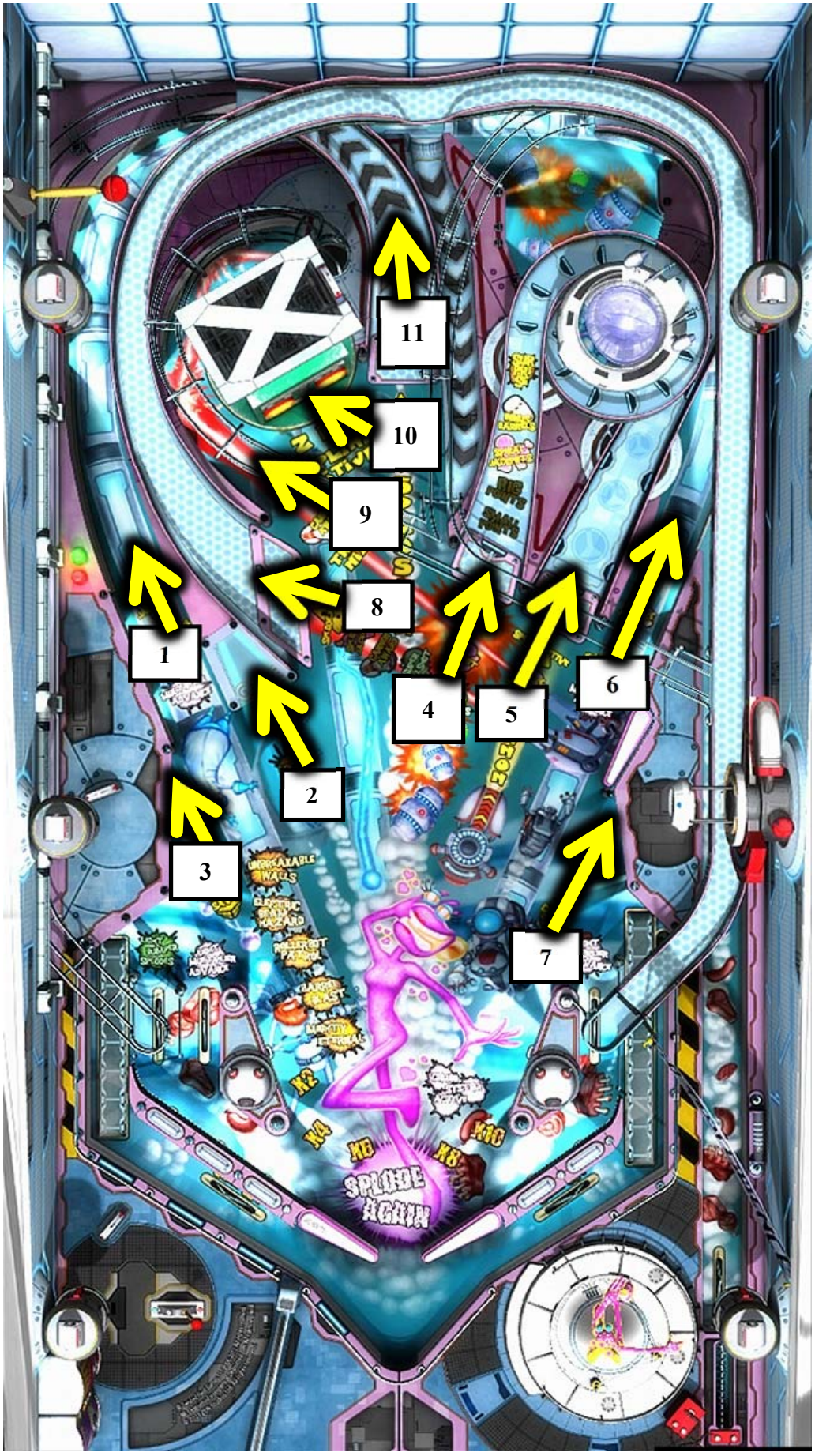
# Ms. Splosion Man Table Guide

***By ShoryukenToTheChin***



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

1. Left Orbit
2. Splode MultiBall Hole
3. Barrel Saver Hole
4. Spiral Ramp
5. Cannon Ramp
6. Right Orbit
7. Load Cannon Hole
8. Mighty Eternal Ramp
9. Tread Mill Mini - Orbit
10. Destructoid Targets
11. Splosion Ramp

