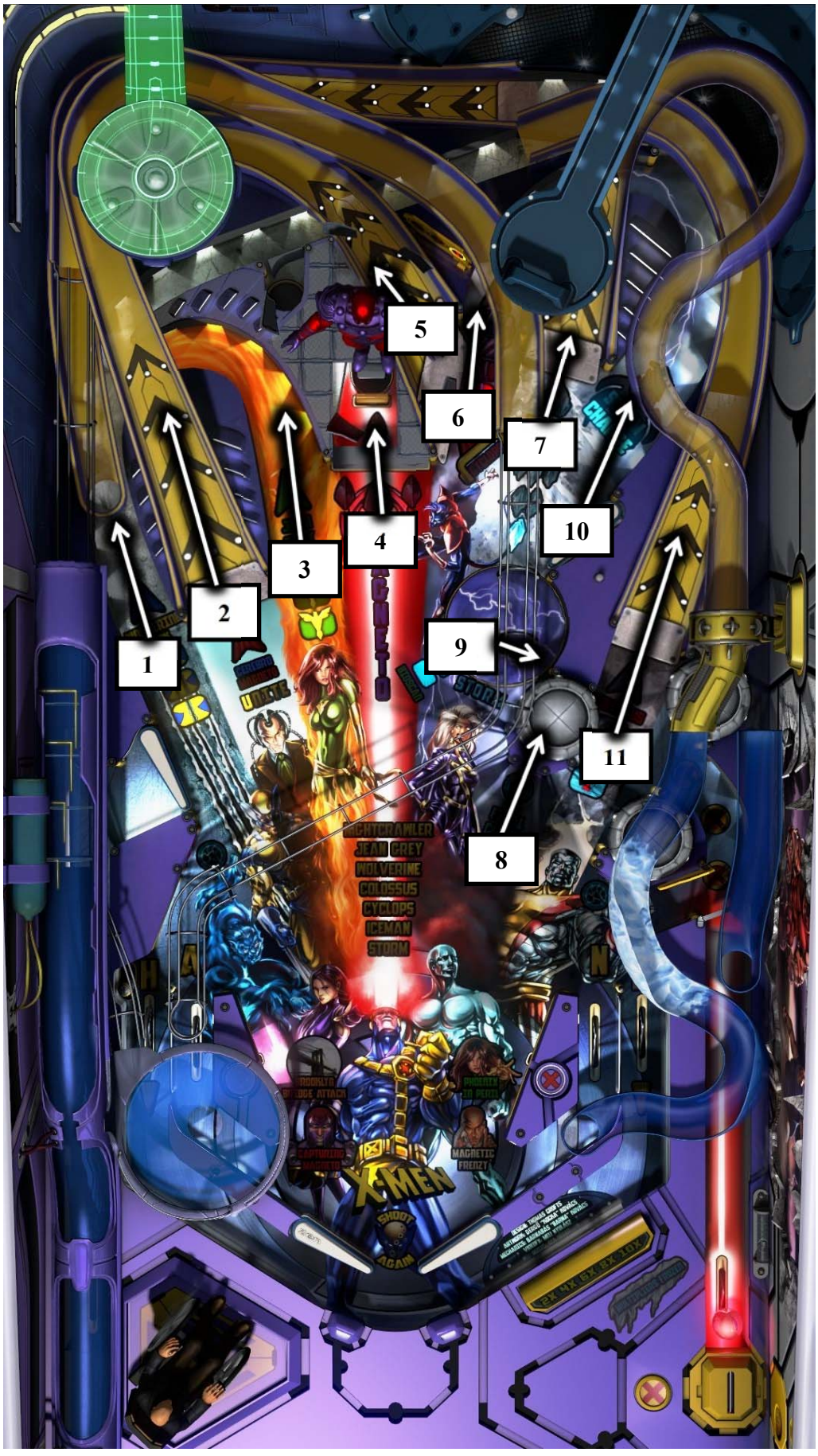
X-Men Table Guide
By ShoryukenToTheChin



Key to Table Image Above

1. Wolverine Orbit
2. Unite Ramp
3. Phoenix Mini-Orbit
4. Magneto Targets
5. Cyclops Ramp
6. Nightcrawler Mini-Orbit
7. Iceman Ramp
8. Final Clash Sink Hole
9. Hidden Sink Hole
10. Storm Orbit
11. Colossus Orbit

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 Table is similar in terms of the speed of the Ball to the Wolverine Table. Kickbacks are definitely a must because it seems rebounds always find themselves going down one of the Outlanes. This Table may be confusing at first but once it clicks it's one of the best Zen has produced, jeez I'm saying that about all the Tables now aren't I☺.
Overall the Team once again have done such an amazing job they really captured the never ending struggle that the X-Men face every day, Xavier will also talk to you helping you out by saying hit this and that. The voice acting is top notch calibre and the Artwork etc. just looks plain beautiful. The Background Music for me really sets the mood that you are a Team that you must work together to Battle a great threat. This Table is an all-round great make sure to play it.

