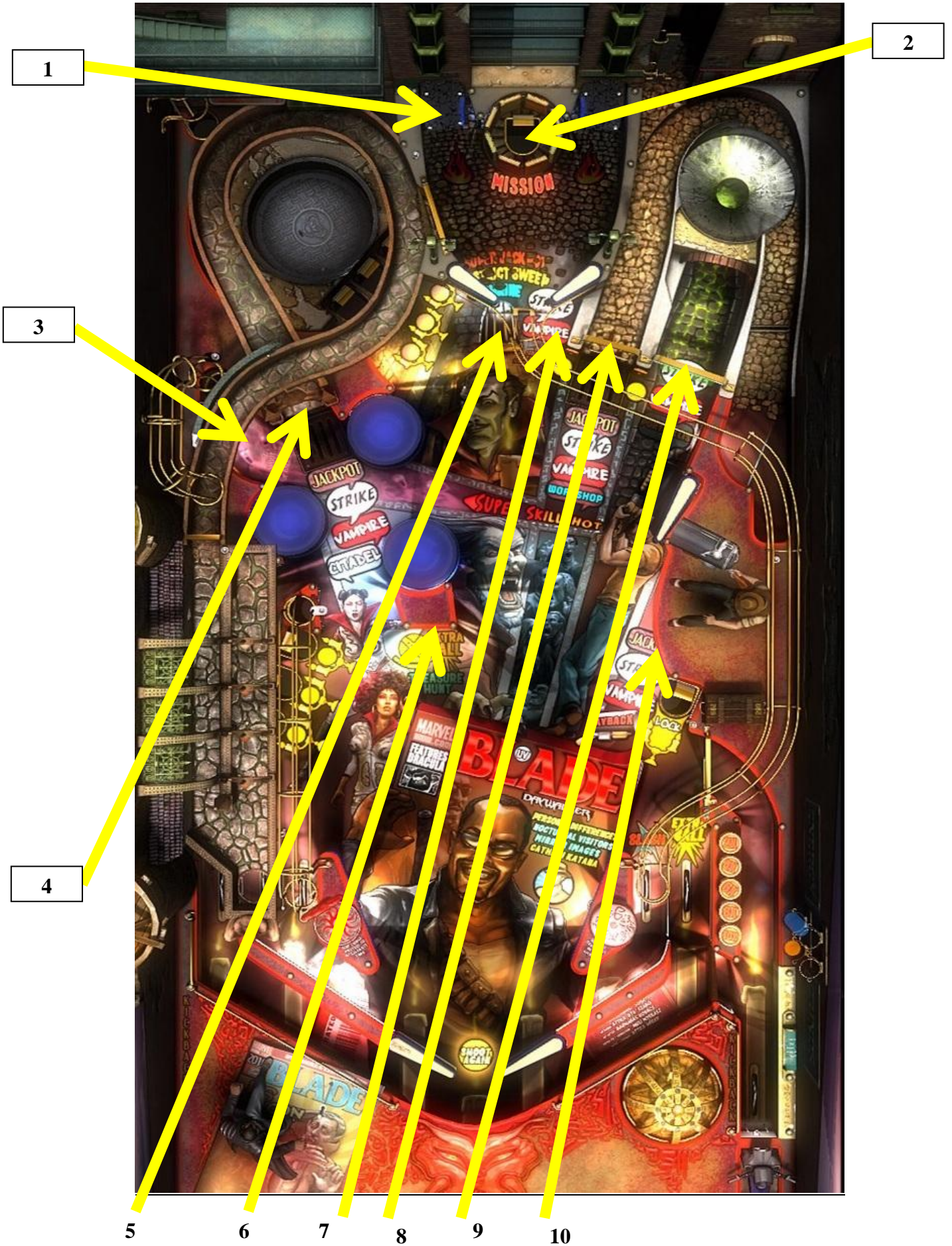


# Blade Table Guide By ShoryukenToTheChin



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

1. Fire Orbit
2. Mission Hole
3. Hidden Hole
4. Citadel Ramp
5. Shrine Hole
6. Lair Hole
7. Left Orbit
8. Alley Ramp
9. Right Orbit
10. Sewer Ramp

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 for me the most complex because it has a Day/Night Cycle which certain features can only be accessed during specific Cycles. It's one of the most inventive features Zen has incorporated into a Table, thus it makes Blade very unique and a Fan favourite when it comes to Marvel Pinball.

Kickbacks are medium easy to activate whereas Ball Save requires a bit more since you have to hit a specific Target which is positioned on the Table awkwardly which could cause deaths by going for it. The Ball Save from this is limited and will only go once the Ball drains once. You could also get these by buying them in the Workshop (Will get to this later).

Overall this is the 2<sup>nd</sup> hardest table in the core Marvel Pinball collection (Spiderman, Wolverine, Iron Man & Blade) in my opinion.

### Day & Night Cycles

This is one of the most important features of this Table, if you don't understand this concept then you can't really succeed on this Table. I will try and explain this as simply as I can.

