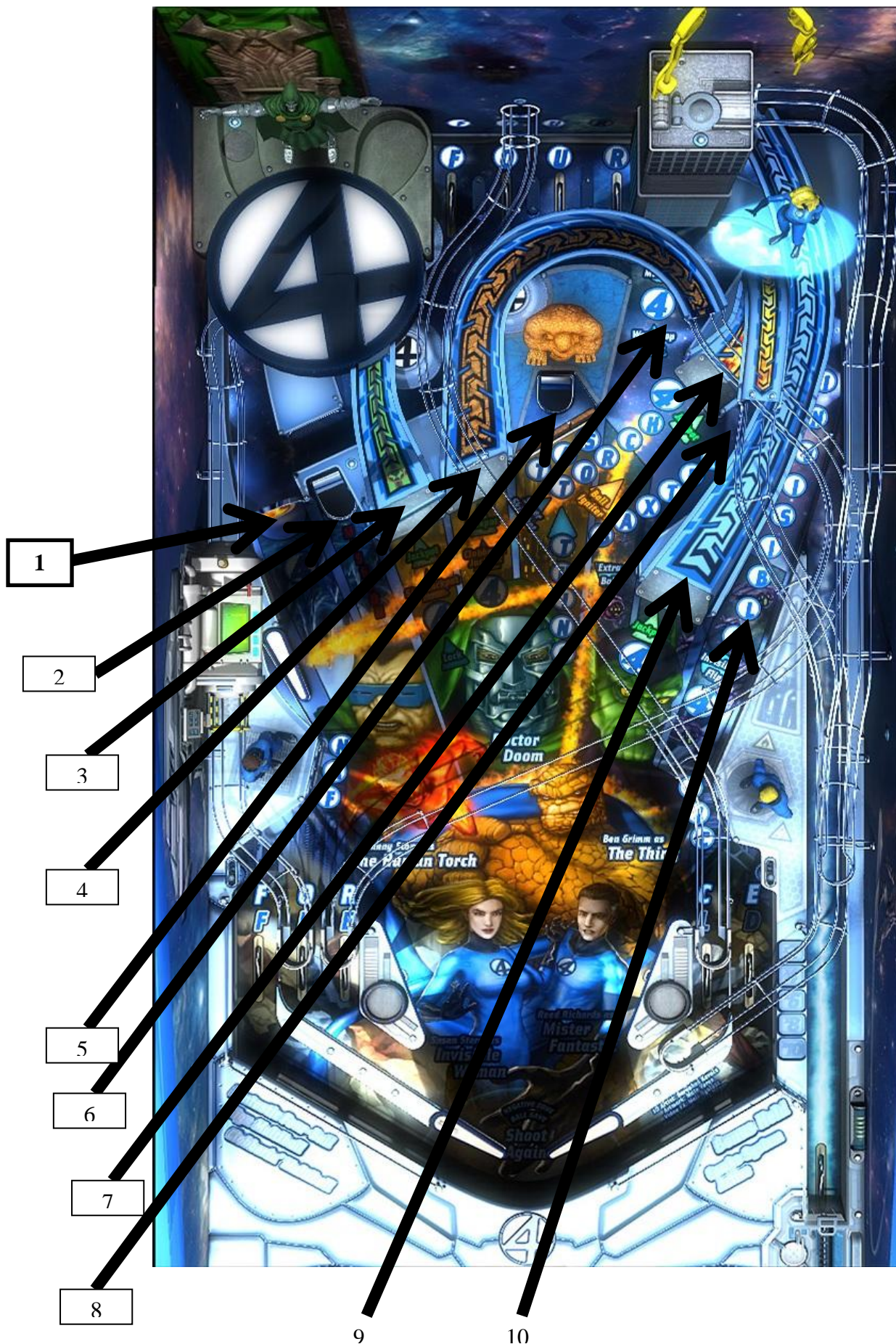


Fantastic Four Table Guide By ShoryukenToTheChin



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

1. Left Orbit
2. Mission Hole
3. Dr. Doom Ramp
4. The Thing Ramp
5. The Thing Sink Hole
6. Baxter Building Sink Hole
7. Human Torch Ramp
8. Baxter Mini – Orbit
9. Invisible Woman Ramp
10. 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

