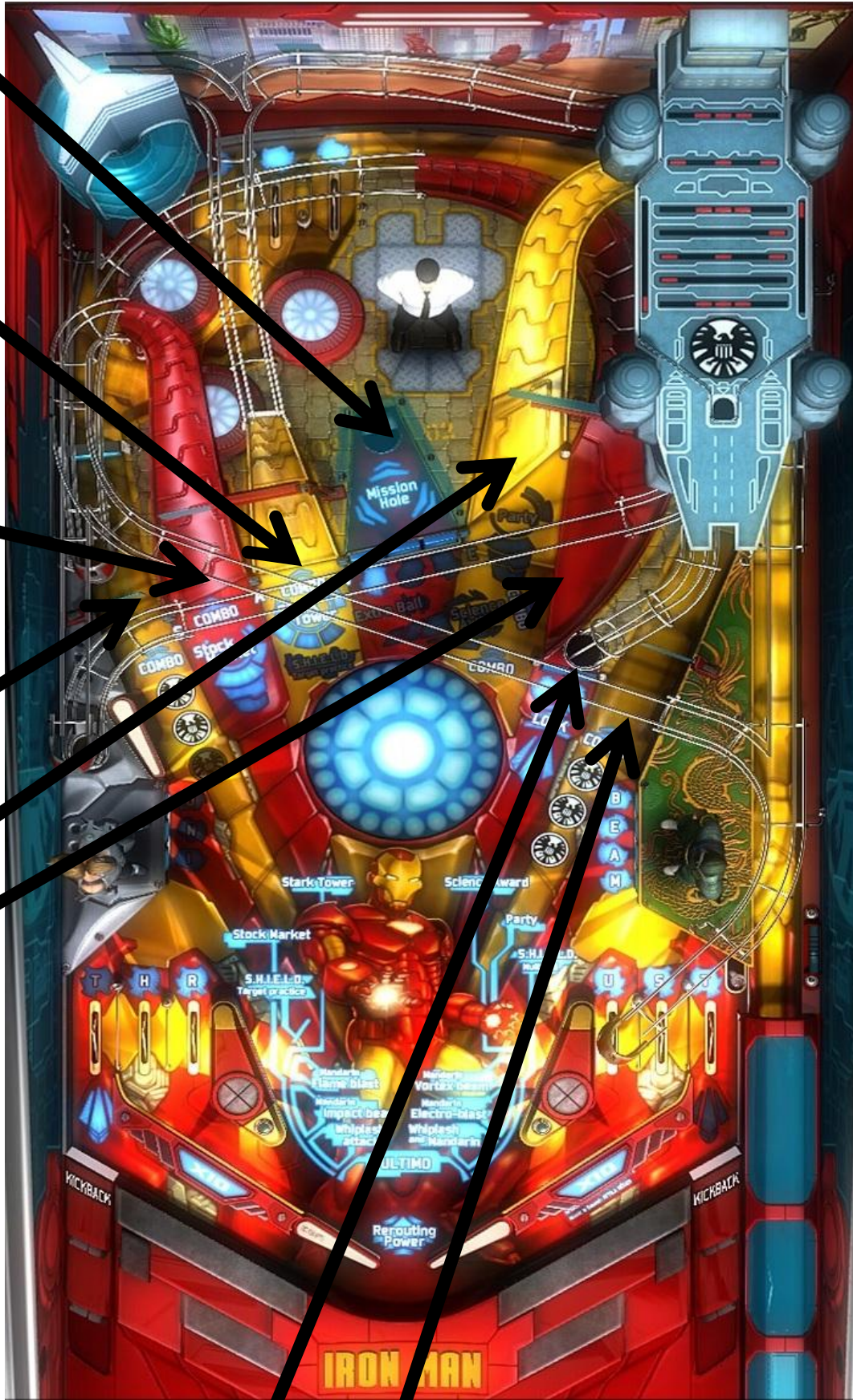


Iron Man Table Guide By ShoryukenToTheChin



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Key to Table Overhead Image – Thanks to [Cloada](#) on the Zen Studios Forums for the Image

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

Kick Back, Ball Save & Extra Ball

Kickback & Ball Save activation procedures

Kickbacks

Kickbacks are activated by lighting up the letters on the Inlanes and Outlanes; it will spell ‘THRUST’

Left Side

THU

Right Side

RST

So this means that the lanes must be lit up 6 times. Once you light them all up, the Left side Kickback will be activated. Now repeat for Right Kickback to be activated. Also remember if you drain your Ball you will lose any Kickbacks you enabled before draining.

