Wolverine Table Guide
By ShoryukenToTheChin



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

1. SNIKT Saucer
2. Left Orbit
3. Silver Samurai Ramp
4. The Hand Ramp
5. Sentinel Ramp
6. Roulette Targets
7. Amnesia Saucer
8. Wolverine Ramp
9. Right Orbit
10. Kickback Targets

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 came as the first of the Marvel Pinball 4 Pack dubbed the Marvel Pinball: Core Pack; which came with Tables such as Blade, Spiderman & Iron Man.

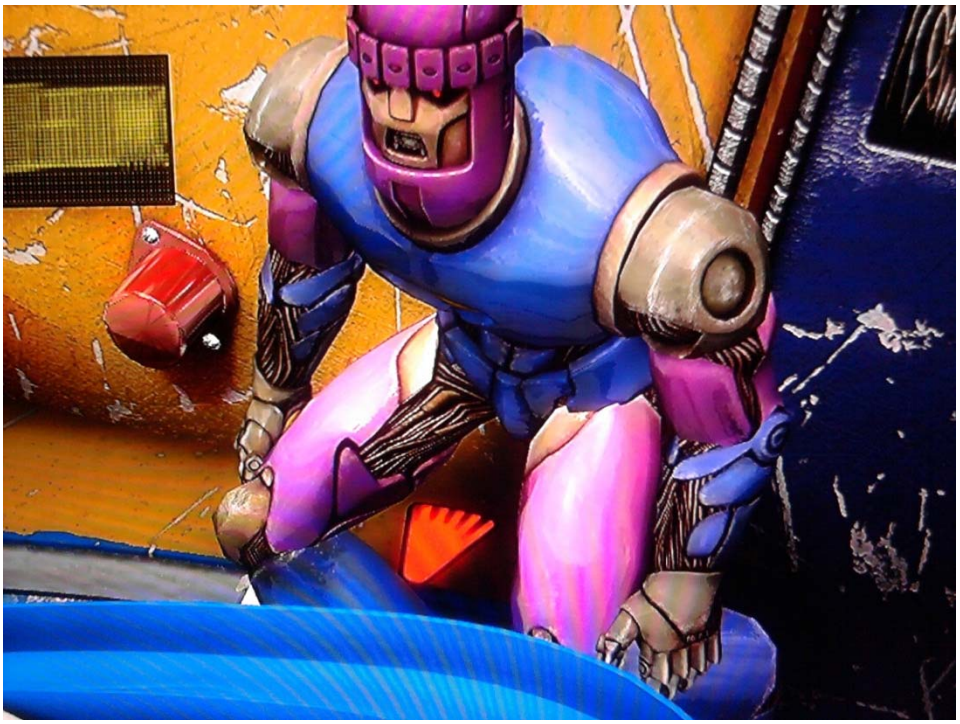
This Table incorporates Wolverines personality to a tee; its Fast and full of Fights ☺. It's one of the most enjoyable Tables to play in my opinion.

***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 – *awards - 500,000 Points*

Just hit the lit Rollover above the Bumpers (there is only 2 Rollovers available). You will get 500,000 Points if you hit the lit Rollover -