Skill Shot

Skill Shot -
To achieve a Skill Shot you must position the Plunger in the correct place then release, if done right the Ball will enter in between the Bumpers and award you with a Skill Shot.



Have the top of the Plunger as shown in the image to the Left. You can manually move the Plunger with the Left Stick on you pad. Release the Plunger and you should get the Ball to enter just between the Bumpers thus registering a Skill Shot Award Message.

Kick Back & Ball Save

Kickback

Left Kickback -

This is acquired by collecting Nightcrawler during the Unite Hurry Up Mode **(Later in The Guide I will Explain how to activate this Mode)**, this Kickback will teleport the Ball inside the Left Inlane. It will work 3 times after which it will switch off. Once you lose the Kickback you must collect all the X-Men via the Unite Hurry Up Mode, Play the Phoenix Mini-Wizard Mode and then recollect Nightcrawler.

Right Kickback –

This is acquired by collecting Phoenix during the Unite Hurry Up Mode **(Later in The Guide I will Explain how to activate this Mode)**; this Kickback will kick the Ball up to the Top Left Flipper. It will work 3 times after which it will switch off. Once you lose the Kickback you must collect all the X-Men via the Unite Hurry Up Mode, Play the Phoenix Mini-Wizard Mode and then recollect Phoenix.

****Another way to gain a Kickback** (It's random which side it gives Kickback for) is to hit the 3 X-Men Targets within a Mission (Missions will be explained later in the Guide).**

The Targets are shown in the image below –



The 3 X-Men Targets you must hit

Note - This Table doesn't reset the Kickbacks earned upon losing a Ball

Ball Save

Ball Save can be lit in 3 different ways –

1. At the start of some Missions etc. its lit for a short amount of time
2. Execute a 5 way combo to light Ball Save
3. Collect Wolverine in the Unite Hurry Up Mode **(Later in The Guide I will Explain how to activate this Mode)**; this enables infinite Ball Save for 30 Seconds. Once you lose this Ball Save you must collect all the X-Men via the Unite Hurry Up Mode, Play the Phoenix Mini-Wizard Mode and then recollect Wolverine.

Extra Balls

The 4 Ways to achieve an Extra Ball, Extra Balls are collected by hitting the Final Clash Sink Hole (8) except the **X-Men Extra Ball** which is awarded automatically.

Below are the 4 Ways in which you can acquire an Extra Ball -

1. **'The Dream Never Dies' Extra Ball** – View Lighting X - the Xavier's Gift / Cerebro Hurry Up Mode section of the Guide which is under the heading 'Lighting the X-MEN Letters!' for details on how to acquire this.
2. **'Power of Love' Extra Ball** – View Lighting 'M' –Magneto Missions – Phoenix In Peril Section of the Guide for details on how to acquire this.
3. **'Lighting up all X-MEN Letters' X-Men Extra Ball** – View the section of the Guide which details the process in lighting up the 4 X-MEN letters for details on how to acquire this.
4. **'Bioscan Award' Extra Ball** – View Lighting 'X' - the Bioscan Award section of the Guide which is under the heading 'Lighting the X-MEN Letters!' for details on how to acquire this.

Raising the Multipliers

To raise the Multipliers (10X is the Max) you merely have to light ‘HANK’ on the Inlanes & Outlanes by alternating the lit lights with the Right & Left Trigger buttons on your Pad to always have the Ball going down a non-lit Lane. Below is an image showing this –



‘H’ ‘A’ ‘N’ ‘K’

Lighting the X-MEN Letters!

Now you will notice that just above the Middle Drain, 'X-MEN' can be seen. Well the objective of the game is to light all four letters, below I will list how to gain each Letter –

'X' -

Uniting The X-Men

Unite Hurry Up Mode -

To start this mode you need to hit the Ball up the Unite Ramp (2) a total of 6 times, upon hitting this a 6th time the Mode will start. You will have a very short time frame to hit one of the Flashing Ramps/Orbits to unite an X-Man. Each X-Man gives you a reward which I will list below –