The Day Cycle occurs when Blades energy (Which can be seen on the Dot Matrix) reaches 0 and if you are in the Night Cycle it reverts to the Day Cycle. The Day reverting to Night is more about gaining Blade energy. **\*You can also speed up this process by holding the Ball with a Flipper and holding down the Launch Button\***, this will make the Compass looking thing on top of that Bumper just above the Left Flipper rotate. You will see that the Compass thing has a Sun icon etc. once it rotates a certain amount it will revert the Table's Cycle to one of the two (Day & Night)

**The Day Cycle** – this is mostly about regaining your energy (Blades), hitting the Citadel Ramp (4) to gain various Talismans which will help you on your play through like certain ones give you a score boost etc. You achieve this by making the Ball divert to one of the 4 gaps between the pillars on the Citadel Mini – Playfield, you will need to divert the Ball to the one which is flashing this is achieved by using a Flipper Button (Triggers on Controller) press as the Ball lines up with the gap which is flashing. You also can only access the Workshop (See Workshop section on how to access).

**The Night Cycle** – This is the Cycle which you will do the most work on as this is when the Main Missions are available to activate, the Wizard Mode (Final Mission) can be accessed once all Missions are complete, Clear Lairs, Clear Districts etc.

Now that's a summary of what each Cycle entails now it doesn't contain everything but I'm sure you now understand the premise of those.

## **Kick Back, Ball Save & Extra Ball**

### **Kickback & Ball Save activation procedures**

#### **Kickbacks**

On this Table they are activated by either hitting the Left Orbit (7) a couple of times which I think is around 3 – 4 successful hits. After which both Kickbacks (Left Outlane & Right Outlane) are activated, if you lose one Kickback you will then need repeat this process again to reactivate it. Note that it will always reactivate both Kickbacks.

The Workshop also has a Kickback item which you can acquire by buying said item (Kevlar Armor).

#### **Ball Save**

This is activated by hitting the Hidden Hole (3) a total of 4 times. This Ball Save is timed in that it remains active until you drain the Ball once, upon that the Ball Save will save the Ball but then deactivates or if a certain amount of time passes. Then you must reactivate by repeating said method.

You could also purchase a longer lasting Ball Save at the Workshop. Which I believe the item is called Twin Blades and it is the most expensive item there.

### **Workshop Access**

The Workshop can only be accessed in the Day Cycle; it is accessed by hitting the 2 Targets on either side of the Alley Ramp (8). Once those are hit you must hit the Alley Ramp (8) which will now divert you to the Workshop. The Workshop contains many items which will help you on your quest to beat this table. Things like Ball Save, Multipliers etc. These all can be bought for a price, to gain money you must complete various tasks like clear a District or Lair etc. (Will get to these within the Mission section don't worry)

### **Extra Balls**

I remember getting an Extra Ball by hitting the Targets under Frost (The Big Demon thing which comes out on the Night Cycle) there are 3 of those Targets and they can be hit by using the Top Right Flipper. Each time you hit 3 of those you get awarded with a multiplier bonus always starting with 2x first. You must get that up to 10x by constantly hitting those, then do it one more time and then you need to hit the Lair Hole (6) which has an 'EXTRA BALL' sign lit up below it. Once you hit that Extra Ball is awarded.

There are other ways of gaining Extra Ball but I'm not too sure about I remember accessing a Multiball mode in the Day Cycle and being awarded one.

If you are not sure access the Rule Sheet on the Start Menu of the Table.



## MISSIONS

### Sub Missions (you must complete these along with Frost Missions for Wizard Mode Access)

#### Visions

##### **\*Can be done on Day or Night Cycle\***

To acquire this you must hit the Bumpers which are located on the way up the Citadel Ramp (4), after you hit them a certain amount of times you will start to see on the Dot Matrix 'VISIONS', as you will notice this is slowly lighting up as the Bumpers are being hit. After enough hits 'VISIONS' will be successfully light up on the Dot Matrix and then the Ball will start violently hitting the Bumpers to the tune of Dracula himself laughing. After you complete this once you will be awarded with the letter 'D'.

#### Clear a Lair

##### **\*Can only be done on Night Cycle\***

Now to access this you must do a couple of things, first of which you must hit the Lair Hole (6) then hit any of the Ramps to light up the Lair Hole (6). Once you have done this revisit the Lair Hole (6) and now you have to hit one of the Ramps/Orbits you are given a time limit on this so don't sleep on the job. After you successfully hit that the Dot Matrix will have dancers and it will feel like you're in a Rave (Party). You then are given a time limit to hit 5 Ramps which are lit; you know they are lit by flashing lights at their entrance. Every time one is hit successfully the time limit is refreshed. After you hit 5 the Lair is cleared, you are then awarded with the letter 'R'.

#### Clear a District

##### **\*Can only be done on Night Cycle\***

To access this you must hit the Shrine Hole (5) a totally of 3 times after the 2 hit the Shrine Hole (5) is lit. When you hit it for the 3<sup>rd</sup> time you are then required to clear the District. On the Dot Matrix it will show a couple of Faces, you will need to pick the Vampire out. You cycle through the Faces using the Left Trigger (Cycles Left) & Right Flipper (Cycles Right). When you wish to select press the Launch Button, it's very easy to spot the Vampire so don't worry because his Face is very different from the rest. There is a time limit but it's more than enough to complete this. After you successfully complete this once, you are then awarded with the letter 'A'.