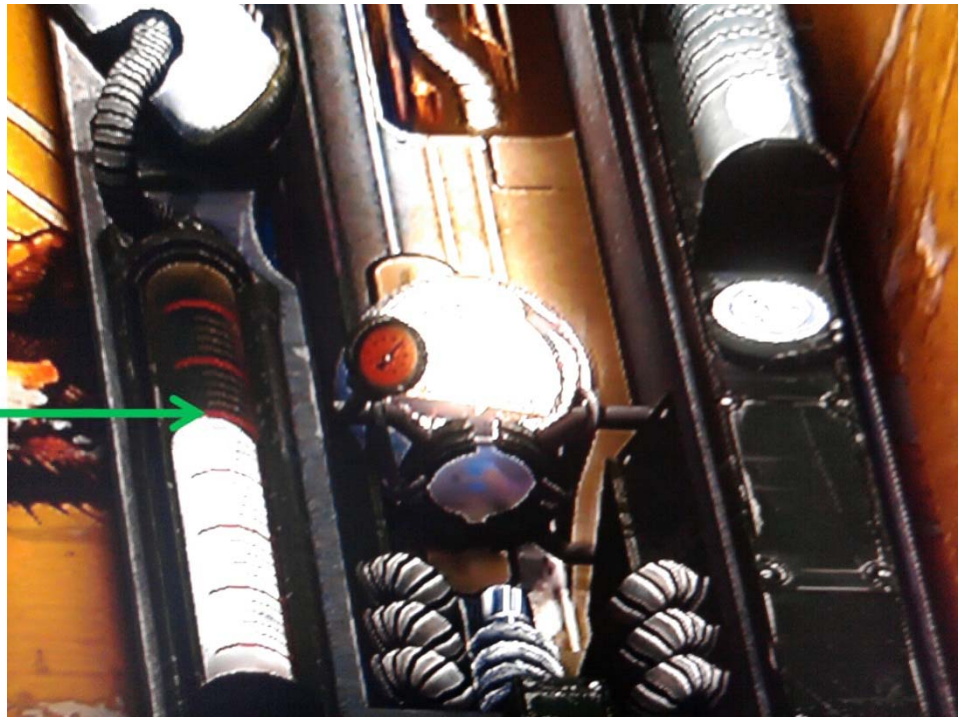
Left Rollover -



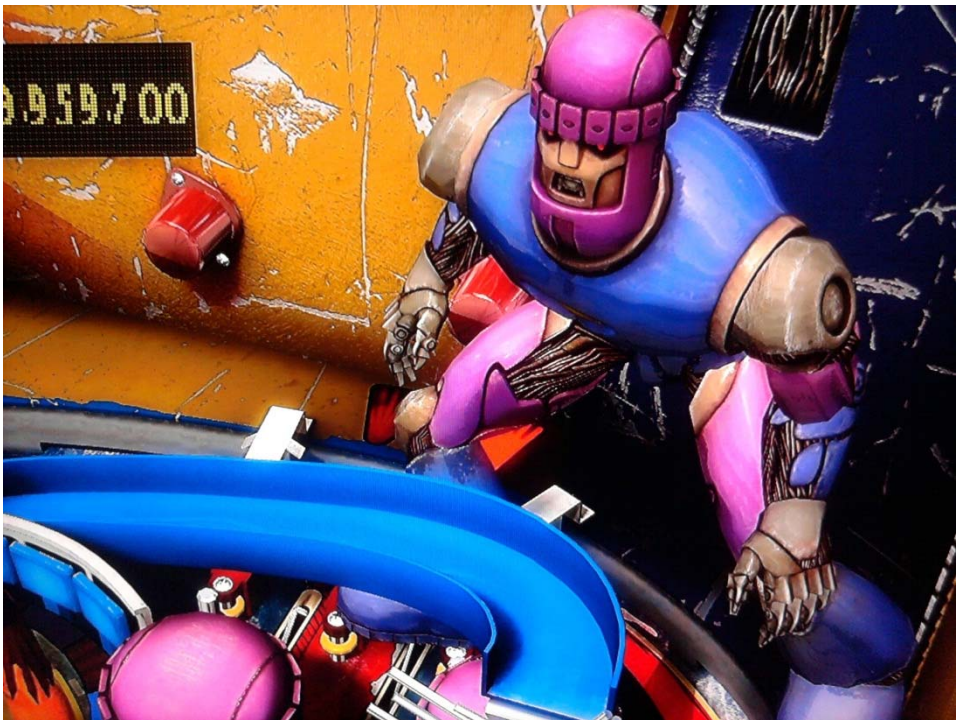
You then need to adjust the Plunger –

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

Pull it down as shown in the Image to the right.