Kick Back & Ballsave

Kickback

Both the Left & Right Kickbacks are activated by lighting the words 'FORCE FIELD' these are located right above the in's & outlanes and the layout is as follows -

Left Side	Right Side
FOR	CE
FIE	LD

So this means that the lanes must be lit up 10 times. This is can be very confusing because if you light 'FORCE' first you may think you have the Kickback lit but then it doesn't come on - that is because underneath those lights a further 5 letters must be lit up. Once you light all of them up once, the Left side Kickback will be activated. Now you must do the above all over again for the Right Kickback to be activated. Unlike many of the other Tables, if you Ball out, the next Ball will start with neither of the Kickbacks, even if you lost the Ball while having the Kickbacks lit.

Ball Save

Now the table has 2 types of Ball Save; the 1st is the normal kind which usually stops after 20-30 seconds and which is given at the start of many of the Missions or given as Gift by the Thing (will get to this later). The 2nd Ball Save is the one which you can manually activate; it is called Negative Zone Ball Save.

To activate the Negative Zone Ball Save you must first hit The Invisible Women Ramp (9) and/or The Thing Ramp (4) 7 times to charge up the Negative Zone. It doesn't matter which Ramp you go up, you could even just go up the same Ramp 7 times if you wish. After this has been achieved you must now engage the Negative Zone Machine (The Machine Mr Fantastic is working on), this is done by hitting the Dr. Doom Ramp (3) about 8 times. Now a gutter goes through the Machine which the ball must go through, the Dr. Doom Ramp (3) alternates, by the Fantastic Four symbol rotating, between this gutter and another. So for every hit it either goes one way or the other, now to know if in fact it will go through the Machine the big '4' Symbol below where Dr. Doom is standing must be facing up correctly.

So for example you would start off by –

- Hit the Dr.Doom Ramp (3) - Ramp then alternates and the '4' Symbol turns to be right side up
- Hit the Dr. Doom Ramp (3) again – the Ball goes through the Machine
- Machine Enabled ¼
- Now do the above a further 3 times for Machine Enabled 4/4 and you will activate Negative Zone Ball Save.

This Ball Save lasts you drain a Ball, when the Ball (eventually!!!) drains a singularity will appear in the middle of the table and Mr. Fantastic will pull the ball out thus saving the Ball. To access the Negative Zone Ball Save again you will have to repeat the whole process but it's worth it.

The Things Gift

The Thing Gift Event is enabled by hitting the Bumpers behind the Thing Sink Hole (5) about 40 Times. You can get to those Bumpers by the Left Orbit (1) if the orbit is locked. Another way is by using the Baxter Mini – Orbit (8) this Orbit can be hit using the top Left Flipper when timed correctly. Once this is achieved you must lock the Ball in the Thing Sink Hole (5) and then will be given a random award. The random award can be a range of things including the following: 1 or 5 Million Points, Extra Ball lit, 10x Bonus Multiplier and Bonus held.

Extra Balls

There are 5 ways to attain an Extra Ball. For most of them the Extra Ball gets lit and the Extra Ball needs to be collected by hitting the drop down Target to the left of the entrance of the Invisible Woman Ramp (9)