- ***Wolverine:*** Hit the Wolverine Orbit (1) to collect – **Reward**: Infinite Ball Save for 30 seconds.
- ***Jean Grey:*** Hit the Phoenix Mini-Orbit (3) to collect – **Reward**: 3x Right Kickback.
- ***Cyclops:*** Hit the Cyclops Ramp (5) to collect – **Reward**: Activated Super Skill Shot, to do a Super Skill Shot hit the Ball up the Iceman Ramp (7) then repeat the instructions detailed early for the Skill Shot award. After a successfully Super Skill Shot Cyclops will be upgraded.
- ***Nightcrawler:*** Hit the Nightcrawler Mini-Orbit (6) to collect – **Reward**: 3x Left Kickback.
- ***Iceman:*** Hit the Iceman Ramp (7) – **Reward**: Multipliers Held to next Ball.
- ***Storm:*** Hit the Storm Orbit (10) to collect – **Reward**: Activates the Storm Spinner, hit several times to Upgrade Storm.
- ***Colossus:*** Hit the Bumpers at the entrance of the Colossus Orbit (11) – **Reward**: Upgraded Bumpers, 10,000 Points per Bumper hit and hit the Bumpers 25 times to upgrade Colossus.

Note - only 1 X-Men can be united. After which you will need to repeat the above to attempt to unite another.

2 More ways to unite the X-Men besides the above Hurry Up Mode are -

Xavier's Gift / Cerebro Hurry Up Mode -

When you hit the Storm Orbit (10) you will notice that the Dot-Matrix will display 'Xavier's Gift' and every time you hit that Orbit it will light more of the letters displaying on the Dot-Matrix until 'Xavier's Gift' is fully lit. When this is done, you then just need to hit the Ball up the Unite Ramp (2) once and the Cerebro Hurry Up Mode will begin its similar to the Unite Hurry Up Mode but this one will light a random X-Men to be collected. This will also give you must more time to hit the Ball up Ramp/Orbit needed, but only 1 X-Men can be united. After which you will need to repeat the above to attempt to unite another.

Now to light **Extra Ball** you just need to activate 'Xavier's Gift' but don't hit the Ball up the Unite Ramp (2) instead keep hitting the Ball into the Storm Orbit (10), you will notice a percentage will appear on the Dot-Matrix and every time you hit the Storm Orbit again you will increase that percentage. When it reaches 100% you will light **Extra Ball**, you collect it from the Final Clash Sink Hole (8) and when you hit that you will receive **'The Dream Never Dies' Extra Ball**.

Bioscan Award –

To activate the Bioscan you need to hit the Ball round the Colossus Orbit (11) about 4 times, once you have done this you then need to hit the Ball into the Hidden Sink Hole (9). Once you get into that you will be taken to the Bioscan Launch Lane. There is a total of 4 Sink Holes on the Launch Lane, only 1 will be lit and it's random which 1 that will be. The objective here is to manually adjust the Plunger similar to how you would for a Sink Shot, so that the Ball can then roll over the lit Sink Hole and then drop back into it. Remember use the Left Stick on your Pad to manually adjust the Plunger, If you manage to get the Ball into the lit Sink Hole you will then be awarded with things like automatically acquiring and uniting 1 of the X-Men, you can even light **Extra Ball** at the Final Clash Sink Hole (8) which you will need to hit to collect it.

Dark Phoenix Multiball Mini-Wizard Mode

Upon collecting all 7 of the X-Men, the Unite Ramp (2) will be lit and you need to hit the Ball up that to start the Mode. Once you hit the Ball up the Ramp, you will start a 4 Ball Multiball Mode. All the Ramps/Orbits will be lit; to increase the Jackpot you will need to hit the Phoenix Mini-Orbit (3) this will ignite the Ball on Fire for a short time. The Jackpot will increase by 100,000 and it seems you can't increase the Jackpot award over 4 Million Points. 4 Balls Triples the Jackpot while 3 Balls in play just Doubles it. All the other Ramps/Orbits beside the Phoenix Mini-Orbit (3) collect the Jackpot.

If you go down to 1 Ball on the Playfield the Mode will end, you will then be awarded with the **'X' light**. The United X-Men will also be reset, so you have to unite them all again to gain access to this Mode again.

‘M’ -

Completing the Magneto Missions



Hitting these 3 X-Men Targets, then Final Clash Sink Hole (8) will activate a random Magneto Mission.

The Above is just an alternative to activating a Magneto Mission, but it’s no good for activating Missions you haven’t done as it random chooses a Mission. Any of the below Missions can be activated more than once after completion.

Brooklyn Bridge Attack *60 Seconds to Complete* –

To activate this Mission, you must hit the Cyclops Ramp (5) a total of 4 times. Once this Mission begins you are then required to hit the Iceman Ramp (7) a total of 3 times this will make an Ice Bridge, note that if you hit other Ramps/Orbits beside that one it will stop the timer etc. for a bit helping you out. After you have hit the Ice Ramp (7) 3 times you then need to shot the Ball up the Unite Ramp (2), after you hit that the Mission is completed.