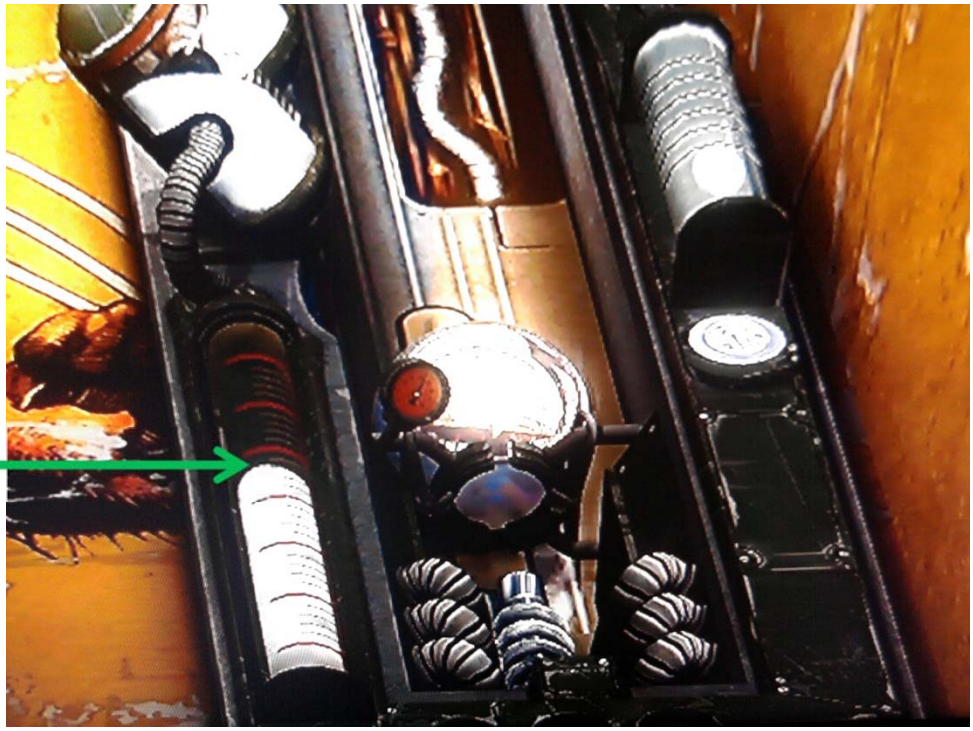
Right Rollover -



You then need to adjust the Plunger –

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

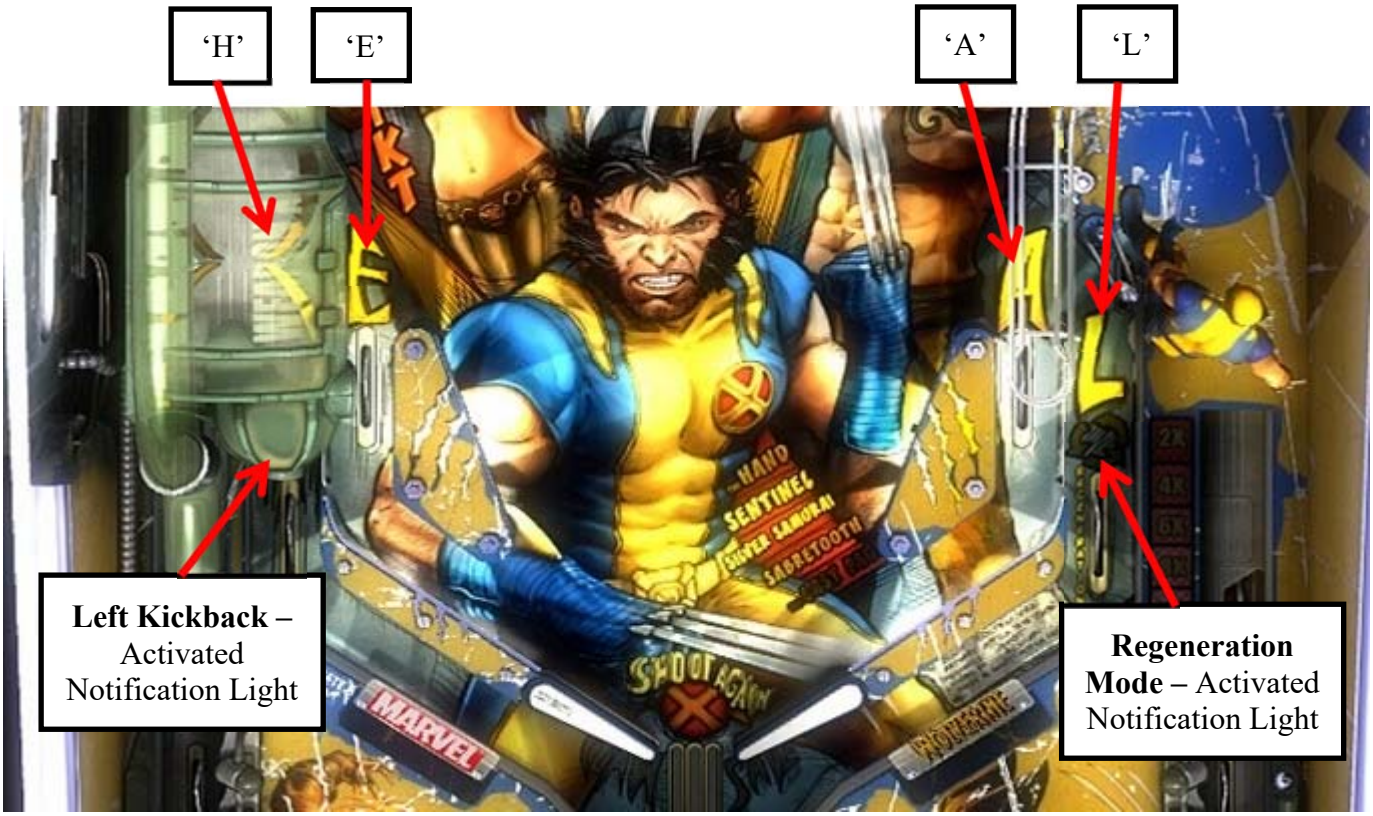
Pull it down as shown in the Image to the right.



Kick Back & Ball Save

Kickbacks – On this Table there is only really 1 true Kickback (Left Kickback) which is located on the Left Outlane; this is activated by hitting the 2 Kickback Targets (10).When you hit 1 of the Targets the Dot - Matrix will display 'KICK' and when you then hit the 2nd 'Kickback' will be displayed. Then the Left Kickback will activate.

Whereas on the Right Outlane there is something called a Regeneration Mechanic; this is activated by having the Ball roll down all 4 of the Inlanes & Outlanes to spell out 'HEAL' once that is achieved it will activate on the Right Outlane –



If you drain the Ball down the Right Outlane instead of the Ball bouncing back into play (normal Kickback procedure), you are instead thrown into the ***Regeneration Mode*** which gives you back the Ball where you will now have a short window of time in which to hit either the Silver Samurai Ramp (3) or The Hand Ramp (4). If you hit any of those you regenerate thus then the Game will return to its normal state, otherwise the Ball will drain and you will lose it.

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

Ball Save (Claw Save) - This is activated by hitting the SNIKT Hole (4) a total of 5 times because you must spell 'SNIKT', once you have spelt that you activate Ball Save which is in fact called **Claw Save**. This Ball Save is infinite in that it remains active until you drain the Ball once, upon that the Ball Save saves the Ball but then deactivates. Then you must reactivate it using the above method.

Note – Ball Save remains active until you lose the Ball!

Extra Balls

The **3** Ways to achieve an Extra Ball – the Extra Ball is collected at the Amnesia Saucer (7);

- ***Method 1***: *Maxing out the multiplier (10x);* look later in the Guide at the section titled 'Raising the Multiplier' for information on how to raise them for this **Extra Ball**.

- ***Method 2***: *Hitting the Hand Ramp (4) within the Regeneration Mode;* look just above this page for information on how to start the Regeneration Mode to light up the **Extra Ball**.

- ***Method 3***: *Activate Fastball Special Hurry U Mode 3 times with 1 Ball;* look later in the Guide at the section titled 'Fastball Special Hurry Up Mode' for information on how to get this **Extra Ball**.

Raising the Multiplier

To raise the Multiplier to the next level you must get the Ball to roll down the 2 Rollovers which are located just above the Bumpers –



Note – The Triggers on your Controller won't change which rollover is lit!