1. Light the 4 lights above the Bumpers, which are represented by the letters (F.O.U.R) 6 times. These can be accessed by the Left Orbit (1) if the orbit is locked. Another way is by using the Baxter Mini – Orbit (8). This works the same way the Kickback lights work, you use the triggers to change the lights so the Ball drops where it isn't lit yet etc.
2. Activating the Invisible Flip by doing Orbit Shots (Each Shot lights up one letter which spells INVISIBLE) using the Left Orbit (1) & Right Orbit (10). Then hit an orbit 1 more time to engage this event, the Ball will now be held just inside the Right Orbit (10) entrance. When the Ball is sent back round to the Left side quickly press both Trigger buttons on your Controller. Then manually hit the Human Torch Ramp (7) with the Top Left Flipper. Timing is key; this is one of the hardest ways to get an Extra Ball.
3. Getting a random award from the Thing Gift event, the Thing Gift Event is enabled by hitting the Bumpers behind the Thing Sink Hole (5) about 40 Times. You can get to those Bumpers by the Left Orbit (1) if the orbit is locked. Another way is by using the Baxter Mini – Orbit (8). Once this is achieved you must lock the Ball in the Thing Sink Hole (5) and if you are lucky you will get awarded with an Extra Ball.
4. Get a 10 shot Combo, pretty much you have to go up the Ramps etc. with each successfully hit there is a small time frame to hit another Ramp etc. to have it register as a Combo. For example hit the Human Torch Ramp (7) then immediately hit the Dr. Doom Ramp (3) if done in time that's a 2 hit Combo. Repeat that 10 times to receive an Extra Ball. If you hit any of the holes at any point your combo tally gets reset.

5. Complete the Level 4 Mini Playfield Mode, *See the Mini Playfield Mode section in this guide below the Multiball Mode section*

Multiball Modes

There are 3 Multiball Modes on this Table -

1. **Clobbering Time** – This can be accessed by hitting the drop down Targets in front of the Thing Sink Hole (5), then locking the ball in there. Each time you do this it activates one of the letters. You must repeat the above 5 times to spell out 'THING'. Once you have activated the Multiball you must hit the Things fists because he will leave his fists on the Thing Ramp (4) for a limited amount of time. Hit those to earn Clobbering Jackpots and hit the Bumpers to increase said Jackpot. The Thing adds another Ball for every Jackpot shot for the first 60 seconds of the mode.
2. **Fantastic Four Sign** – This is activated by hitting the Human Torch Ramp (7) to light up the word 'TORCH'. For each successful hit of that ramp you get a letter but sometimes the Ball doesn't go all the way round the loop and it doesn't give you a letter so just keep hitting it till all the letters are lit. Once all the letters have been activated, the Ball will be on Fire and the Human Torch will hover where the Dr. Doom Ramp (3). You must now hit that ramp with your Flaming Ball 4 times to light the Sign and start the Multiball mode. When the Ball loses its Flame when you don't shoot it fast enough up the Dr. Doom Ramp (3), you need to hit the Human Torch Ramp (7) again to Flame On (Light the Ball on Fire again) before you can continue to light the Sign up the Dr. Doom Ramp (3). Repeat this until the Sign is successfully lit up. Now as the mode is running each successfully spinner hit which is located on the entrance of the Left Orbit (1), increases the Jackpot and a shot up the Dr. Doom Ramp (3) collects said Jackpot. The Human Torch adds another Ball for every Jackpot shot in the first 60 seconds of the mode.
3. **Fantastic Four Multiball** – You must light up the 'FANTASTIC' letters to activate the locking ability on the Dr. Doom Ramp (3). The Targets are in separate places and they are placed as follows - Starting from Left to Right -
 FAN = just below where Mr. Fantastic is just below him
 TAS = in front of the Thing Sink Hole (5) where The Thing is
 TIC = just below where The Human Torch is

After all of them are lit the Dr. Doom Ramp (3) is ready to lock your Balls. Lock 4 Balls in there to start the mode. Now as the mode is running you must hit the Ramps (3, 4, 7 & 9) to collect a Jackpot with each successful hit, after 4 Jackpots have been achieved the Super Jackpot will be available via the Dr. Doom Ramp (3). The Jackpot value can be increased by hitting the 'FANTASTIC' drop down Targets again.

Workshop Mini Playfield Mode



This mode is accessed by successfully lighting the 'BAXTER' letters which are located on the runway to the Baxter Mini – Orbit (8). Hitting that Orbit, lights 1 letter of 'BAXTER' so to light all the letters you would need to hit the Mini – Orbit 6 times. Once you have spelt it out the Mini Playfield Mode will become available, and you can access it by hitting the Baxter Building Sink Hole (6).

The Images above shows the Mini Playfield Mode in action.