Phoenix In Peril –

To activate this Mission, you must hit the Phoenix Mini-Orbit (3) a total of 4 times. Once this Mission begins 1 Ball will be held up by Magneto near the entrance of the Wolverine Orbit (1), you first need to hit that Ball with the Ball which is launched out upon starting this Mission. Once you hit that this will become a 2 Ball Multiball, therefore if you lose one of the Balls the Mission is failed.

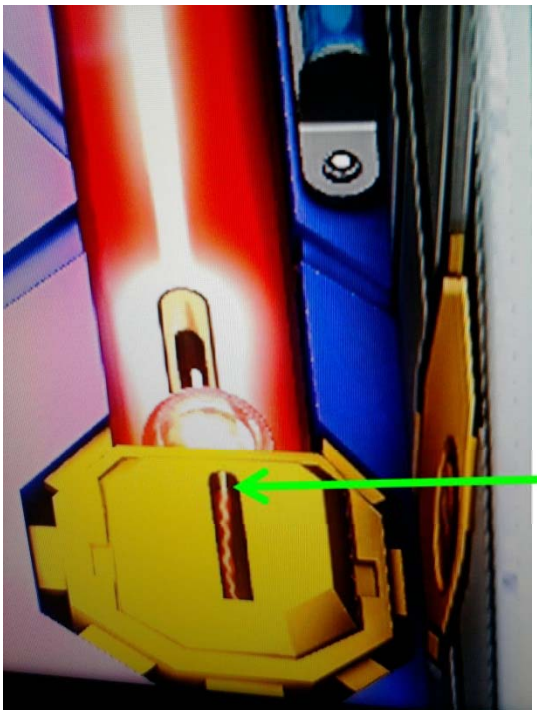
To complete this you must hit one of the Balls up either the Unite Ramp (2) or the Iceman Ramp (7), if you managed to hit one of those you then need to hit the Magneto Targets (4). Shown below is an image of the Targets -



After you hit one those Targets once you will need to repeat the process a further 2 times to hit the other 2. ****Warning! if you hit one of the Targets that's already lit, Magneto will Magnetically stop the Ball and throw it out violently thus you need to be careful because sometimes he throws it near the Middle Drain.****
You then have to knock down the last defence to gain access to the Sink Hole behind the Magneto Targets (4); you now need to lock 1 of the Balls into that to complete the Mission. Upon doing that the Mission will be completed, but if you manage to lock the other Ball into the Sink Hole you will light the **'Power Of Love' Extra Ball** but the time limit to do this is about 4 seconds so don't delay. The **Extra Ball** can then be collected via the Final Clash Sink Hole (8).

Capturing Magneto *60 Seconds to Complete* -

To activate this Mission you must hit the Hidden Sink Hole (9) a total of 2 times. You then are taken to the Launch Lane; you are requiring you to produce another Skill Shot. Below I attached an image to show this –



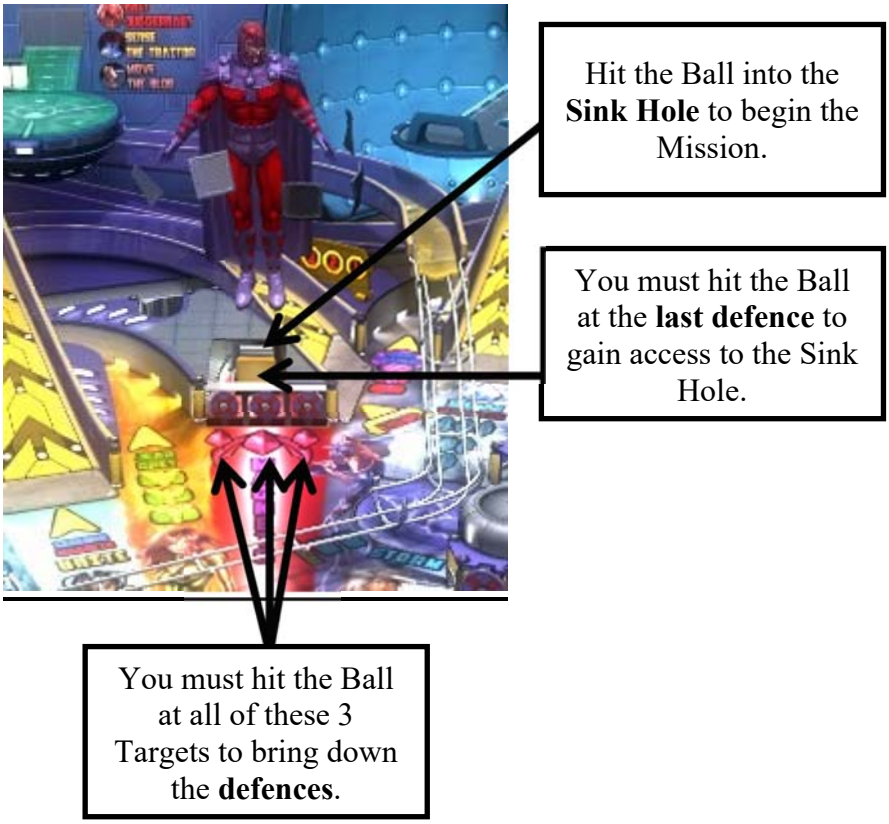
Have the top of the Plunger as shown in the image to the Left. You can manually move the Plunger with the Left Stick on you pad. Release the Plunger and you should get the Ball to enter just between the Bumpers thus registering a Skill Shot Award Message.