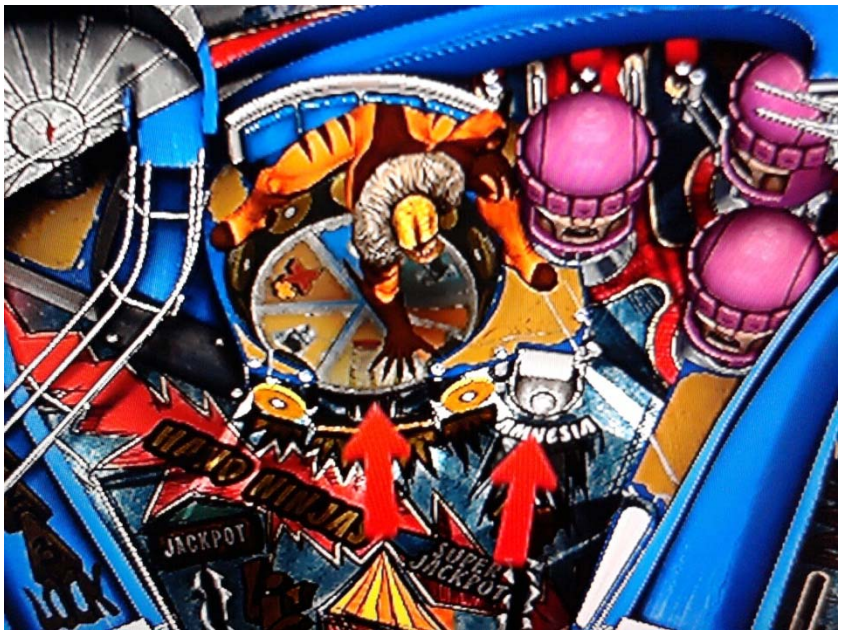
If you manage to advance the Multiplier level 6 times on 1 Ball you will lit up **Extra Ball** at the Amnesia Saucer (7).

You can acquire the **Bonus Held** mechanic (so that the Multiplier Level doesn't reset upon losing the Ball you are currently playing with) in 2 ways –

- Advancing the Multiplier level a 7th time on the same Ball.
- As a Reward from the Amnesia Roulette (information on how to get this can be found just below this page).

Amnesia Roulette

Hit the Amnesia Saucer (7) 3 times to start the Roulette; now hit the Ball into the Roulette Wheel via the Roulette Targets (6) –



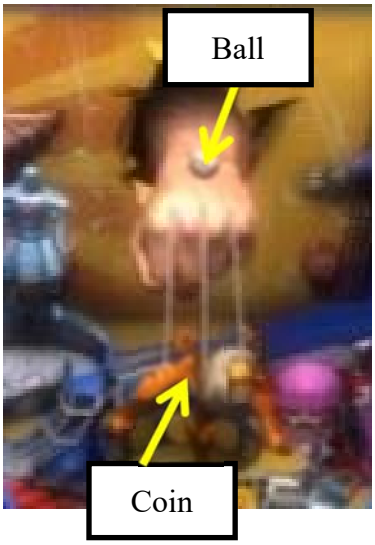
Once you have done so the Roulette Wheel will begin spinning and you will see some Images below the Ball; dependent on where the Ball stops you will be given the corresponding award –

- ***Activate Silver Samurai Locking Mechanic;*** (explained later in the Guide under 'Multiball Modes – Silver Samurai' section).
- ***Advance Multiplier Level;*** (explained just above this page on 'Raising the Multiplier' section).
- ***Start Adamantium Multiball;*** (explained later in the Guide under 'Multiball Modes – Adamantium Multiball' section).
- ***Activate Left Kickback;*** (explained very early in the Guide under 'Kickback & Ball Save' section).
- ***Activate Bonus Held;*** (explained just above this page under 'Raising the Multiplier' section).
- ***Activate Claw Save aka Ball Save;*** (explained very early in the Guide under 'Kickback & Ball Save' section).

Orbit Claws

You may have noticed on the 2 Orbits – Left Orbit (2) & Right Orbit (9) that there are what look to be Claw Notification lights; Hitting an Orbit once will light the Claw Notification light, Hit the Orbit again to light the other Claw Notification light and hit the Orbit a 3rd time for the Claws to come out and fling the Ball across the Orbit.

Claw Coin



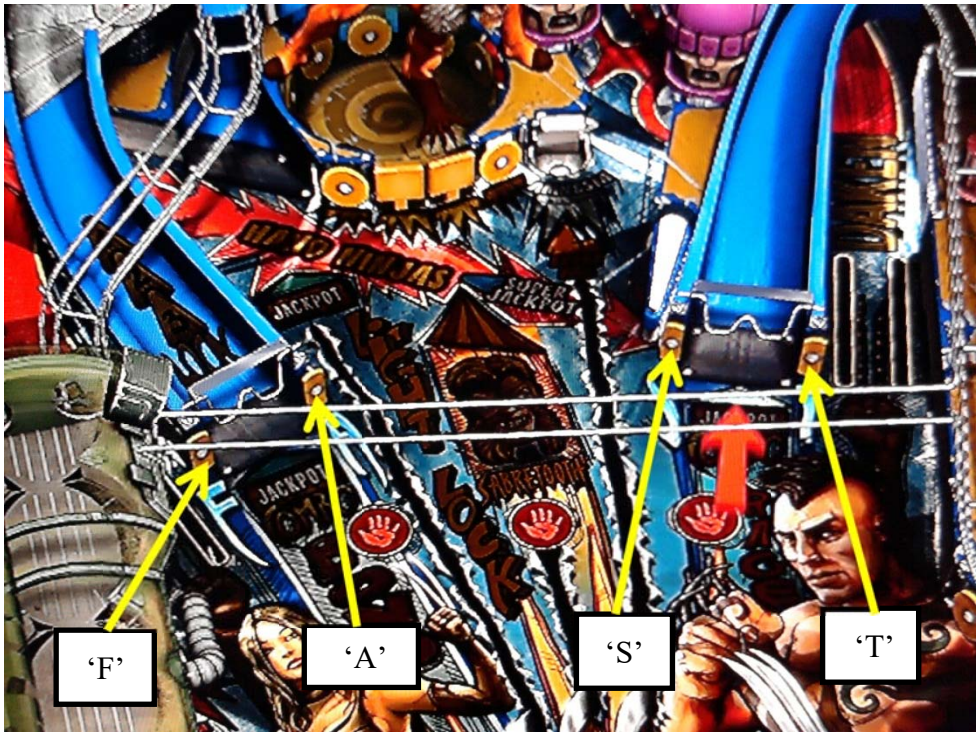
You may have noticed that occasionally a Fist will punch through the Upper Centre of the Tables Playfield and the Claws act like Rails. The Ball rolls down 2 of the 3 Claws. When this occurs you will see a Coin spinning in-between 2 of the Claws; the way you collect this is to nudge the Table to the side which the Coin is located.