Now the game will take you to a Mini Playfield where Herbie (The Flying Robot thing) will be scared about an incoming Skrull attack on the Baxter Building. There is about 10 Skrull Targets to hit and they will approach the middle of the Playfield and once they get to the 'Restricted Area' the Mission is failed. You hit the Skrulls with a movable Paddle that acts as a Flipper of sorts, the Ball can't drain so relax and give it your best shot!!!

The Paddle is controlled by both the Triggers and, works like a Flipper but with restricted movement so you can't really hold the ball and aim. For example the Ball is on the Right side of the Paddle so by pressing the Right Trigger the Ball will be launched to the Right, the closer to the middle of the Flipper the Higher and greater the angle in which it will be launched until it just goes straight up. Once you hit all the Skrull targets the mission is completed and you are awarded with 2 Million points.

Now this mode can be accessed multiple times, by repeating the steps above but each time you access it again (if you completed it a previous time), the level of difficulty increases.

Note – Complete the Level 4 Mini Playfield for an Extra Ball, this means you must rinse and repeat the above steps a further 3 times after the first successfully completion.

MAIN TABLE MISSIONS

To start one of the 5 Main Missions you must first hit the Baxter Building Sink Hole (6), and then you must hit the Mission Hole (2).

Once you have hit the Mission Hole (2) you will have roughly 7 seconds to select one of the five Missions available which are –

- Mr Fantastic
- Invisible Woman
- Human Torch
- Thing
- Dr. Doom

In that 7 seconds you can select which Mission you would like to attempt by using the Left Flipper to scroll to the Left or the Right Flipper to scroll to the Right. After you decided which Mission you want to select hit the Launch Button (‘A’ button on the Xbox Controller or the ‘X’ button if using a Playstation 3 Controller).

Note – After about 7 seconds it will select the Mission for you.

Mr Fantastic Mission ***About 100 second timer to complete entirety the of Mission***

This Mission requires you to help Mr Fantastic assemble the Machine he is working on. He will stretch out his Arm to 6 locations on the table which will always be at the entrances the of various Orbits & Ramps, which are as follows –

- Left Orbit (1)
- Dr Doom Ramp (3)
- Thing Ramp (4)
- Thing Sink Hole (5)
- Invisible Woman Ramp (9)
- Right Orbit (10)

Now he will always stretch out to one of those but it’s random so don’t try and guess where he will go next. Once you have successfully hit his Hand 6 times with the Ball the Mission is completed (**Remember he must pick up the Ball for it to register as successful hit**), I know it can be hard to see the actual Hand, as it seems to blended into the background of the table. So my advice to complete this Mission would be to try and hold the Ball on the Flippers whenever you can, then follow his Arm as if it’s an arrow up to his Hand, Then set up and shoot for it. This Mission does have an ample Time Limit of a 100 seconds, so relax, but don’t think you have an infinite amount of time.

Invisible Woman Mission

This Mission requires you to build up the Invisible Woman’s Force Field power to knock out Dr. Doom. The first thing you must do is hit the Invisible Woman Ramp (9) you have about 20 or so seconds to do that.

Once that has been achieved you must hit the following Ramps & Orbits to strengthen the Force Field, which are as follows -

- Left Orbit (1)
- Dr Doom Ramp (3)
- Thing Ramp (4)
- The Thing Sink Hole (5)
- Baxter Building Sink Hole (6)
- Human Torch Ramp (7)
- Invisible Woman Ramp (9)

- Right Orbit (10)

During the Mission it is random which Ramp/Orbit is available to be hit to strengthen the Force Field and for each sequence 3 or 4 are available at one given time.

Note – If you take too long Dr Doom will blast The Invisible Woman and you will lose one Force Field Power level, for example you have built your Force Field up to Level 3, Dr. Doom hits you and you will go back to Level 2.

You have 20 seconds to hit 1 of lit Ramps or Orbits before Dr. Doom blasts you. My advice to you is to try and get a shot rhythm going to truly use the Time efficiently. Remember, holding the Ball using the Flippers whenever you can and then aiming the shots will help you greatly.

After you have built you Force Field power level to 5, the Mission is completed.

