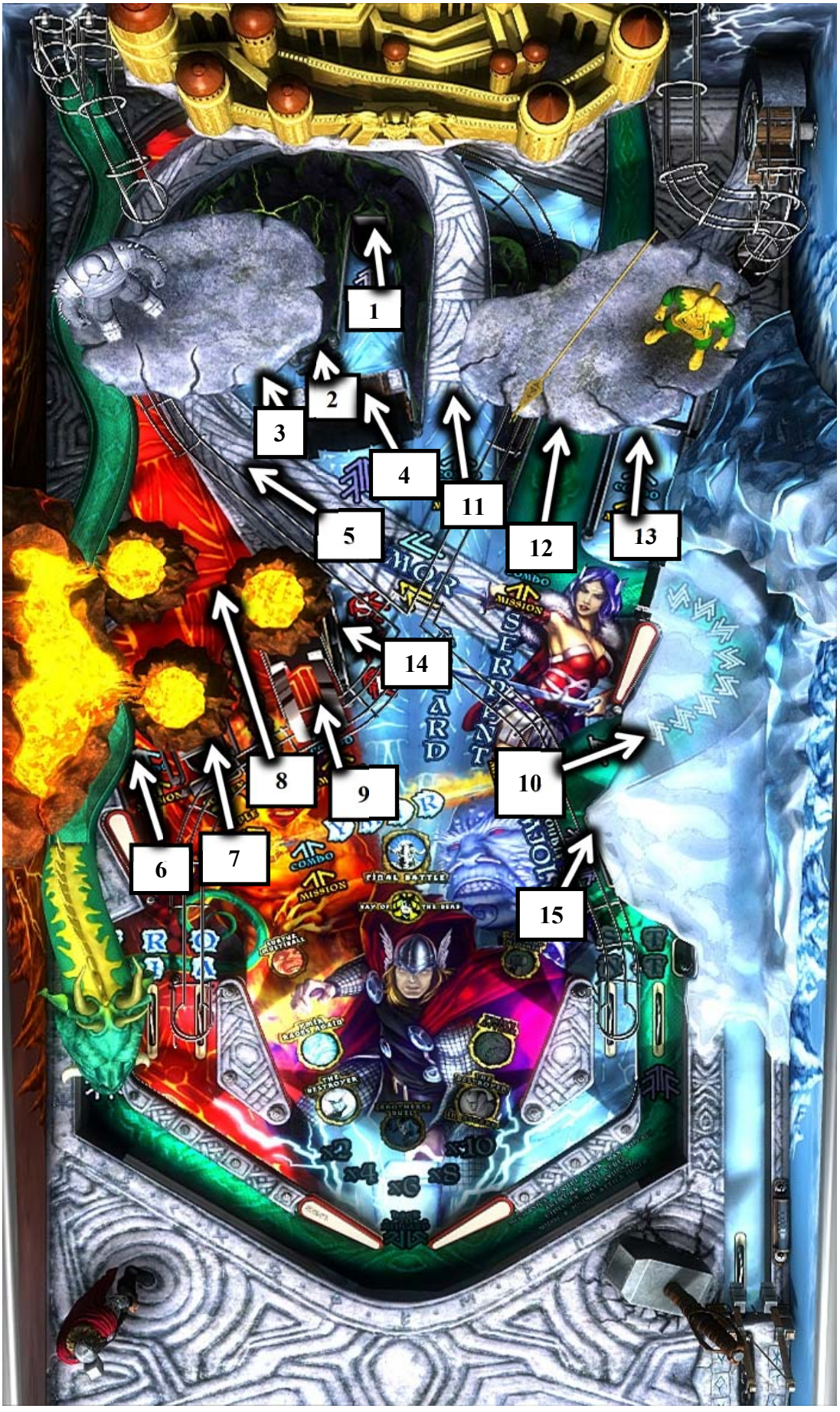
Thor Table Guide
By ShoryukenToTheChin



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

1. Asgard Mission Hole
2. Odin Gift Target
3. Day Of The Dead Target
4. URU Targets
5. Destroyer Ramp
6. Surtur Mini-Orbit
7. Left Surtur Lock Hole
8. Left Orbit
9. Right Surtur Lock Hole
10. Ymir Mini-Orbit
11. Asgard Ramp
12. Loki Ramp
13. Right Orbit
14. SIF Targets
15. MJOLNIR Targets

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 Tables difficulty is near on par with the Iron Man Table, as it requires pin point accuracy and seems to be very cruel on its rebounds. It's a Table which does score quite well but if you're looking to relax I would suggest that this isn't the Table for you. You need to be concentrating 100% of the Time because this Table loves to drain; it's certainly not like Tables of the calibre of Sorcerers Lair which you could have a game going for hours and not break a sweat.