Ball Save

Ball Save is lit by hitting 4 Targets which spell out ‘SAVE’

‘S’ is located to the left of the entrance of the Stock Market Ramp (3)

‘A’ is located to the right of the entrance of the Stock Market Ramp (3) & left of the Stark Tower Ramp (2)

‘V’ is located to the right of the entrance of the Stark Tower Ramp (2) & left of Iron Man Mission Hole (1)

‘E’ is located to the right of the entrance of the Iron Man Mission Hole (1) & left of the Party Ramp (5)

You will get Ball Save, which for a limited time you can lose the Ball once and it will return that Ball. Do Note when this Ball Save is lit you can only lose the Ball once.

Extra Balls

To light Extra Ball you must activate this by hitting the lanes just above the Bumpers. The Bumpers are located behind the Stark Tower Ramp (2) & Stock Market Ramp (3). Each time you hit all 3 of the lanes you get a multiplier award first one is always 2x, you will need to attain 10x this is done by doing the above

about 3 more times. You then collect the Extra Ball by hitting the Party Ramp (5) - very awkward to get this in my opinion.

MAIN TABLE MISSIONS

There are 2 sets of Missions (12 in total, 6 each for Tony Stark & Iron Man) on this table one set for Tony Stark and the other for 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 for each –

Tony Sark

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

Iron Man

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

Tony Stark Missions

Shield Target Practice

To gain this you must hit the Left Orbit (4) 3 times & Right Orbit (8) 3 times, this then allows you to enter the Target Practice Mini-Playfield. To access this you must hit the Stark Tower Ramp (2). Now you need to hit the Targets using the Cannons you are timed on this, the Left Flipper controls the Left Cannon & the Right Flipper controls the Right Cannon. I just go nuts because near all the time all the targets are hit. Note – you don't need to complete this to have the Sign which says Shield Target Practice to light up (the Signs of the Missions are just above the Left & Right Flippers).

Stock Market

To gain this all you need to do is to hit the Stock Market Ramp (3) about 8 times, once you hit it the last time the Sign which says Stock Market will light up (the Signs of the Missions are just above the Left & Right Flippers).

Stark Tower

To gain this all you need to do is to hit the Stock Tower Ramp (2) about 8 times, once you hit it the last time the Sign which says Stark Tower will light up (the Signs of the Missions are just above the Left & Right Flippers).

Science Award

This requires you to hit the Science Award Mini-Orbit (6) about 5 times. You can hit this by sending the Ball round the Right Orbit (8) then as the Ball exits from the entrance of the Left Orbit (4) you must then hit the Ball with the Top Left Flipper if timed correctly the Ball will hit the Science Award Mini-Orbit (6). Now each time you hit the Science Award Mini-Orbit (6) the Ball will always exit from the entrance of the Left Orbit (4) if hit with enough power. Now you can again send the Ball round Science Award Mini-Orbit (6), just rinse and repeat this until the Sign which says Science Award lights up (the Signs of the Missions are just above the Left & Right Flippers).

Party

To gain this you must hit the Party Ramp (5) about 8 times, this for me is the most annoying Ramp to hit on the entire table. Hit that until the Sign which says Party lights up (the Signs of the Missions are just above the Left & Right Flippers).

Shield Multiball

To gain this you must hit Shield Multiball Lock (7) 2 drop down Targets which is blocking the sink hole, once they are down you can hit it and Lock the Ball. Do this a further 2 times to lock 3 Balls, now the Multiball Mode starts. You don't need to do anything as it's just a bonus to get more points, once you lock all 3 Balls the Sign which says Shield Multiball lights up (the Signs of the Missions are just above the Left & Right Flippers).

Iron Man Missions

To access these Missions you must hit the Iron Man Mission Hole (1) you will need to hit the drop down Targets first to enable you to hit the Ball into the Iron Man Mission Hole (1). You will activate randomly one of the 6 Missions, these are seen below and how to go about completing them –

Mandarin Flame Blast

To defeat the Mandarin Flame Blast you will need to hit the 3 drop down Targets in front of the Iron Man Mission Hole (1). This is timed and you are given about 30 seconds to knock down 1 Target then it resets to allow you to hit the other 2 Targets. Once those have been knocked down hit the Iron Man Mission Hole (1).