Fastball Special Hurry Up Mode

To start up this Hurry Up Mode just hit the Wolverine Ramp (8) 5 times, but after each time you activate this Hurry Up Mode the amount of times needed to hit the Wolverine Ramp (8) increases.

Once the Hurry Up Mode begins you will notice that the Ball will feel very light in weight and will move very fast on the Tables Playfield. Each Ramp/Orbit is worth around 500,000 – 1 Million Points. The Mode ends when the timer expires or you drain the Ball.

You can extend the time of this Mode by hitting the 4 'FAST' Targets –



Rage Hurry Up Mode

Spell out 'RAGE' by doing a 5 hit Combo by hitting the 2 Ramps – Silver Samurai Ramp (3) & Wolverine Ramp (8). You must always alternate between them i.e. hit the Wolverine Ramp (8) then Silver Samurai Ramp (3) then Wolverine Ramp (8) etc.

Once you have done that hit the Wolverine Ramp (8) to start the Hurry Up Mode; this Modes objective is to hit these before the timer runs out –

- 2 Orbits – Left Orbit (2) & Right Orbit (9).
- 3 Ramps - Silver Samurai Ramp (3), Sentinel Ramp (5) & Wolverine Ramp (8).
- 2 Saucers – SNIKT Saucer (1) & Amnesia Saucer (7).

Each lit shot is worth 500,000 - 1 Million Points. The lit Orbits/Ramps/Saucers lights do not turn off, so you can hit them multiple times for more Points.

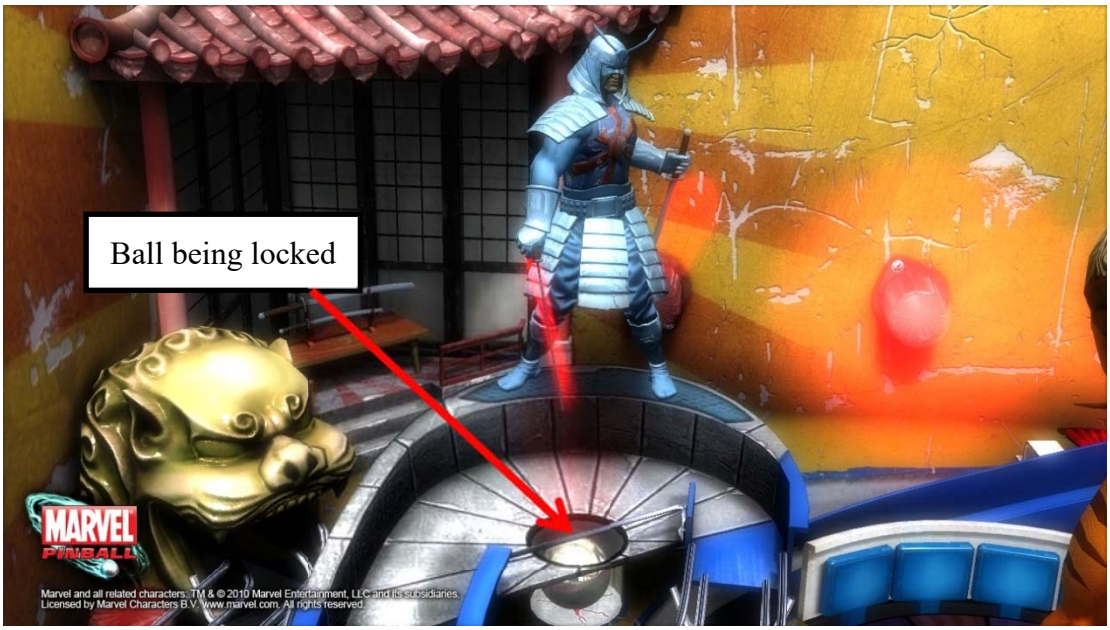
Multiball Modes

There are 2 Multiball Modes;

Silver Samurai Multiball *3 Balls* -

Note – activation of this Multiball Mode is paramount in gaining access to the Wizard Mode (The Last Page) of this Table (look later in the Guide under 'Wizard Mode' section for more information).

To start this Multiball Mode you must first lock 3 Balls into the Silver Samurai Ramp (3); this is done by hitting the Sentinel Ramp (5), then 1 of the 2 Saucers – SNIKT Saucer (1) or Amnesia Saucer (7) will be lit. You will be given 10 Seconds to hit the lit Saucer, once you hit that you will then have to hit the Ball up the Silver Samurai Ramp (3) to lock the Ball.



Repeat this process a further 2 times to start up the Multiball Mode -



During the Multiball;



These 3 Ramps are lit and rewards you with **Jackpot** awards –

- Silver Samurai Ramp (3)
- Sentinel Ramp (5)
- Wolverine Ramp (8)

Once all of those 3 have been hit; the Hand Ninja Ramp (4) will be lit and getting the Ball up that will reward you with a **Super Jackpot** award.

Hit the Roulette Wheel via the Roulette Targets (6) to increase the **Jackpot/Super Jackpot** value and lock Ball(s) into the 2 Saucers – SNIKT Saucer (1) &/or Amnesia Saucer (7) to temporary double or triple the **Jackpot/Super Jackpot** values.

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.