Upon successful Skill Shot; the Ball will now be charged with Cyclops Beam, you will notice that Magneto has put down 3 Metal Blockers (These are random, so I can't really list where they are put and so they can be on any entrance of a Ramp or Orbit). You need to hit the Ball at those Metal Blockers, you have about 30 seconds to do this until the Ball loses Power and if that happens you need to hit the Ball up the Iceman Ramp (7) to repeat the process of getting the Skill Shot thus recharging the Ball.

After you hit all 3 of the Metal Blockers the Mission will be completed.

Magnetic Frenzy -

To activate this Mission you first bring down the defences around Magneto, by hitting the Magneto Targets (4) you will notice 3 Jewel Shaped Symbols below the Targets. You need to hit all 3 of them to bring down the Defences, and then bring down a final Defence which is blocking the Sink Hole under Magneto. This can be seen in the Image below –



****Warning! if you hit one of the Targets that's already lit, Magneto will Magnetically stop the Ball and throw it out violently thus you need to be careful because sometimes he throws it near the Middle Drain.****

Once the Mission begins you will be given a 2 Ball Multiball, now the Objective here is very similar to what was described in the Phoenix In Peril Mission but its slightly different here. You need to hit a Ball up either Unite Ramp (2) or the Iceman Ramp (7), if you managed to hit one of those you then need to hit the Magneto Targets (4). You will notice that below the Targets there is a few Letters which spell 'MAGENTO' after you done the above once you will light 'M' thus you will need to repeat the above process a further 6 times to light up 'MAGENTO'.

Upon lighting up 'MAGNETO' you will then gain access to the last defence Target (This is shown in the image above) you will need to hit that. Finally, you need to lock 1 of the Ball's into the Sink Hole below Magneto; if you manage to do this the Mission will be completed. Now if you lock the other Ball in the Sink Hole before it closes (About 4 Seconds to do this) you will be awarded a bonus of 15 Million Points.

Final Clash Multiball Mini-Wizard Mode

Upon completing all the Magneto Missions –



The Final Clash Mini Wizard Mode will become available for activation; you will need to hit the Ball into the Final Clash Sink Hole (8). Upon hitting that you will start a 3 Ball Multiball Mode,

This begins the 1st Stage - your objective here is to hit 20 Ramps/Orbits but you will notice that Magneto has put Metal Blockers on the entrances not to worry just hit the Ball's through them. You also need to make 3 Iceman Ramp (7) shots
****Big Tip – The Iceman Ramp (7) also counts towards the 20 Ramp/Orbit shots you need to do, so when the Ball Saver is on try to get the 3 Iceman Ramp (7) shots out of the way first.****
If you manage to hit 20 Ramps/Orbits and 3 Iceman Ramp (7) shots you will enter the 2nd Stage of the Mini Wizard Mode.

2nd Stage – You now need to bring down the defences at the Magneto Targets (4)



Lock the remaining Ball's into the **Sink Hole** to complete the Final Clash.

You must hit the Ball at the **last defence** to gain access to the Sink Hole.

You must bring down these 3 Targets to bring down the **defences**.

