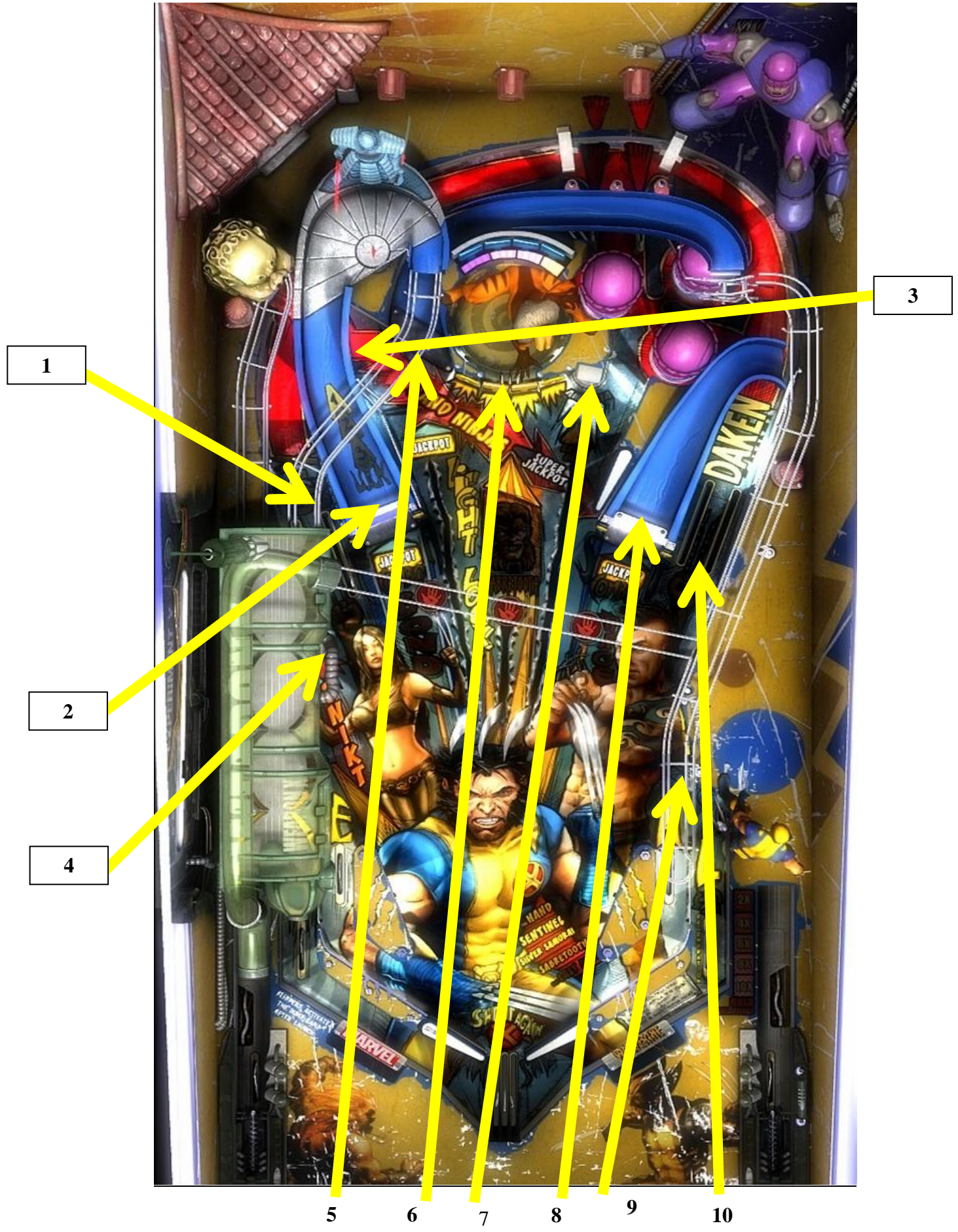


# Wolverine Table Guide By ShoryukenToTheChin



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

1. Left Orbit
2. Silver Samurai Ramp
3. The Hand Ramp
4. SNIKT Hole
5. Sentinel Ramp
6. Sabretooth Calendar Spinner
7. Amnesia Hole
8. Wolverine Ramp
9. Kickback Drop Down Targets
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

### INTRODUCTION

This Table in my opinion is very fast, the Ball picks up speed at an alarming rate but even though the Ball picks up so much speed the Table does have a good amount of control feel. You feel as if you are in control of the speed. The Table is very open and doesn't feel cluttered so it does make for some good scoring and the rebounds are not as bad as Tables with a lot of clutter.

Kickbacks are quite easy to activate whereas Ball Save requires a bit more of a steady hand since you have to hit a Target which is positioned on the Table awkwardly which could cause deaths by going for it. The Ball Save from this is Infinite and will only go once the Ball drains once.

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

### Kick Back, Ball Save & Extra Ball

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

##### **Kickbacks**

Kickbacks on this Table are a bit of a change to most Tables Zen has put out, yes the principles of activating it remain the same but different. Each side (Left & Right) Kickback has different characteristics.

The Left Kickback is the same generic Kickback you are all used to in that it just bounces the Ball back into the Table when the Ball drains down that outlane, then the Kickback disables.

To activate that Kickback you will need to hit the Kickback Drop down Targets (9) there is 2 drop down Targets you must hit. When you hit 1 the Dot Matrix will display 'KICK' and when you then hit the 2<sup>nd</sup> the Dot Matrix will display 'Kickback' thus you will be awarded Kickback on the Left Outlane.