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

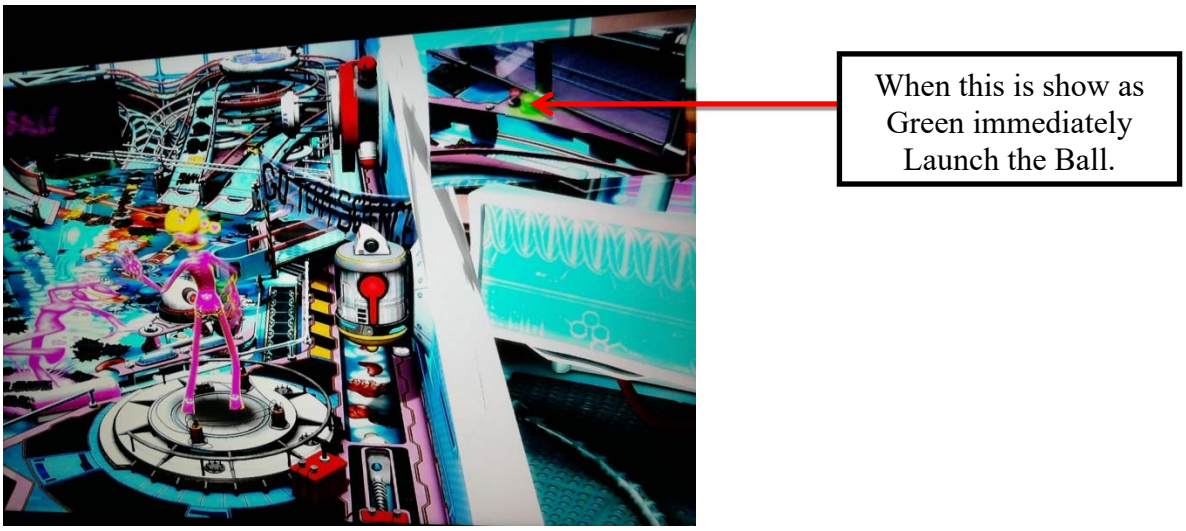
Overall I think the Table is awesome, it captures the Ms. Splosion Man Theme perfectly down to the colours/voice/animations. It's a real treat and the SFX seem to have gotten even more polished. I for one can't get the BGM (Back Ground Music) outa my head....

As for the gameplay, the Table has a casual sort of feel in terms of how easy the Missions get done but I guess that's down to the Theme, you're not going to have a Theme like this be a Hardcore sort of table in terms of mechanics and what not *Cough* Iron Man *Cough*.
Trust me when I say this I believe this could be the first table for someone to achieve a Quadrillion.

Overall the Team did an Amazing job and should be congratulated for this magnificent Pinball Table, it really shows what the team can do. No wonder they are getting asked to make Tables because they are how can I put this - "THE BEST THERE IS AT WHAT THEY DO!!!"

**Skill Shot** ***Note - Worth over 1 Million Points****

To successfully acquire a Skill Shot Bonus you should launch the Ball with the Launch Button ***Note – By default this is the 'A' button on your Xbox 360 Controller**** as soon as the Light Turns Green (This light can be seen on the Left Side of the Table about a Middle of the way up the Table). This can be seen in the image below from the Mini Camera view –




**Super Skill Shot** ***Note – Worth Over 3 Million Points****

When you successfully do a Skill Shot the Ball is then sent back round the Left Orbit (1) you then need to hit the Ball with the Top Right Flipper to make the Ball go up the Mighty Eternal Ramp (8). For completing that shot you will be awarded with a Super Skill Shot and also start up the process of activating a Main Mission ***Note – see Main Table Missions later in the Guide****

## Kick Back & Ballsave

### Kickback

Both the Left & Right Kickbacks are activated by going round the Tread Mill Mini - Orbit (9) using the Top Right Flipper. One successfully Orbit round gets you the word 'TREAD' and a 2nd gets you 'MILL' as shown below –

| **Once** | **Twice** |
|---|---|
| TREAD | MILL |

Doing so will activate the Left Tread Mill (Left Kickback); repeat the process for the Right Tread Mill (Right Kickback). ***Note - This Table removes Kickbacks earned if you lose a Ball***

### Ball Save

A normal ball save is activated from time to time on this table; when the ball launches, at the start of some of the missions or as a surprise award.

