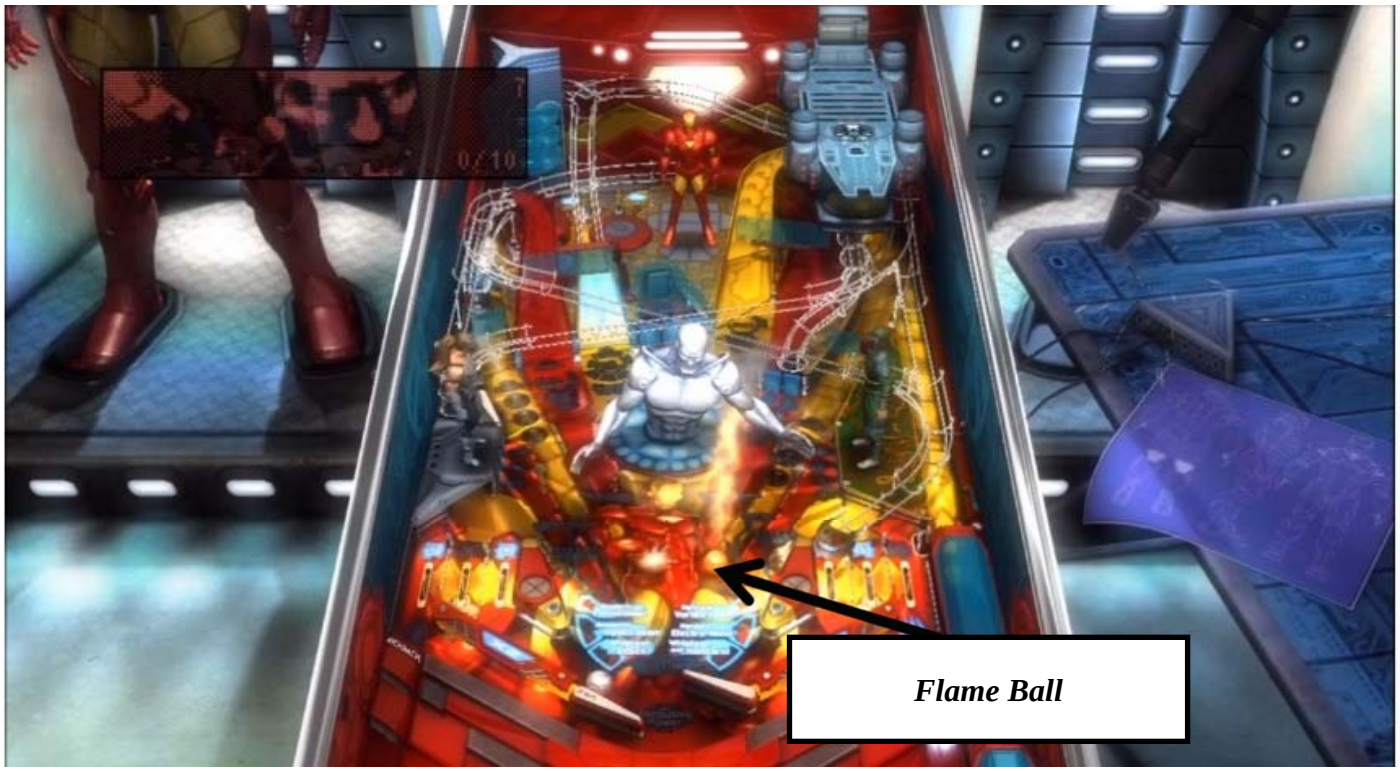


Ultimo will then rise from the Middle of the Table, trust me this is just Epic! When this happens you'll feel the fear of this creature.

Now you will then be given a 4 Ball Multiball –



You will then need to hit the lit Ramps/Orbits to light the Ball on Fire, once done you can attack Ultimo otherwise a normal Ball will just bounce off him and possibly result in Ball drains.



You must then hit Ultimo with the inflamed Ball, but this must be done quickly as the Ball only stays on Fire for 10 Seconds

***BIG TIP** – you can hit Ultimo with the Flaming Ball more than once before it goes out.**

You will need to hit him **10** times using a Flame Ball to defeat him.

Note - Be Careful!!!* as he has a lot of tricks up his sleeve like causing the Ball to bounce around like nuts so it drains, Catching the Ball and throwing it down the middle.

Very Important If you fail this Wizard Mode at any point by either draining all your Balls or being reduced to just 1 Ball, the whole Table resets and you must redo all the Tony Stark & Iron Man Missions all over again to re – attempt this Wizard Mode.

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, Mortals

"Now go save the World, IRON AVENGER!"

Yours
ShoryukenToTheChin