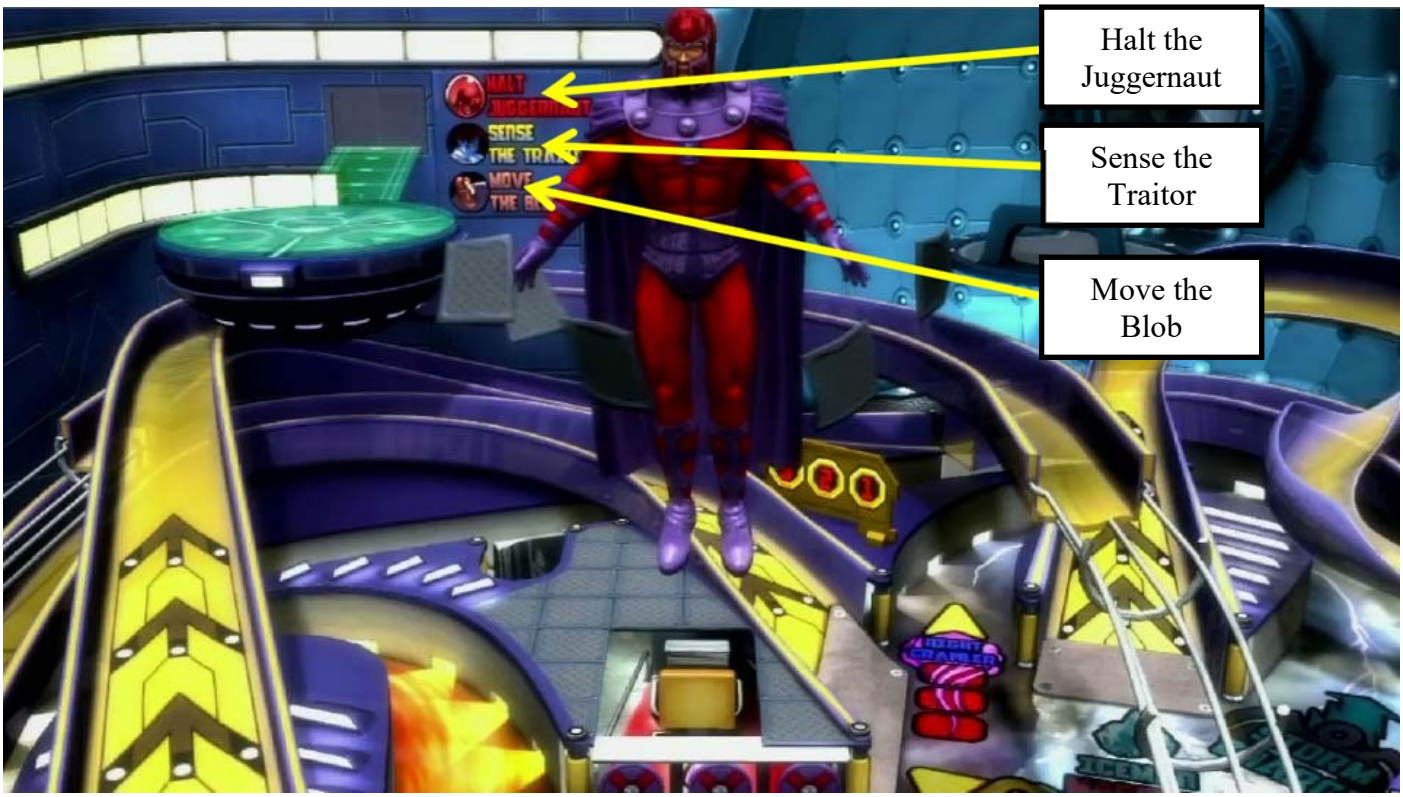
To do this you must first hit either the You need to hit a Ball up either Unite Ramp (2) or the Iceman Ramp (7), if you managed to hit one of those you then need to hit the Magneto Targets (4). Repeat this till the last defense shown in the image above is able to be hit by a Ball, then hit that upon and that hit you will be able to lock the Ball's into the Sink Hole under Magneto. Lock the remaining Ball's to complete the Final Clash you will also be awarded with the 'M' light.

If you go down to 1 Ball on the Playfield the Mode will end, you will then be awarded with the **'M' light**. Also failure of this Mode will reset the Magneto Missions, so you will have to complete them again to gain access to this Mode.

‘E’ -

Completing the Danger Room Sentinel Multiball Missions

Just behind where Magneto is on the Table; you will see 3 Missions which are –



Completing all 3 of these Missions will give you access to the locking mechanism which you can lock up to 3 Balls via the Wolverine Orbit (1). You are allowed to lock 1 Ball after the completion of one of the Missions, when you complete one of the Missions it gets lit up. You may restart the Mission but completion will not allow for another Ball to be locked, you must complete a different Mission each time and so after the other 2 are completed you will have locked a further 2 Balls. This will then engage the 3 Ball Multiball Mini Wizard Modes which is the Danger Room Sentinel Multiball Mode.

Below I will detail how to complete each one of these Missions –

Halt The Juggernaut –

To activate this Mission you must hit the Ball up the Iceman Ramp (7) a total of 4 times, upon hitting it the 4th time the Mission will begin automatically. To complete this Mission all you need to do is hit the Iceman Ramp (7) a total of 3 times. You need to hit the Iceman Ramp (7) once within 30 Seconds if you fail to hit it the Mission will fail, you then start a countdown timer which starts off at 5 Million Points which is displayed on the Dot-Matrix. Hit the Iceman Ramp to stop the countdown for a second if you don’t manage to hit that before it reaches 0 you fail the Mission, now you need to hit it once more to claim whatever the points where at on the Dot-Matrix. Just don’t let it get to 0 or you will fail the Mission.