Overall the Team once again have done such an amazing job they really captured the Character of Thor 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 adds to the epic appeal of a character like Thor.

Kick Back & Ballsave

Kickback

Both the Left & Right Kickbacks are activated by lighting the letters which spell out ‘FROST GAINT’. Lighting up the all the 5 Letters for ‘FROST’ will activate the Left Kickback, repeat the above for Right Kickback but this time light the 5 Letters for ‘GIANT’. Shown below you can see where these are located –



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

Ball Save

Ball Save is activated by shooting the Ball at the SIF Targets (14) there are 3 Targets which represent each of the Letters, hit the 3 Targets and Ball Save will be activated. These Targets are shown below –



Extra Balls

The 2 Ways to get an Extra Ball –

Below are the 2 Ways in which you can attain an Extra Ball -

1. Odin Gift
   Note – View the Odin Gift Section of this Guide
2. Reach 10X Multiplier***Note – View the Raising The Multipliers Section of this Guide***

Odin Gift

Odin loves giving his son Thor Gifts here and there ☺ so this is how you can pick up one of those random Gifts.

1. Hit the URU Targets (4) 3 times, you will notice after each successful hit you will light one of the Letters starting with 'U' then 'R' and finally 'U'.
2. You will now notice that those Targets disappear, you now have access to the Odin Gift Target (2).
3. You now need to hit that Target with the Ball, don't start a Mission by hitting the Asgard Mission Hole (1) because after you complete or fail the Mission the URU Targets (4) re-erect. This will mean you will need to repeat step 1 again.
4. Once you have successfully hit that Target you will notice that the Loki Ramp (12) will be lit up with what appears to be Electricity.
5. After a Successful hit up that Ramp you are awarded with a random Gift.

These random Gifts include an **Extra Ball**, Point related awards like 1 Million etc.

Raising the Multipliers

To raise the Multipliers you must collect Golden Apples. This is done by hitting the Left Surtur Lock Hole (7) & Right Surtur Lock Hole (9). Once you collect 10 Apples you are awarded with 2x Multiplier, then if you collect 20 Apples you get 4 x Multiplier and so forth.

I would suggest that you go for the Left Surtur Lock Hole (7) as it awards more Apples but be careful because there is a Wall block on the entrance, so the Ball will bounce back off that instead of going into the Hole as it would if you were hitting the Right Surtur Lock Hole (9).

Once you have gathered 60 Apples you will be awarded an **Extra Ball**.

Lightning Strike Combo

Note – It's vital that you learn this because it helps you with most of the Missions and is very important to help you complete the Wizard Mode (Final Mission)

To do this combo you must hit the Ball up the Loki Ramp (12) then press the 'Launch Button' this will cause the Ball to drop down in front of the Top Left Flipper. You then need to hit the Ball into the Ymir Mini-Orbit (10) then immediately press the 'Launch Button' this will cause the Ball to be thrown up the Destroyer Ramp (5) automatically.

Side Missions/Mulitball Modes

Multiball Modes

There are 2 Multiball Modes on this Table –

Surtur Multiball

Surtur Jackpot Increase – This can be increased by lighting 'SURTUR', this is done by hitting the Ball round the Right (8) & Left (13) Orbits. Therefore after you hit the Ball round the Orbits a total of 6 times you will increase the Jackpot of this Mulitball Mode.

To activate this Multiball Mode you first hit the Bumpers behind the Left Surtur Lock Hole (7) & Right Surtur Lock Hole (9) a total of around 25 times. Once you have done this you will then have to Lock 3 Balls into either the Left Surtur Lock Hole (7) or Right Surtur Lock Hole (9).