### Barrel Save

Barrel Save is activated by hitting the Barrel Saver Hole (3) a number of times. When you successfully hit it once, the Dot Matrix will display how many more times you need to hit it for Barrel Save to become active. I noticed while playing that each time you activate it, and use it, the more times you need to hit Barrel Saver Hole (3) again to reactivate it.

***Note - This Ball Save is not timed once active and will only deactivate if the Ball drains once; this is when the Barrel Saver will shot the Ball back up through the Splosion Ramp (11) and then deactivates***

***Note – The Barrel Saver Hole (3) can be hit with a late shot from the Right Flipper; remember it is harder - doing this while the Ball is moving, so rather try to hold the Ball before you attempt the shot***

## Extra Balls

The 6 ways to active the Extra Ball Light ***Note – Extra Balls are collected at the Splode MultiBall Hole (2)**** –

1. Repeating Combo Shots (Successfully going up Ramps etc. in a short time registers as a combo)
2. Repeating Kicker Combos ***Note – view Kicker Combos Section later in the Guide****
3. Reward for completing the Zip Line Mini Game ***Note – view Mini Games Section later in the Guide****
4. Reward for completing the Directional Cannon Mini Game ***Note – view Mini Games Section later in the Guide****
5. Reward as one of the Spiral Awards ***Note – view the Spiral Awards Section later in the Guide****
6. Max Out the Multipliers ***Note – x2, x4, x6, x8, x10 and then again for Extra Ball to Light****

## Raising the Multipliers

To raise the Multipliers you must make the Ball go down the Left or Right Inlane, if the Ball goes down the Left Inlane, it will then light the opposite Orbit for a time, in this case it lights the Right Orbit (6) and you will need to hit that Orbit in a short amount of time to increase the Multipliers.

For the Right Inlane ***Note – You can make the Ball go Down that by hitting the Cannon Ramp (5) successfully***
It will then light the opposite Orbit for a time, in this case it lights the Left Orbit (1) and you will need to hit that Orbit in short amount of time to increase the Multipliers.

Below shows you where those Inlanes are –



## Pop Slodes

This allows you to increase the Splosion Jackpot score witch you get when you complete a certain amount of Ramp etc. hits during Splosion Multiball ***Note – Look at the MultiBall Mode section later in the Guide*** To do this you must hit the Splosion Ramp (11) and as it comes down it goes through the Left Inlane which then lights the Spiral Ramp (4) for a short time. Hit that Ramp and the Ball will then be dropped behind the Ramp where the Bumpers are located; when it hits them it causes Splodes which result in raising the Splosion Jackpot.