When the Mission is complete you can lock 1 Ball into the Wolverine Orbit (1).

Sense The Traitor -

To activate this Mission you must hit the Ball up the Wolverine Orbit (1) a total of 4 times, upon hitting it the 4th time the Mission will begin automatically. The Ball will stop for a second at the entrance of the Storm Orbit (10) and it will roll down the Top Right Flipper. The objective of this Mission is to hit the Ramp/Orbit in which Mystique is hiding on, all of the Ramps/Orbits will be flashing and you have 60 Seconds to find her. As you hit Ramps/Orbits that she is not on you will raise the Jackpot of finding her, the Jackpot stops rising when it reaches 10 Million Points.

****Big Tip – When the Mission starts The Ball will stop for a second at the entrance of the Storm Orbit (10) and it will roll down the Top Right Flipper. This allows you to hit the Ball through the Cyclops Ramp (5) and as the Ball falls onto the Top Left Flipper you can shot it through the Storm Orbit (10). Therefore you can hit 2 Ramps/Orbits very quickly upon the start of the Mission. ****

Now to save time you can hit the Ball up the Wolverine Orbit (1) this will then stop the Ball for a second and the Ramp/Orbit in which Mystique is hiding on will flash. Hit that to find her and complete the Mission.

When the Mission is complete you can lock 1 Ball into the Wolverine Orbit (1).

Move The Blob –

To activate this Mission you must hit the Ball up the Nightcrawler Mini-Orbit (6) a total of 4 times, upon hitting it the 4th time the Mission will begin automatically.

This Mission requires you to hit 4 Ramps/Orbits which are in the following order (You have about 20 seconds for each of the 4 Ramps/Orbits in which you have to hit them, failure to hit any of them result in failure of Mission) –

- **Cyclops Ramp (5)** -When the Mission starts The Ball will stop for a second at the entrance of the Storm Orbit (10) and it will roll down the Top Right Flipper. This allows you to hit the Ball through the Cyclops Ramp (5).
- **Iceman Ramp (7)** – The Ball is teleported to the Left Flipper, so time the shot well and hit that Ramp.
- **Storm Orbit (10)** – The Ball is teleported to the Top Left Flipper, so time the shot well and hit that Orbit.
- **Unite Ramp (2) –** The Ball is teleported to the Right Flipper, so time the shot well and hit that Ramp.

Once you manage to hit all 4 Ramps/Orbits, you will be able to lock 1 Ball into the Wolverine Orbit (1).

Danger Room Sentinel Multiball Mini-Wizard Mode

Upon locking the 3 Balls into the Wolverine Orbit (1), the Danger Room Sentinel Multiball will begin automatically. It's a 3 Ball Multiball Mode; your objective is to hit every Ramp/Orbit at least once. When you have hit every Ramp/Orbit at least once, you will have to hit the Unite Ramp (2) once to defeat the Sentinel. When you defeat the Sentinel the Mode will then reset and you have a chance to beat another Sentinel by repeating the above process again.

If you go down to 1 Ball on the Playfield the Mode will end, you will then be awarded with the **'E' light**. Also failure of this Mode will reset the Danger Room Sentinel Multiball Missions, so you will have to complete them again to gain access to this Mode.

‘N’ -

Completing the Controlled Power Objectives

There are 3 X-Men Members that you must Upgrade their Powers to be able to start the Controlled Power Hurry Up Mini Wizard Mode. To collect the 3 X-Men Members you must follow the Unite X-Men procedure which I have detailed below, I have only included the 3 X-Men you need to unite and Upgrade –

You need to Unite these 3 X-Men –

- **Cyclops**
- **Storm**
- **Colossus**

Uniting Those X-Men

Unite Hurry Up Mode -

To start this mode you need to hit the Ball up the Unite Ramp (2) a total of 6 times, upon hitting this a 6th time the Mode will start. You will have a very short time frame to hit one of the Flashing Ramps/Orbits to unite an X-Man. Each X-Man gives you a reward which I will list below –

- ***Cyclops:*** Hit the Cyclops Ramp (5) to collect – **Reward**: Activated Super Skill Shot
- ***Storm:*** Hit the Storm Orbit (10) to collect – **Reward**: Activates the Storm Spinner.
- ***Colossus:*** Hit the Bumpers at the entrance of the Colossus Orbit (11) – **Reward**: Upgraded Bumpers, 10,000 Points per Bumper hit.

2 More ways to unite the X-Men besides the above Hurry Up Mode are -
Note - only 1 X-Men can be united. After which you will need to repeat the above to attempt to unite another.