Now you will notice that each of the Bumpers just above the Flippers will transform into a Cannon, as for the Ramps etc. Holes will appear on them. You must hit the Ramp etc. which is lit to load the Cannon, once you have loaded the Cannon the Ball is fired at the Mandarin.

After a couple of these load the Ball and shoot occurrences the Mission will be completed.

Mandarin Impact Beam

This is one of the most simplest Missions on the Table as all that is required of you to do is to hit the Ramps etc. which are lit after you hit enough of those Ramps you will then need to hit the Ball into the Iron Man Mission Hole (1) once you do that the Mission is completed. Please note this Mission is timed & it doesn't reset the timer when you successfully hit something.

Whiplash Attack

This is the same as the Mandarin Impact Beam Mission in that you need to hit various Ramps within a certain time limit to fight back Whiplashes attack. Once you hit enough Ramps the Mission will then be completed. Note there is no timer on this mission the lit Ramps which you need to hit just alternate from time to time. So just take your time on this and you will complete it no problem.

Mandarin Vortex Beam

Hardest Mission out of the 6 Iron Man Missions in my opinion

This Mission is a 4 Ball Multiball Mission and it requires you to hit nearly everything on the table, it doesn't matter which Ramp you hit first. I would suggest just concentrating on keeping the Balls alive and you will hit the Ramps, when the Balls go down to only 2 in play - if this occurs then you have to think about your shots. This is because if you go down to 1 Ball the Mission is failed. Once you have hit all the Ramps needed you will then have to lock a minimum of 2 Balls into the Iron Man Mission Hole (1), note that if you have 3 Balls at this stage you should drain one of them as it's easier with just 2 Balls.

Be very careful because a Vortex appears in the middle of the Table every now and again. If the Balls touch it they become very hard to read 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 Hole (1). Once you lock the Balls in there the Mission is completed.

Mandarin Electro Blast

Again like most of the Missions on this table you have to hit the flashing Ramps, once you hit the Ramps you will then need to Power Up because the Mandarin has Short Circuited Iron Mans Suit of Armour. This is achieved by hitting the Bumpers. The Bumpers are located behind the Stark Tower Ramp (2) & Stock

Market Ramp (3). Hit the Ball round the Left Orbit (4) or Right Orbit (8) to access the Bumpers. Once enough energy is regained the Mission is completed.

Whiplash & Mandarin

You will need to hit the Left Orbit (4), Right Orbit (8) & Science Award Mini-Orbit (6) first. This will then activate the Cannons again which you have seen in a previous Mission. You will need to load the Cannon using the method which you used to complete the Mandarin Flame Blast Mission. After which the game will then give you the viewpoint from the Cannon which is aiming at Whiplash. There are 3 Targets which can be seen on Whiplash (Lower, Middle & Upper). The Cannon will constantly be cycling through those by going up and down, note that there is no time Limit so take you time with your aiming. Once the Target of the Cannon is in line with any of the Target's on Whiplash, fire the Cannon by pressing any of the Flipper buttons (Triggers on your Controller).

You will then need to reload the Cannon a further 2 times to hit the other 2 Targets; once you have done that the Mission is completed.

WIZARD MODE (FINAL MISSION)

This Mission 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. You begin this Mission by hitting the Iron Man Mission Hole (1). Ultimo will then rise from the Middle of the Table, trust me this is just epic when this happens you feel the fear of this creature as soon as you see him.

Now you will then be given a 4 Ball Multiball which you will need to hit Ramps with, by hitting a Ramp successfully the Ball will be lit on Fire. You must then hit Ultimo with that Ball to take some of his life, but this must be done quickly as the Ball only stays on Fire for a very limited time ***Note that with the Flaming Ball it's possible to hit him more than once before it goes out***. Once you have hit him with a Flaming Ball enough times he is defeated and you have successfully beaten the Table.

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. Also if you fail this Mission at any point by either draining all your Balls or being reduced to just 1 Ball, the whole Table resets and you must begin doing everything again to get back to this stage.

Thanks for viewing my guide Iron Avengers, now go show everyone why you are known as The Invincible Iron Man!

*Yours
ShoryukenToTheChin*