The Inlane can be seen below –

Left Inlane for Pop Slodes



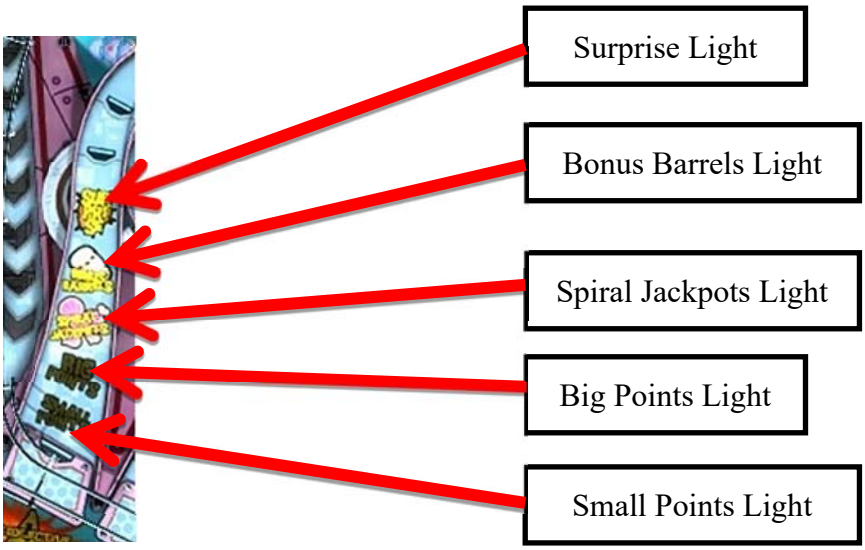
## Spiral Awards

Shoot the Spiral Ramp (4) about 3 or so times; it will anyway tell you on the Dot Matrix how many hits are still required for a Spiral Award with every successfully hit of this Ramp. When you achieve an Award, which can range from 1 Million Points to and Extra Ball etc., you will need to repeat the above again if you wish to be awarded another.

The Spiral Awards I have achieved so far are the following:

- 1 Million
- 2 Million
- Spiral Jackpot
- Bonus Barrels
- Ball Saver (20 seconds)
- Surprise: 10 Million
- Surprise: Extra Ball
- Surprise: End of Ball Bonus immediately awarded.

The Ramp itself has some lights which say Big Score etc. but I am not sure what all 5 mean. Look at the Image Below to see what I'm talking about –



## Kicker Combos

Kicker Combos are awarded by completing the follow sequence of shots: first hit the Barrel Saver Hole (3), follow that by hitting the Ball round the Right Orbit (6), the Ball will then get sent back round the Left Orbit (1) due to the Barrel Saver Hole (3) catching it and then spitting it back out. Finally you need to hit the Ball with the Top Right Flipper for it to go up the Mighty Eternal Ramp (8); once this is done you are awarded with a Kicker Combo. Which can be up to 10 Million Points.

## Chillout Bonus

During the game when you shoot the ball twice into the Tread Mill mini orbit (9) with the top right flipper the second shot is caught by a kicker that shoots it back out into the habit rail that drops the ball into the right in-lane. This increases a bonus called the Chillout Bonus by 500 000 points at a time. The chill out bonus is awarded when you lose the ball down an out lane where the treadmills aren't activated.

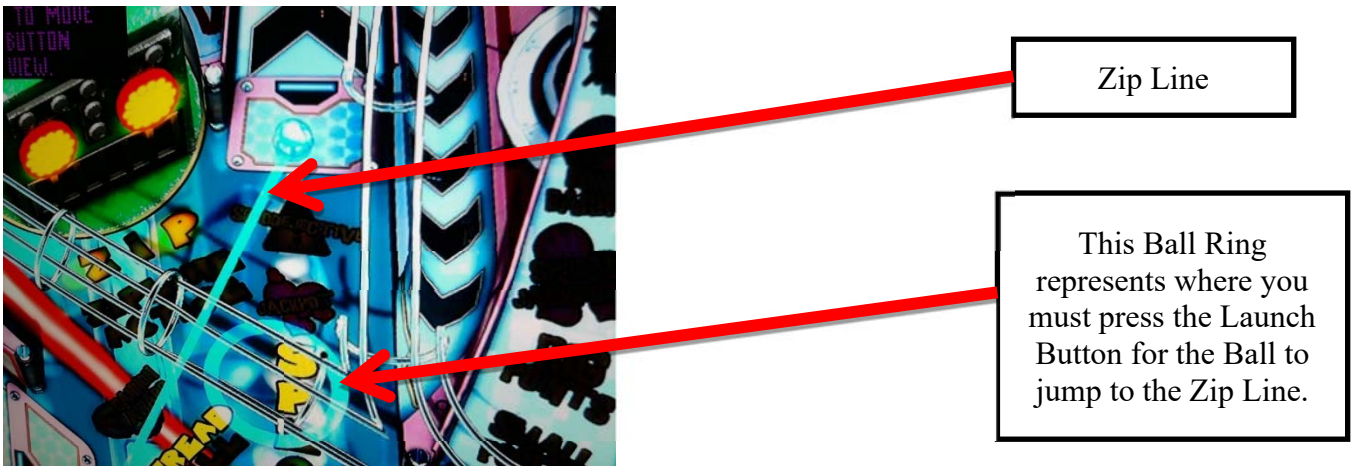
***Note – Each time you get awarded the bonus or lose a ball the Chillout bonus is reset***