The Human Torch Mission

Now this Mission requires you to help Johnny Storm (The Human Torch) reach Nova temperature which is 1 Million Degrees Fahrenheit. To achieve this you must hit the Spinner located at the entrance of the Left Orbit (1); you will notice the Spinner is now inflamed. You can either shoot the Left Orbit (1) or go round the Right Orbit (10) to successfully hit the Spinner which in turn will increase the Heat.

Note once you hit the Spinner once the Ball becomes inflamed, its physics are somewhat altered like it seems to run on the Flipper faster as well as moving faster in play. Bare this in mind when attempt to hold the Ball on the Flipper.

Now for a little advanced tactic; when you send the Ball round the Right Orbit (10), as it hits the Spinner immediately hit the Ball with the Top Left Flipper. If you time it correctly the Ball will go round the Baxter Mini – Orbit (8) and will come back around, thus hitting the Spinner again. If you get the rhythm down you can essentially keep hitting the ball round there to increase the Heat very quickly.

But for me, the best option is to use the Left Orbit (1) because that allows you to hit the Spinner with all the power behind the Ball and this causes the Spinner to spin more therefore adding more Heat at a faster rate.

The Mission is timed in a sense that if all the Heat (it slowly counts back the whole time) the mission ends but if you keep hitting the Spinner then it's just a case of keeping it up until you reach Nova. There aren't really any golden tips which I have come across for this mission in my playtime, but the usual hold the Ball if you can then Aim/Shoot tactic still applies.

Once you get the Heat to 1 Million Degrees Fahrenheit, the Mission is completed. As a Bonus you are given a very nice 40x score boost for all your Targets for 20 seconds - this is just a bonus which if used correctly can give your score a nice boost , but it has nothing to do with completing the Mission so don't worry too much about it if you hit nothing during that time.

The Thing Mission

This Mission requires you to fight off the Doombots. The first thing you need to do is to hit the Thing Sink Hole (5), the faster you hit it the more points you will get for each Doombot you hit in the next stage of the Mission (points count down from 1 Million, if you don't hit that in time you only get 100,000 per Doombot). Now that you have hit the Thing Sink Hole (5), the Doombots will start to appear, they always appear just in front of the runway to the Baxter Building Sink Hole (6). You will have to hit the Doombot with the Ball to make the Thing hit them; there are 5 Doombots to deal with. Now the Mission is timed here in a sense because after a certain amount of time if you don't hit a particular Doombot, he will blast the

Thing and will take a bit of his life. After about 4 hits, the Thing will be too weak, and you will have failed the Mission. Once you have taken care of all 5 Doombots, the Mission will then end.

I would say to always try to have the Ball on the Left Flipper as it will be easier to make the shots but that can end up being a pain. The Right Flipper can also hit the Doombots but it is very risky as bad rebound will cause the Ball to drain. So if the Ball is being held by the Right Flipper try this technique (which you can use on all Tables) - release the Ball and immediately pull the Flipper back up. Now if this has been done correctly the ball will hit off the Bumper just above the Right Flipper and will land nicely on the Left Flipper (make sure to have the Left Flipper ready to catch the Ball). This technique will take some practice but trust me it's a life saver or Ball saver or... whatever.

Doctor Doom Mission *100 second timer to complete entirety of the Mission*

NOTE – THIS IN MY OPINION IS THE HARDEST OF THE 5 MAIN MISSIONS

This Mission requires you to stop Dr. Dooms attack on the Baxter Building. The first thing you must do is to hit the Baxter Building Sink Hole (6) which will cause you to convert Dr. Doom's blast power into the Ball. Now once you hit that you must hit the Ball up the Dr. Doom Ramp (3) to use his power against him. This must be done a further 3 times for the Mission to complete. But once you hit the Ramp once Dr. Doom will then send out 2 Balls which are already charged with his power.

Tip – when he does this just hold up both Left & Right Flippers and both of the Balls will come to rest on each Flipper, then you can target the Dr. Doom Ramp (3) easier. Using the Left Flipper you can hit the Ball just off straight up (release the Flipper then immediately hit the Ball) remember your aiming for the Dr. Doom Ramp (3). If done correctly the Ball should go straight up the Ramp but remember this may take a bit of practice to get it perfect. Then with the Right Flipper just aim for the Dr. Doom Ramp (3) as normal there you go, you have just managed to quickly hit the Dr. Doom Ramp (3) 3 out of the 4 times needed to complete this Mission.