Xavier’s Gift / Cerebro Hurry Up Mode -

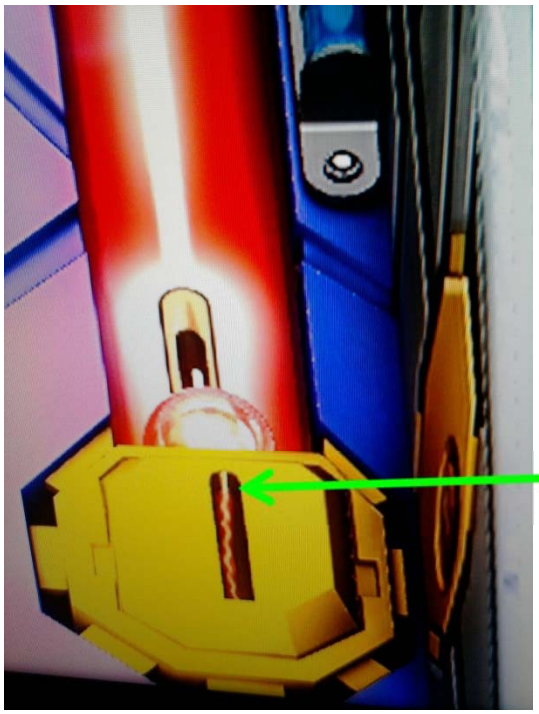
When you hit the Storm Orbit (10) you will notice that the Dot-Matrix will display ‘Xavier’s Gift’ and every time you hit that Orbit it will light more of the letters displaying on the Dot-Matrix until ‘Xavier’s Gift’ is fully lit. When this is done, you then just need to hit the Ball up the Unite Ramp (2) once and the Cerebro Hurry Up Mode will begin its similar to the Unite Hurry Up Mode but this one will light a random X-Men to be collected. This will also give you must more time to hit the Ball up Ramp/Orbit needed, but only 1 X-Men can be united. After which you will need to repeat the above to attempt to unite another.

Bioscan Award –

To activate the Bioscan you need to hit the Ball round the Colossus Orbit (11) about 4 times, once you have done this you then need to hit the Ball into the Hidden Sink Hole (9). Once you get into that you will be taken to the Bioscan Launch Lane. There is a total of 4 Sink Holes on the Launch Lane, only 1 will be lit and it’s random which 1 that will be. The objective here is to manually adjust the Plunger similar to how you would for a Sink Shot, so that the Ball can then roll over the lit Sink Hole and then drop back into it. Remember use the Left Stick on your Pad to manually adjust the Plunger, if you manage to get the Ball into the lit Sink Hole you will then be awarded with things like automatically acquiring and uniting 1 of the X-Men.

Upgrading The X-Men's Controlled Power

- **Cyclops –** You must do one **Super Skill Shot,** to do a Super Skill Shot hit the Ball up the Iceman Ramp (7) then repeat the instructions detailed early for the Skill Shot award. After a successfully Super Skill Shot Cyclops will be upgraded.



Have the top of the Plunger as shown in the image to the Left. You can manually move the Plunger with the Left Stick on you pad. Release the Plunger and you should get the Ball to enter just between the Bumpers thus registering a Super Skill Shot Award Message.

- **Storm –** You must hit the **Storm Spinner** which has erected just in front of the Hidden Sink Hole (9), this is done by hitting the Spinner a few times until the letters which spell out 'STORM' are fully lit.
- **Colossus -** Hit the Bumpers (Located at the entrance of the Colossus Orbit (11) 25 times to upgrade Colossus.

Controlled Power (Omega Mutant) Hurry Up Mini-Wizard Mode

Upon upgrading Cyclops, Storm and Colossus you will have lit the Unite Ramp (2). Hit that Ramp once to begin the Hurry Up Mode. The Dot-Matrix will now display a countdown starting from 25 Million Points, you have to hit the Unite Ramp (2) again before it reaches 0 and whatever Points it shows on the Dot-Matrix as you make the shot that what you are awarded with.

Making this shot will gain you an Omega Mutant; I think that's what it was called. You will also be awarded with the **'N' light**

THE 4 MINI -WIZARD MODE'S (X-MEN IS LIT) ARE COMPLETED AT THIS POINT, IF YOU HAVE DONE ALL OF THE ABOVE TASKS FOR LIGHTING X-MEN!

COMPLETION OF LIGHTING UP X-MEN!!!

Now at this point if you have completed all the above, thus lighting up the X-MEN letters you will be awarded with –

- **The End Of Ball Bonus** (with what Multiplier you have currently active) you would have earned at that time if you lost the Ball.
- **50 Million Points** awarded.
- **X-Men Extra Ball** which is awarded automatically.

The Table will also reset itself.

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. They are also available on the PlayStation Network for the Marvel Pinball game.

Thanks for viewing my Guide, ***"Pinballers remember we can live in peace with the Humans! They fear our Power because they are naïve!"***

Yours

ShoryukenToTheChin