# Mini Games

## Zip Line

To start this Mini Game you must shoot the Mr. Destructoid 3 times to light up the Letters 'ZIP'. Once this is achieved, his mouth will open up and you need to shoot the Ball into it to begin the Mini Game.
To complete this Mini Game you need to hit the Launch Button ***Note – By default this is the 'A' button on your Xbox 360 Controller*** at the Right time for the Ball to go down the ZIP Line which has appeared above Mr. Destructoid.

I have included below an Image to show where you must hit the Launch Button to make the Ball jump to the Zip Line.







You are rewarded for completing this Mini Game with a random award, including even an Extra Ball etc., so it's definitely worth completing.

After each completion the reward changes as follows (From completing it once to four times) –

1. Rewarded with 2 Million Points
2. Rewarded with 5 Million Points
3. Rewarded with 10 Million Points
4. Rewarded with an Extra Ball

## Directional Cannon

As you may have noticed when playing this Table there appears to be some sort of Gun about the Middle of the way up on the Right side of the Table. Now to activate it, you need to hit the Load Cannon Hole (7). You will notice that when you activate the Cannon it will shoot the Ball either up the Mighty Eternal Ramp (8) or the Tread Mill Mini – Orbit (9) ***Note – it seems to be the speed of the Ball going to the Load Cannon Hole (7) that governs where the Ball will be shot***

***Note – This can be quite helpful when trying to hit the Mighty Eternal Ramp (8) for those of you that may find it difficult to hit it with the Top Right Flipper.***

That's all well and good but that's not the actual Mini Game! To activate the Directional Cannon Mini Game, you must first hit the Cannon Ramp (5) a total of 6 times to collect the letters 'CANNON' - you get one letter for each successful shot up that Ramp. Once you have achieved this you will hear "The Cannon is Ready!!!" and then you must hit the Load Cannon Hole (7).

Once the Cannon is loaded, the view will change to a first person Cannon view. You will then need to shoot the Ball with the Cannon up the Ramp that is flashing this will alternate between the Mighty Eternal Ramp (8) and Tread Mill Mini – Orbit (9). ***Note – to shoot the Ball use the Launch Button by default this is the 'A' button on your Xbox 360 Controller***

You can just shoot the Ball, but to complete the Mini Game, you must first hit the flashing Ramp successfully. If you hit it, the Mini Game is completed and you will then be rewarded with a random award which can even be an Extra Ball. ***Note – If you fail to hit a flashing Ramp you will then need to start collecting the 'CANNON' letters all over again.***

The Cannon Awards I have achieved so far are the following:

- 5 Million Points
- 10 Million Points
- 10 Bonus Splodes
- 20 Bonus Splodes
- Bonus Barrels

## Multiball Modes

There is 1 Multiball Mode on this Table –

### Splosion Multiball

To activate this Multiball Mode you must collect the 'SPLOSION' letters from the Splosion Ramp (11) - that means that you will need to successfully go up that Ramp 8 times. Once you have done that you can then lock a Ball in the Splode Multiball Hole (2). Once you have locked a Ball, hit it with the new Ball that is launched following the locking of the first ball. This will then activate the Splosion Multiball. During Splosion Multiball, the Splode Multiball Hole (2) is still available to lock a further 3 Balls. Achieving that will allow a 5 Ball Multiball.