Adamantium Multiball ***2 Balls*** **-**

You first need to spell out 'BOND' on the Dot – Matrix by hitting the Silver Samurai Ramp (3) 4 times, then hit the Ball into the SNIKT Saucer (1) to begin the Multiball Mode –



The goal of this Multiball Mode is to complete the Adamantium Bonding process, following these steps to do so –

1. ***Step 1***; Hit a Ball into 1 of the 2 Saucers – SNIKT Saucer (1) &/or Amnesia Saucer (7), this will cause the Ball to be locked for 7 Seconds.



2. ***Step 2***; now while that Ball it locked in that Saucer hit the other Saucer within those 7 Seconds, otherwise you will need to repeat ***Step 1***.

3. ***Step 3***; If you do the above 2 Steps; 1 of the Balls will be glowing and you will need to shoot that Ball into the Weapon X Tank (Silver Samurai Ramp (3) or the Hand Ramp (4)).



You now can continue to repeat the above 3 Steps to keep bonding; Every successful bonding you do will increase the score multiplier for the Roulette Wheel in the Wizard Mode (the Wizard Mode (The Last Page) of this Table (look later in the Guide under 'Wizard Mode' section for more information).

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.

Fight Missions

There are 3 Fight Missions which are The Hand, Sentinel & Sabretooth. These are not activated like a normal hit the Mission Sink Hole sort of method; instead they require you to do certain things on the Table such as hitting a set number of Bumpers etc.

Below I will explain how to go about activating & completing the various Fight Missions –

The Hand Fight Mission **Timed**

Activation –

To activate this Fight Mission you must hit the Hand Ramp (4) using the Top Right Flipper which is just to the bottom right of the Amnesia Saucer (7).

Completion –

Once you have done that the Mission will begin –



You are then taken to a Plunger on the left side of the Tables Playfield; you will see 3 Hand Ninja Drop Down Targets erected from the centre of the Tables Playfield, the goal here is to knock each of them down in the time given. You first will need to launch the Ball back onto the Playfield; this is done by pressing the 'Launch' Button on your Controller.

****Tip - when you shoot the Ball out of the Left Plunger as the Ball works its way to the right side of the Tables Playfield, just before it's above the 3 Hand Ninja Drop Down Targets press any of the Flipper Buttons on your Controller. This will cause the Ball to land on the Hand Drop Down Targets and will cause some to drop down.****

Once all 3 have fallen the Mission is completed and you will be awarded some Completion Bonus Points.

Sentinel Fight Mission*Timed*

Activation –

This Fight Mission is activated when you have hit the Bumpers (located just under the Sentinel Robot) several times.

Completion –

After which the Sentinel Fight Mission will activate –



Now for this Mission you will first be tasked on hitting 1 of the 2 Saucers - SNIKT Saucer (1) or Amnesia Hole (7) within a short time frame (represented by a decreasing Ramp Bonus Points score on the Dot – Matrix). The Ramp Bonus counts down from 5 Million to 1 Million Points. If you fail to hit 1of the Saucers in time, the Ramp values will be 500,000 Points each.

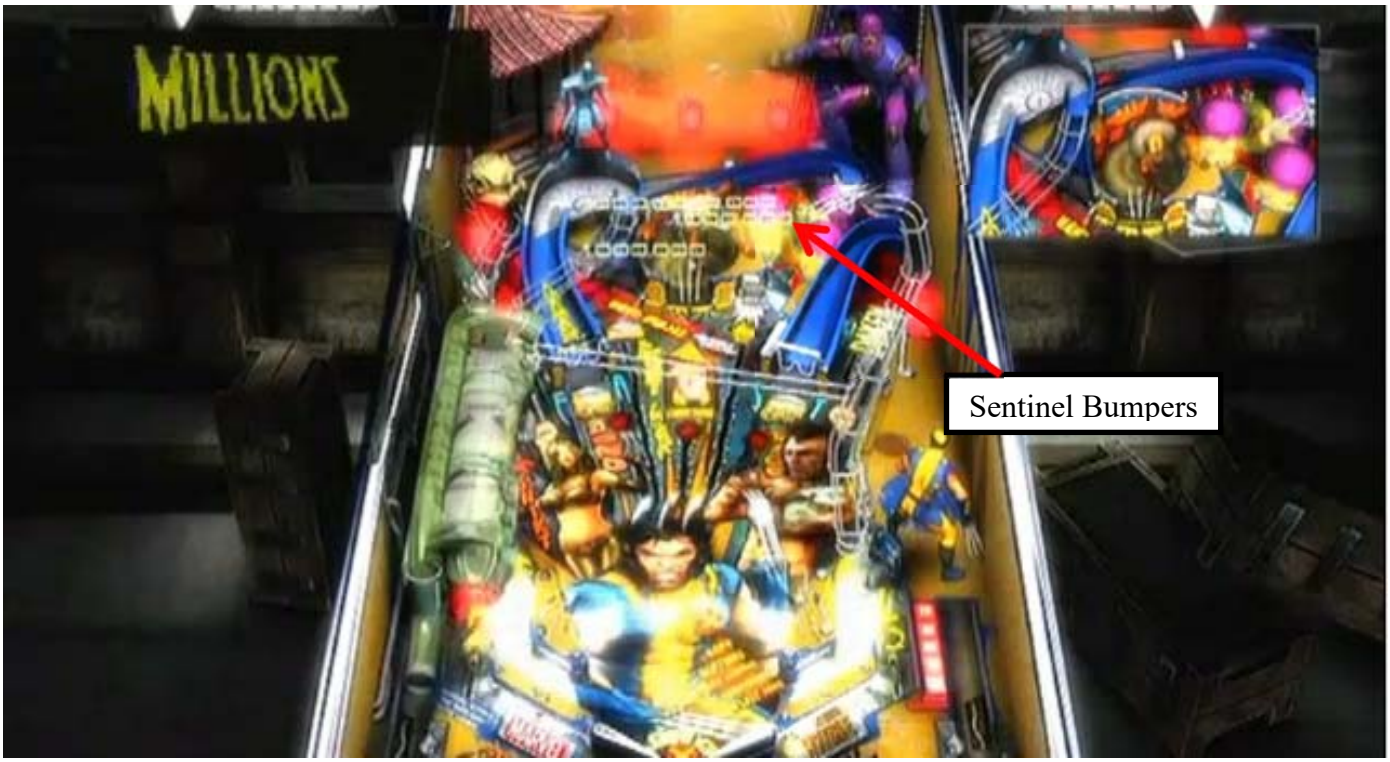
After hitting or failing to hit one of the Saucers in time -the body of the Fight Mission begins; you will have to hit a total of 6 lit Ramps to complete this Fight Mission.