Dr. Doom will then send a further 2 Balls out - now note that you can encounter 4 Balls at one time as Dr. Doom will send out 2 Balls every time you hit Dr. Doom Ramp (3) with a Ball converted with his power.

Tip – if you find that 4 Balls is too much work, then just let a couple drain away as the Mission at no point requires that you have more than 1 Ball in play. I found it easier to just work with 2 Balls instead of 4.

Now remember that the Balls will eventually lose their power and a Ball with no power, won't be able to make a Dr. Doom Ramp (3) hit count towards the 4 hit counter – an underpowered Ball also gets blasted back at you which will make it very difficult to control. Once it has lost its power you will have to hit the Baxter Building Sink Hole (6) again - to convert Dr. Doom's blast power into the Ball.

Once 4 out of 4 Dr. Doom Ramp (3) hits have been achieved with the powered up Balls, the Mission is complete.

WIZARD MODE (FINAL MISSION)

Defeat The Devourer of Worlds – Galactus

Once all of the Main Missions (5 in total) have been completed, the Mission Hole (2) will be available to hit so that you can begin the Final Mission.

Remember – If you fail this Mission at any point then all Mission progress reboots and you will have to start again and re-complete the 5 Main Missions

This Mission can be split into 8 stages -

1. Now once you hit the Mission Hole (2), the first thing you will see is the singularity opening up in the middle of the table - you must hit the Ball into it.
2. After that, you then have to hit the 3 drop down Targets in front of the Thing Sink Hole (5).
3. Once all 3 are knocked down you then have to lock the Ball into the Thing Sink Hole (5).
4. Now Galactus starts to Eye Beam (Lasers come out of his Eyes), the Beams will randomly hit one of the 4 Ramps –
 - Dr. Doom Ramp (3)
 - The Thing Ramp (4)
 - The Human Torch Ramp (7)
 - Invisible Woman Ramp (9)

You will have to hit the Ramp in which his Beam is hitting to reflect the Beam back to Galactus, this has to be done 4 times. The Beams will not stay on the same Ramp all the time; they will change every so often randomly from one of these 4 Ramps listed above. Now when you hit the 4th Beam the next stage begins.

5. You must now hit the Dr. Doom Ramp (3) a total of 4 times
Tip - Using the Left Flipper to hit the Ball just off straight up (release the Flipper then immediately hit the Ball) - remember your aiming for the Dr. Doom Ramp (3). If done correctly the Ball should go straight up the Ramp but remember this may take practice to perfect. If the Ball is on the Right Flipper just aim for the Dr. Doom Ramp (3) as normal.
6. Another Singularity will open up in the middle of the table; you must hit the Ball into it.
7. Now you must hit the Human Torch Ramp (7) to collect the Ultimate Nullifier, This can be achieved by sending the Ball around the Right Orbit (10) then timing a hit with the Top Left Flipper to successfully lead the Ball up the Human Torch Ramp (7).
Note – I think you don't need to go all the way through the Human Torch Ramp (7), for example if you hit the Ramp and it goes up a bit then comes back down it still registers that you hit the Ramp.
8. Now this last bit requires you to hit either the Dr. Doom Ramp (3) or the Invisible Woman Ramp (9) to use the Ultimate Nullifier on Galactus. Once you hit either of these the Mission is completed and you have helped the Fantastic Four save the World.

FINAL MISSION IS COMPLETED AT THIS POINT

Once this Mission is completed you get Bonus Congratulations Multiball frenzy, you hear Fireworks going off and the entire table is lit up like a Christmas tree. Just hit as much as you can in this time available because Bonuses are really high in this mode and the Ball Save remains on for duration of the Multiball. I was able to get 98 Million Points with a few Ramp hits during this Mode.

In closing I hope you enjoy this table as its one of Zen Studios best.

Thanks for viewing my guide, now go be Fantastic!

Yours

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