To collect the Jackpot you must hit -

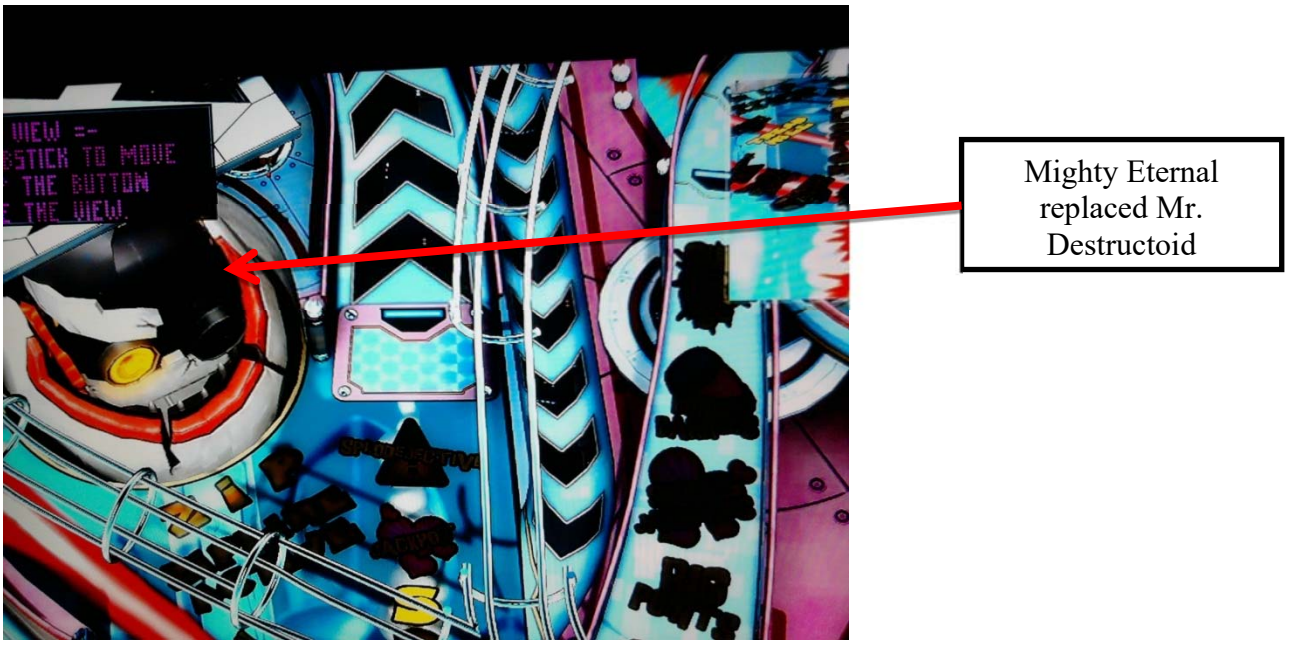
- Left Orbit (1)
- Spiral Ramp (4)
- Cannon Ramp (5)
- Right Orbit (6)
- Splosion Ramp(11)

To collect the Splosion Jackpot you will then need to hit the Mighty Eternal Ramp (8). ***Note – If you are reduced to 1 Ball the Mode ends***

# MAIN TABLE MISSIONS

This table has 3 Main Missions - To begin a Mission you must hit the Mighty Eternal Ramp either with the Top Right Flipper or a Cannon Shot ***Note – See Mini Games section***

After which Mr. Destructoid is replaced by the Might Eternal, as seen below –




You will then need to hit the Mighty Eternal 2 times to Begin a Mission. Below I will explain each Mission and you should note that the Missions are in the Order that you will receive them in. So when you complete one of the Missions you will need to repeat the above process to start the next Mission in Line.

***Note – When you complete each of the first 3 missions you are rewarded with 5 Bonus Barrels that you need to shoot in a short amount of time as there is a score countdown starting with 5 million points***

## Unbreakable Walls *Timed Mission – about 30 seconds at start of Mission*

To complete this Mission you need to hit the Flashing Ramps and Orbits which can range from –

- Left Orbit (1)
- Spiral Ramp (4)
- Cannon Ramp (5)
- Right Orbit (6)
- Might Eternal Ramp (8)
- Splosion Ramp(11