Once you have locked the Last Ball you will begin a 3 Ball Multiball Mode, you need to hit about 10 Ramps etc. Then you need to lock the remaining Balls into the URU Targets (4), once you done this you will be award a completion bonus.

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.

Day Of The Dead Multiball

To activate this Multiball Mode you must lock 3 Balls in to the Day Of The Dead Target (3), now the access to that Target is only available after you have hit the URU Targets (4) 3 times. Once you have done that you can proceed to locking your Balls into the Target. Your best bet of hitting this Target is to send the Ball round the Left Orbit (13) then hitting the Ball quite early with the Top Right Flipper, if done correctly the Ball will be locked into the Target. Repeat this another 2 times to start the Multiball Mode.

Once this mode is active, you will be given 3 Ball Multiball, your objective here is to hit all the Skeletons which are placed at the entrance of the Ramps/Orbits. If you manage to hit them all then they will reappear, but this time the bonus for hitting them has increased slightly.

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.

Side Mission –

Wielding MJOLNIR

To wield Mjolnir you must hit the MJOLNIR Targets (15) a total of 7 times, each time you gain a letter which will eventually spell out Mjolnir. Once you have done this, you need to hit the MJOLNIR Targets (15) again but this time the Ball will go into a Sink Hole. You will then hear “INCREASED SCORING”. I think this lasts a couple of minutes, then you need to repeat the above process to regain that increasing scoring bonus, but doing this once is enough to light the ‘Wielding Mjolnir’.

Note – Doing all the above 3 Side Mission will award you a 10 Million Points Bonus

MAIN TABLE MISSIONS

This Table has 5 Main Missions - You must first hit the hit the URU Targets (4) 3 times, then the Asgard Mission Hole (1) will be available. Hit the Ball into that Hole and the Ball will begin to travel up the Rainbow Bridge as shown below–



Note – To cycle through what Mission you wish to tackle first use the Right Trigger to move to the Right and the Left Trigger to move to the Left, then press the 'Launch Button' or just wait for the timer to reach 0 at that time the Mission which is displayed on the Dot-Matrix will be selected automatically.

Main Mission Jackpot Increase -

- *Loki Jackpot* – Increased by spelling out 'SERPENT', this is done by hitting the Ball up the Loki Ramp (12) each time you go up the Ramp you get a Letter. Therefore you need to hit the Ball up that Ramp a total of 7 times to raise the Jackpot. ***Jackpot Value is for the Brothers Duel Mission***
- *Destroyer Jackpot* – Increased by spelling out 'ARMOUR', this is done by hitting the Ball up the Destroyer Ramp (5) each time you go up that Ramp you get a Letter. Therefore you need to hit the Ball up that Ramp a total of 6 times to raise the Jackpot. ***Jackpot Value is for the Destroyer Mission & Destroyer In Asgard Mission***
- *Ymir Jackpot* – Increased by spelling out 'YMIR', this is done by hitting the Ball through the Ymir Mini-Orbit (10) each time you go through that Mini-Orbit you get a Letter. Therefore you need to hit the Ball through the Mini-Orbit a total of 4 times to raise the Jackpot. ***Jackpot Value is for the Ymir's Attack Mission & Ymir Rides Again Mission***

Brothers Duel

This Mission requires you to defeat Loki, you and Loki have both 7 Points of Health (Shown on the Dot-Matrix). You need to hit 7 Ramps/Orbits to defeat Loki, but if you hit Loki's Attack Ramps 7 times the Mission will fail.

Ramp you should hit to attack Loki -

- Left Orbit (8)
- Right Surtur Lock Hole (9)
- Ymir Mini-Orbit (10)
- Destroyer Ramp (5)
- Asgard Ramp (11)

Ramps to avoid -

- Loki Ramp (12)
- Right Orbit (13)

Once you have hit 7 of the Ramps which attack Loki you complete the Mission and are awarded Completion Bonus Points.

The Destroyer

This Mission requires you to deflect the Destroyers Beam back to him. As you can see on the Dot-Matrix a Percentage Metre of the Beams power is shown, it starts at 50% and if it reaches 100% you fail the Mission. You are tasked in getting the power down to 0%.