The lit Ramps will alternate between –

- Silver Samurai Ramp (3)
- Wolverine Ramp (8)
- Sentinel Ramp (5)

Once you hit 6 lit Ramps the Fight Mission is completed.

Once completed the Sentinel Bumpers will flash for a total of 30 Seconds, while this is happening you can score Millions of Points by hitting the Ball at those flashing Bumpers –



Sabretooth Fight Mission

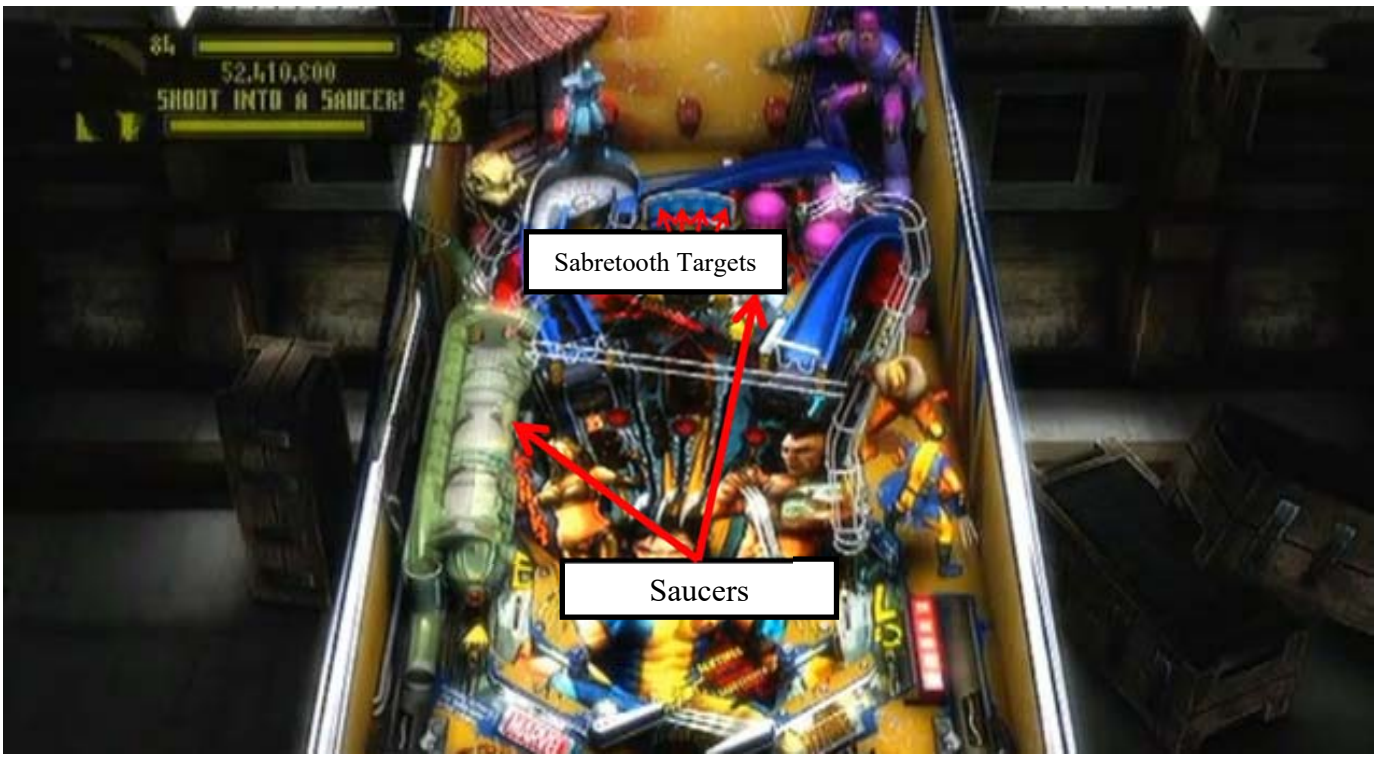
Activation –

To begin this Fight Mission you must first gain access to the Roulette Wheel, this is achieved by hitting the Roulette Targets (6) then once that is done you will have access to the Roulette Wheel by hitting the Ball via the Roulette Targets (6). Once you enter the Wheel you will see a countdown of Days on the Dot – Matrix; each time the Ball makes a full rotation round the Wheel the Days decrease (starts from 365 Days) the goal here to decrease the Days to 0.

After a while the Ball will lose momentum and drop out of the Roulette Wheel and you will need to redo the above process again until the Days go down to 0.