It's random in terms of which Ramps or Orbits you need to hit and when but sometimes 2 or more can be lit at once. This Mission is annoying because of the short time limit, especially when you hit the wrong Ramp or Orbit and the Ball gets stuck for a while, which only eats up time. After about 6 successful hits the Mission is completed. ***Note – You gain a little time back with each successfully hit of a Ramp or Orbit. ***

## Electric Beam Hazard*Timed Mission – about 30 seconds at start of Mission*

To complete this Mission you a need to hit the Flashing Ramps and Orbits this can range from –

- Left Orbit (1)
- Spiral Ramp (4)
- Cannon Ramp (5)
- Right Orbit (6)
- Might Eternal Ramp (8)
- Splosion Ramp (11)

The first stage requires you to hit one of the above Ramps or Orbits then the 2nd Stage kicks in which will require of you to hit a single flashing Ramp or Orbit.

***Note – You gain a little time back with each successfully hit of a Ramp or Orbit, and the time seems to stop during the 2nd Stage. The 2nd Stage doesn't last forever, as it has some sort of time limit that runs out, where after the Mission reverts back the 1st Stage.***

Once you have repeated the above a further 2 times, The Mission is completed.

***Tip – Try to go up the Spiral Ramp (4) all the Time for the 1st Stage because the 2nd Stage requires you to hit the Cannon Ramp (5)***

## Rollerbot Patrol *Non Timed*

To complete this Mission you must deal with 6 Rollerbots, they will appear at the front of –

- Left Orbit (1)
- Spiral Ramp (4)
- Right Orbit (6)

To defeat them you need to hit their Backs (they go up and down, so hit them when they are going up). When you get rid of one, another one appears in his place but after the second one, the area becomes free, so basically 2 at each spot. Once all 6 have been defeated the Mission is completed. This is quite an easy Mission and I have never failed it.

***Tip – Activating Splosion Multiball during this Mission makes it a lot easier, lock one Ball before entering the Mission and then hit that Ball to activate Splosion Multiball during the Mission. (See Multiball Modes Section earlier in the Guide)***

# WIZARD MODE (2 Part FINAL MISSION)

The below Mission is activated by repeating the process explained at the start of the Main Mission section of this guide. It's a Main Mission in my opinion but it directly links into the Wizard mode, so I thought it would make sense to have the Wizard mode displayed as a 2 parts sort of deal.

## Part 1

### Barrel Blast *Non Timed*

This is a 4 Ball Multiball. To complete this Mission you must hit the Barrels that are placed all over the Table at every Ramp and Orbit entrance 30 times.

***Tip – Just concentrate on keeping the Balls alive as if you were playing a Multiball Mode. Only when you are down to 2 (even more so when down to 1 Ball), start focusing more on controlling the Ball and aiming. The Mission only fails if you lose all 4 Balls.***

Once you hit 30 Barrels, the Mission is completed, and you will automatically activate part 2 of the Wizard Mode (See below for an explanation on how to complete it)

## Part 2

### MIGHTY ETERNAL*Timed Wizard Mode –60 seconds*

***Note – If you fail at this point you must redo the Main Missions again to get a chance to retry the Wizard Mode***

This is a 2 Ball Multiball and in my opinion - this is one the easiest Wizard Modes that I have every encountered. All that is required of you, is that you need to hit a certain number of Ramps and Orbits about 10 or so (each hit makes a Splode which in turn hurts the Mighty Eternal). After you have hit enough Ramps or Orbits the Wizard Mode is completed and you have saved Splosion Man.

***FINAL MISSION IS COMPLETED AT THIS POINT***

*Special Thanks to all the Zen Studios Forum Community!* Members such as **Cloda,** I couldn't have completed the guide without your help.

*In closing I hope you enjoy this table as it's based on one of the best games of this generation, and Zen Studios sure respect that as you can see in how the Table looks etc.*

***Check out Twisted Pixels – Splosion Man game as well as Ms. Splosion Man game on the Xbox Live Arcade Marketplace to truly understand the Hype surrounding these titles.***

*Thanks for viewing my guide,* ***"SPLOOOOODE!!!"***

*Yours*

*ShoryukenToTheChin*