To bring the power down hit any of these –

- Surtur Mini-Orbit (6)
- Right Surtur Lock Hole (9)
- Right Orbit (13)

Now you are most likely thinking wait the Right Orbit (13) isn't lit, well I have found out that the quickest way to bring the power down to 0% is to make the Ball hit the Bumpers. Now the Right Orbit (13) is one of the safest shots for me and if hit right you can complete this Mission with one shot as the Ball will constantly be hitting the Bumpers therefore bringing down the power.

Once it reaches 0% the Mission is complete and you are awarded Completion Bonus Points.

Ymir's Attack

This Mission requires you to stop Ymir's attack, much like the Brothers Duel Mission you will notice that Ymir has 7 Points of Health Metre shown on the Dot-Matrix. Thor's Health is displayed just underneath; it's the generic Health Metre. You take Damage at timed intervals when Ymir blows his Ice Breath at you, if your Health goes down to 0 the Mission is failed. To recover your Health you can hit the Ball up the Loki Ramp (12), you will gain some Health back for each successfully hit up that Ramp.

Once you have hit a lit Ramp 7 times the Mission is complete and you are awarded Completion Bonus Points.

The Destroyer In Asgard

This Mission requires you to defeat the Destroyer before he destroys Asgard. You and the Destroyer both have 3 Health Points each (Displayed on Dot-Matrix), you are given about 1 minute to take 1 Health Point off the Destroyer, if you fail to hit all the Targets within that time limit you get a Health Point taken away from you therefore if you are weakened to 0 Health Points the Mission is failed. To take Health Points away from the Destroyer you must hit the Ball through 3 different Targets. They are in this order –

1. Destroyer Ramp (5)
2. Ymir Mini-Orbit (10)
3. Right Surtur Lock Hole (9)

The Below 2 paragraphs explain how to hit the Destroyer Ramp (5) & Ymir Mini-Orbit (10) in the way the Table shows but it fails to tell you that you can use the **Lightning Strike Combo** Technique which I detailed earlier in this Guide. That will allow you to hit the first 2 Targets with little trouble, trust me.

To hit the Ball through the Destroyer Ramp (5) you must use the Top Right Flipper, now to easily get the Ball on that Flipper you can hit the URU Targets (4) this will make the Ball disappear and reappear just above the Top Right Flipper. Just time the shot right and the Ball should be hit up the Destroyer Ramp (5) with little problem.

To hit the Ball through the Ymir Mini-Orbit (10) you must use the Top Left Flipper, now to easily get the Ball on that Flipper you can hit the URU Targets (4) this will make the Ball disappear and reappear just above the Top Left Flipper. Just time the shot right and the Ball should be hit up the Ymir Mini-Orbit (10) with little problem.

After you have done the first 2 required shots, you then need to hit the Ball into the Right Surtur Lock Hole (9). I would suggest using the Right Flipper for this; hit the Ball when it's about in the Middle of the Flipper.

Now when you hit that you will take 1 Health Point of the Destroyer, the 1 minute timer will reset and begin the countdown. Repeat the above steps a further 2 times to remove the last 2 Health Points of the Destroyer.

If you manage to do the above 3 times the Mission is completed and you are awarded Completion Bonus Points.

Ymir Rages Again

This Mission is the hardest of all the Main Missions in my opinion. You will see that Ymir has a 3 Point Health Metre on the Dot-Matrix whereas you have a generic Health Metre. You take damage every time Ymir blows his Ice Breath at you, this is occurs at timed intervals which I never really paid attention to. So in essence this is a Timed Mission.

You will notice that the Asgard Ramp (11) & Loki Ramp (12) have an Ice Block at their entrance; this is blocking the Ball from going up those Ramps which are needed to take Health Points from Ymir. To remove these you need to hit the Ball in either the Left Surtur Lock Hole (7) or Right Surtur lock Hole (9) to ignite the Ball. After you successfully ignite the Ball you then have about 30 seconds to hit the Asgard Ramp (11) & Loki Ramp (12), you will need to hit each twice to remove the Ice. If you fail to remove the Ice within that 30 second time limit you will need to re-ignite the Ball by hitting either the Left Surtur Lock Hole (7) or Right Surtur lock Hole (9) again.