## **Frost Missions**

### **\*Can only be done on Night Cycle\***

There are 4 Main Missions (Frost Missions) on this table which are Personal Differences, Nocturnal Visitors, Mirror Images & Cathari Katana. These are activated by hitting the mission hole (2) which is located on the Upper Playfield this is access by hitting the Citadel Ramp on the Night Cycle (4). After you hit the Mission Hole (2) but you will need to hit the drop down Targets covering it using the Upper Playfields Flippers. You then have a choice of those 4 Missions (Cycle through them using the Flipper Controls & select using the Launch Button) also note after a set time the Mission will be auto – selected for you.

### **Personal Differences Mission**

#### **Completion**

This is the easiest Missions in my opinion, as all you need to do is hit 3 Ramps or Orbits. Of course when you hit one of those you need to hit another you can't just keep using the same Ramp/Orbit. Your Energy slowly depletes during the Mission so you need to complete this before it is fully gone or Mission is failed. After 3 are hit the Mission is completed, you are then awarded with the letter 'C'.

### **Nocturnal Visitors Mission**

#### **Completion**

Now this Mission is a bit tricky as you will have to hit 3 of one of the Ramps/Orbits which are flashing. Now you must hit the flashing ones 3 times to complete this Mission, if you hit the solid lit Ramps/Orbits then you are weakened, if you are weakened enough the Mission is failed. So it's in your best interest to avoid those. After you complete this mission, you are then awarded with the letter 'U'.

### **Mirror Images Mission**

#### **Completion**

As with most of Zen Tables there is a Multiball Mission, this is one of those, this is a 2 Ball affair. You will need to hit 3 different Holes - Lair Hole (6), Hidden Hole (3) & Shrine Hole (5) Then hit 3 Ramps/Orbits (Look at the Key on Page 2 of the Guide if you forgot where they are). When you successfully do the above you will need to lock one of the 2 balls in the Shrine Hole (5). The Mission only fails if you only have 1 Ball available to you, this Mission is not timed. Once you complete the Mission, you are then awarded with the letter 'L'.

### **Cathari Katana Mission**

#### **Completion**

This requires you to hit 2 of the Ramps which are Alley Ramp (8) & Sewer Ramp (10) The 2 of Orbits - Left Orbit (7) & Right Orbit (9) After you hit one of those Ramps/Orbits you are then required to hit the Citadel Ramp (4). Rinse and Repeat this for the other 2 Ramp/Orbit hits, note that the Fourth Ramp/Orbit hit doesn't require you to go up the Citadel Ramp (4). After you do that the Mission is completed, you are then awarded with the letter 'A'.

## WIZARD MODE (FINAL MISSION)

Once you have collected the 'DRACULA' letters by completing all the Sub Missions (**Letters – 'D' 'R' 'A'**) & Main Missions (**Letters – 'C' 'U' 'L' 'A'**) you are then given access to the Wizard Mode of the table.

Which is called **DRACULA**; when this mode starts you will need to hit 15 things on the table, basically everything counts (Ramps, Orbits, Holes & Targets etc.) This is timed so hit them as fast as you can. If you don't finish this in time the Mission fails.

After you have successfully hit all of the 15, you are then tasked with hitting the Citadel Ramp (4) to gain 4 Talismans which will help you defeat the Dracula. You achieve this by making the Ball divert to one of the 4 gaps between the pillars on the Citadel Mini – Playfield, you will need to divert the Ball through each of those by using a Flipper Button (Triggers on Controller), try to time it so when the Ball is just about to go in line with the gap you are aiming for. There is no time limit at this stage so relax, time your Citadel Ramp (4) shots because the entrance opens and closes randomly. After you collect the 4 Talismans you are then given a 3 Ball Multiball session. When I accessed this I just hit the Balls trying to keep them alive for as long as possible because with this amount of Balls on the Playfield eventually they will hit Ramps etc. After a certain amount of time (about 15 hits of Ramps) I was congratulated on Beating Dracula on the Dot Matrix, You'll know when you completed the Dracula Battle, because the table reverts from Night Cycle to Day Cycle and Dracula is defeated by Sunlight "Burn Baby Burn!!!". If you are go down to only 1 Ball the Mission ends.

**\*Don't worry because unlike many Wizard Modes that Zen implement on their Tables, if you fail any part of the above you can just reactivate the Mission by hitting the Mission Hole (2). But it will not save where you were when you died within the Dracula Mission.\***

After which you go into a reward mode where hitting stuff gains you mega points so try to keep the Balls alive (Minimum 2 or the Bonus Mode ends), a tip I would give is don't look up at the Table just zoom into the Flipper section and hit anything that moves.

*Thanks for viewing my guide Day Walkers, now go Stake Those Vampires!*

*Yours  
ShoryukenToTheChin*