Completion –

Once the Days are at 0 the Fight Mission will begin and Sabretooth will launch across the Table towards Wolverine –

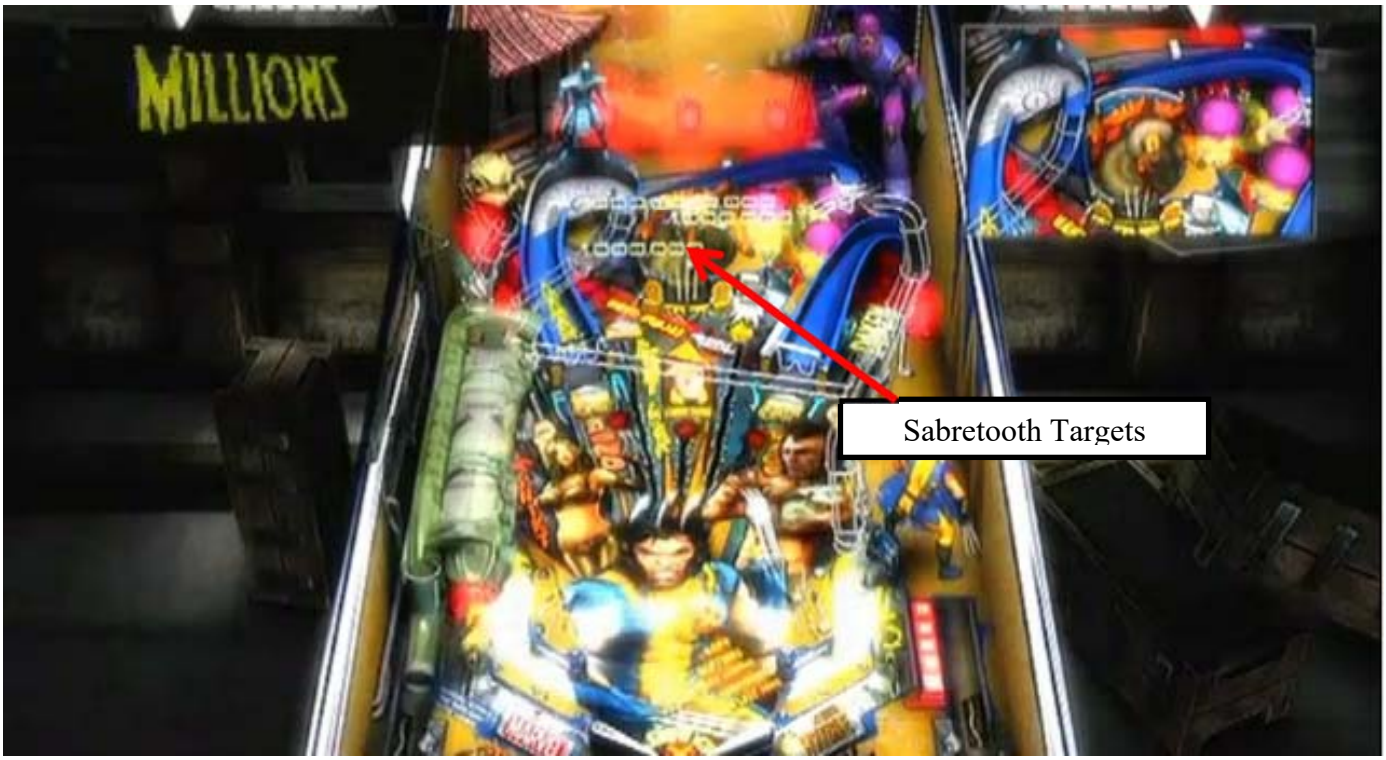


This Fight Mission is timed in that if Wolverine takes a certain amount of damage Sabretooth wins and the Mission is failed. To hit Sabretooth you must first hit either 1 of the 2 Saucers - SNIKT Saucer (1) or Amnesia Hole (7); after which a Ramp will raise in front of the Roulette Wheel for a short period of time and now hit the Ball up that to hit 1 of the 4 Sabretooth Targets which represent Sabretooth's life. Once you have done that you will take ¼ of Sabretooth's life; now the Ramp automatically goes down once you hit 1 of the targets and you will need to repeat the above process again to raise it up to continue hitting the Sabretooth Targets, rinse and repeat this till Sabretooth is defeated.

Note - it's possible to hit more than 1 Target with a single Ramp shot

After the 4th Sabretooth Target is hit Mission is completed.

Once you complete the Sabertooth Mission, the Roulette will be open for 30 Seconds. Each of the Targets in that duration is worth a Million Points each, so hit the Roulette as many times as you can –



WIZARD MODE (FINAL MISSION)

Once all the 4 Fights have been activated/completed –

- ***Silver Samurai***; look earlier in the Guide under 'Multiball Modes – The Silver Samurai Multiball' section.
- ***The Hand***; look earlier in the Guide under 'Fight Missions – The Hand Fight' section.
- ***Sentinel***; look earlier in the Guide under 'Fight Missions – Sentinel Fight' section.
- ***Sabretooth***; look earlier in the Guide under 'Fight Missions – Sabretooth Fight' section.

The Wizard Mode will then become available via either of the 2 Saucers - SNIKT Saucer (1) or Amnesia Hole (7). Once you hit one of those the Wizard Mode will begin –

The Last Page – Wizard Mode



It's just a 3 Ball Multiball mode which is basically just a Reward Mode for you activating/completing the 4 Fights. Everything is lit up like a Christmas tree so hit everything to gain loads of points.

It should also be noted that getting all of the Balls (2 or 3) into the Roulette Wheel via the Roulette Targets (6) gives you a nice bonus. Also every time you do a successful Bonding process (look earlier in the Guide under 'Multiball Modes - Adamantium Multiball' section for more information) it will increase the score multiplier for the Roulette Wheel within the Last Page Wizard Mode.

When only 1 Ball remains or you lose all 3 the Mode disables and the Table resets itself.

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, Bub! Now go be The Best There Is, At What You DO!"

Yours
ShoryukenToTheChin