If you manage to remove the Ice you then need to hit the Ball up the Asgard Ramp (11) & Loki Ramp (12), once you do that you will remove one Health Point from Ymir. Do this a further 2 times and the Mission will be completed. Completion Bonus Points will then be awarded.

WIZARD MODE (Final Mission)

- *Asgard Jackpot* – Increased by spelling out ' ASGARD', this is done by hitting the Ball up the Asgard Ramp (11) each time you go up the Ramp you get a Letter. Therefore you need to hit the Ball up that Ramp a total of 6 times to raise the Jackpot. ***Jackpot Value is for the Wizard Mode***

Once you have completed the 5 Main Missions above, you are then given access to the Wizard Mode of the Table. To active this you just need to do the same thing you do to activate any Main Mission by hitting the URU Targets (4) 3 times, then the Asgard Mission Hole (1) will be available. Once you hit that the Wizard Mode will begin.

This is a 3 Ball Multiball Mission, if at any point you have only 1 Ball in play the Wizard Mode fails and the Table resets. This means you would have to redo the 5 Main Mission etc. all over again just to retry the Wizard Mode.

Now let's get into how to complete this; you will notice that Loki has 8 Points of Health Metre, this is displayed on the Dot-Matrix with "Amount of Hits left"

You will need to Hit 8 different Ramps/Orbits/Holes, these are listed below –

- Destroyer Ramp (5)
- Surtur Mini-Orbit (6)
- Left Orbit (8)
- Right Surtur Lock Hole (9)
- Ymir Mini-Orbit (10)
- Asgard Ramp (11)
- Loki Ramp (12)
- Right Orbit (13)

Only 1 is lit at one given time and it's not in order, pure random. The **Lightning Strike Combo** is essential for completing this Wizard Mode in my opinion. It makes getting the Destroyer Ramp (5) & Ymir Mini-Orbit (10) much easier.

Now when the Wizard Mode begins you are given Ball Save, so I would say to focus on hitting the Lit Ramps/Orbits while that is on. Focus on 1 Ball and just let the Ball Save do its work, do this for until you see the Ball Save switching off, this is shown by the Lit flicking wildly. After which just concentrate on keeping the Multiball alive and hope that it hits some of the lit Ramps/Orbits. Occasionally you can aim & shoot if you can bring a Ball to rest on a Flipper, but remember you must keep a minimum of 2 Balls in play for the Wizard Mode to not fail.

When you go down to 2 Balls that's when you should slow things down, try to always keep one Ball at the top of the Playfield and the other at the Lower part of the Playfield. When you can try to hold the Balls, if you manage to get 1 Ball on each Flipper that is the best position to be in because it enables you to line up your shot and take it.

If all goes well you will hit all the 8 required targets, now comes the nervy bit where you have to lock the remaining Balls into either the Left Surtur Lock Hole (7) or Right Surtur lock Hole (9). ***Note – lose 1 Ball if you somehow have 3 Balls in play at this point as it will make things much easier***

If you manage to get 1 Ball on each Flipper do this – ***Note – The below Method is the one I used, you can try to do it another way if you like, all that's require is your lock the Balls one way or another***
With the Left Flipper try to shoot the Ball you have held up into the Right Surtur lock Hole (9) this is achieved with a Semi-Early shot with the flipper, as if you're flicking the trigger. Now hopefully the Ball has gone straight up into the Right Surtur lock Hole (9).
With the Right Flipper try to shoot the Ball you have held on it up into Left Surtur Lock Hole (7) this is achieved with a Semi-Late shot with the Flipper. If you managed to lock both of the Balls the Wizard Mode is completed, you will earn a Completion Award Bonus and the Table will reset.

WIZARD MODE IS COMPLETED AT THIS POINT

Here's the funny thing I need to play this Table for 29 Hours, and after 30 Attempts at the Wizard Mode. I finally completed it on my 30th Attempt. So try to play one game a Day once you can get to the Wizard Mode regularly because constantly failing can bring you morale down.

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. Marvel Pinball is also on Playstation Network.

Thanks for viewing my Guide, and remember Pinballers don't fret about not being able to complete all Missions to get to the Wizard Mode or if you get there and fail to complete it because
"By Odin's Beard My Guide Will Get You There!!!"

Yours

ShoryukenToTheChin