The Right Kickback is activated by lighting up the letters on the Inlanes and Outlanes, it will spell 'HEAL'

##### **Left Side**

HE

##### **Right Side**

AL

So this means that the lanes must be lit up 4 times. Once that is lit you get Right Kickback which in fact is a different sort of Kickback, if you drain down that outlane. Instead of the Ball bouncing back into play, you are then put into a Regeneration Mode which it gives you a Ball in which you have a small timeframe (Time

Limit) to hit the Silver Samurai Ramp (2), once you hit that you are regenerated and can continue you game as normal.

### **Ball Save (Claw Save)**

This is activated by hitting the SNIKT Hole (4) a totally of 5 times because you must spell 'SNIKT', once you have spelt that you get Ball Save which in fact is 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.

### **Extra Balls**

I remember getting an Extra Ball by hitting the Bumpers just below where the Sentinel (Big Purple Robot) is standing. Each time you hit those certain amount 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 Amnesia Hole (7) which has an 'EXTRA BALL' sign lit up below it. Once you hit that Extra Ball is awarded.

## MAIN TABLE MISSIONS

There are 4 Main Missions on this table which are The Hand, Silver Samurai, Sentinel & Sabretooth. These are not activated like a normal hit the Mission hole sort of method they require you to do certain things on the table for them to become engaged like hitting a set number of Bumpers etc. Below is how you activate and complete those –

### The Hand Mission

#### Activation

To access this mission you need to get up to the Hand Ramp (3) by using the Top Right Flipper which is just to the bottom right of the Amnesia Hole (7). Once you hit that once the Mission is enabled.

#### Completion

You are then taken to a plunger on the left side of the Table which you now have to launch the Ball with the launch button. Now you will see that 3 Hand Ninja's have erected in the middle of the playfield, you need to hit all 3 of them - by hitting the shield in which they have in front of them.

A tip would be when you shoot the Ball out of the plunger as the Ball works its way to the right side of the screen it crosses over the Ninja's, now if you time it right you can use the Trigger on your Controller by pressing it when the Ball is above one of them for the Ball to fall off the lane thus you can hit the Ninja's like this before the Ball even reaches the Flippers.

Now I have actually used this technique and hit 2 of the 3 Ninja's. Once all 3 have fallen the Mission is completed.

### Silver Samurai Mission

#### Activation

You activate this Mission by locking 3 balls into the Silver Samurai Ramp (2), once the 3<sup>rd</sup> Ball is locked the Mission activates.

#### Completion

To lock the 3 Balls you must first hit the Sentinel Ramp (5) then hit the Amnesia Hole (7). This will open up the Silver Samurai Ramp (2) for a Ball Lock. Hit the Silver Samurai Ramp (2) to lock the Ball. After this you must repeat the above process 2 more times to lock the remaining 2 Balls. Once this is achieved the Multiball mode is engaged, this is not a Mission more of a get the most points possible sort of thing. Once you have locked the 3<sup>rd</sup> Ball the Mission/Multiball mode is highlighted like you completed it because the objective was to activate it.

## **Sentinel Mission**

### **Activation**

This is activated by hitting the Bumpers just below where the Sentinel (Big Purple Robot) is standing. After a certain amount of hits on the Bumpers the Sentinel Mission is activated.

### **Completion**

Now for this Mission you will first be tasked on hitting Amnesia Hole (7) but this is just for completion bonuses because the faster you hit that the more points you will get. After you hit that or fail to hit that - the body of the Mission begins you will have to hit a totally of 6 or so Ramps to complete the Mission. The Ramps alternate between the Silver Samurai Ramp (2), Wolverine Ramp (8) & Sentinel Ramp (5). Once you hit the Ramps enough times the Mission is completed. Note there is a time limit for this Mission.

## **Sabretooth Mission**

### **Activation**

For this you will need to hit the Sabretooth Calendar Spinner (6), this is achieved by hitting the Drop down Targets in front of the entrance. Once you do that you can enter the Sabretooth Calendar Spinner (6), from here you need to decrease the days (starts from 365 Days) to 0 this is achieved by using Trigger (Controller Buttons) presses to cause the Ball to rotate round the Sabretooth Calendar Spinner (6) therefore causing the Days to decrease with each successful spin.

After a while the Ball will drop out of the Sabretooth Calendar Spinner (6) and you will need to redo the above again until the Days go down to 0.

### **Completion**

When the Days are 0, Sabretooth will launch at Wolverine, and his intentions are not good. This 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 hit the Amnesia Hole (7) first to drop a Ramp of sorts within the Sabretooth Calendar Spinner (6) because within that there are 4 Targets which represent Sabretooth's life. Once the Ramp is down you have a few seconds to hit the Sabretooth Calendar Spinner (6) to hit one of those Targets. Now when the Ramp goes down re-hit the Amnesia Hole (7) again to drop it, rinse and repeat this till Sabretooth is defeated. After the 4<sup>th</sup> Target is hit Mission is complete.

## **WIZARD MODE (FINAL MISSION)**

Once all the 4 Main Missions are completed (The Hand, Silver Samurai, Sentinel and Sabretooth) you are then given access to the Wizard Mode of the table.

Which is titled THE LAST PAGE; it's just a 3 Ball Multiball mode which is basically just a bonus mode for you doing the 4 Main Missions. Everything is lit up like a Christmas tree so hit everything to gain loads of points. When only 1 ball remains or you lose all 3 the Mode disables and the Table reboots itself.

*Thanks for viewing my guide Bub, now go be The Best There Is, At What You DO!*

*Yours*

*ShoryukenToTheChin*