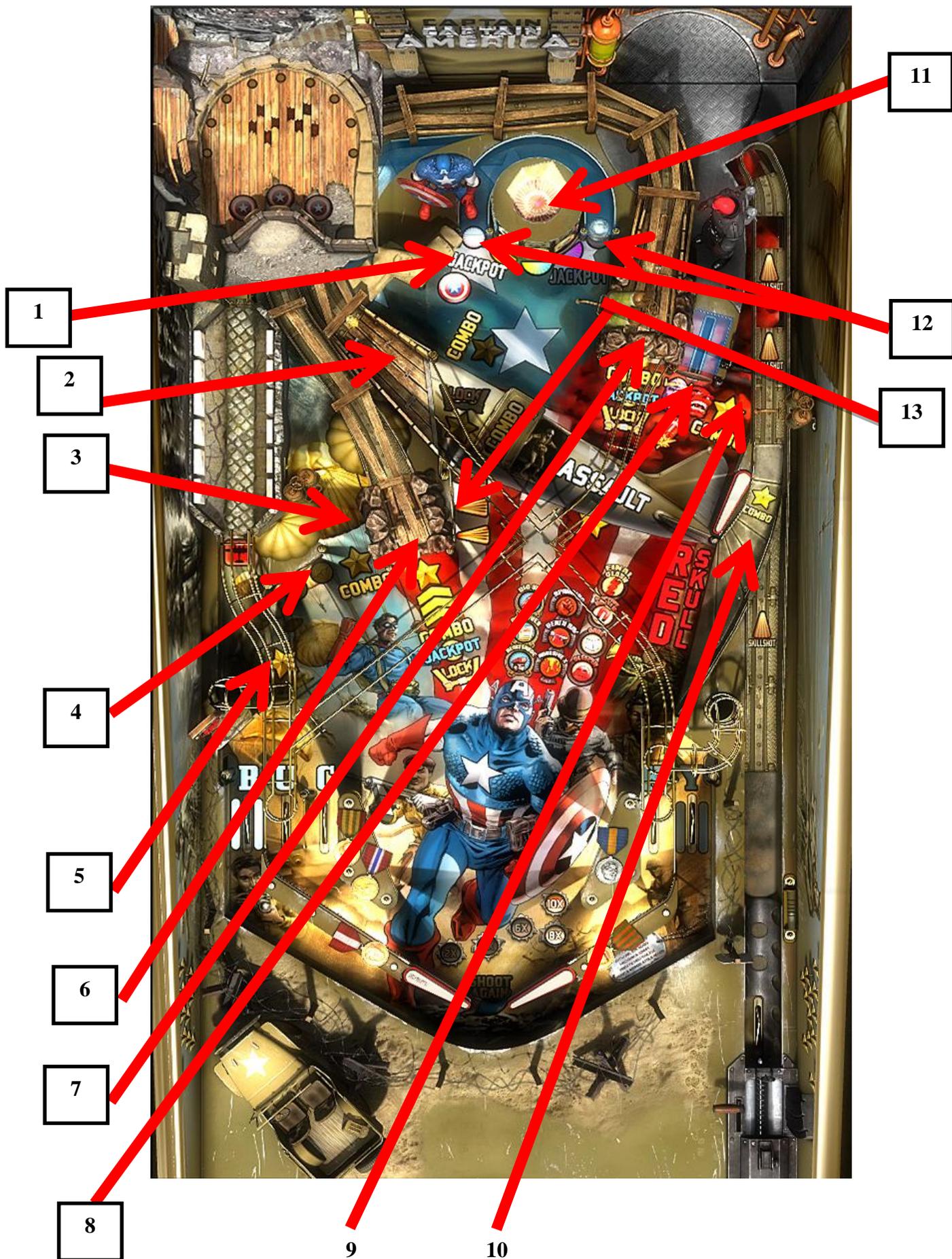


Captain America Table Guide

By ShoryukenToTheChin



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

1. Captain America Mission Hole
2. Assault Ramp
3. Left Orbit
4. Howling Commando Targets
5. Howling Commando Sinkhole
6. Left Ramp
7. Right Ramp
8. Red Skull & Baron Zemo Target
9. Right Orbit
10. Red Skull Ramp
11. Cosmic Cube
12. Captive Ball Targets
13. Multiplier Targets

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 for me takes the Cake when it comes to the Best Marvel Pinball Table, its look and gameplay truly separate it from other tables in that it's meant to be a Super Hero Table yet it achieves a sense of being a World War II Table as well. The Missions are inventive and offer great animations etc. lighting of Kickback not being removed after a Ball Drain is most welcome.

Overall the Team did an Amazing job and should be congratulated for this magnificent Pinball Table.

Skill Shot & Collecting Bucky (Howling Commando)

Skill Shot

Now the first thing I suggest you do when starting a game on this table is make sure you hit the Skill Shot Target, which will be in one of 3 locations. Below I have included Images which shows you how much you should pull the Plunger down (Plunger controlled by the Right Analogue Stick on you Pad) to successfully launch the Ball to hit the Skill Shot Target.

Bottom Skill Shot

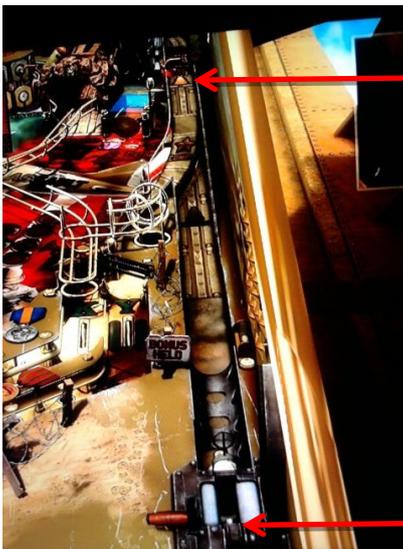


Bottom Skill Shot
Target

Plunger is Half Way
Down

As you can see in the Image to hit the Bottom Skill Shot you need to hold the Plunger down about half way. Then release and it will hit the Skill Shot Target but be careful as this shot is dangerous when it leaves the Launch Lane as it has a tendency to go down the Middle Drain.

Middle Skill Shot

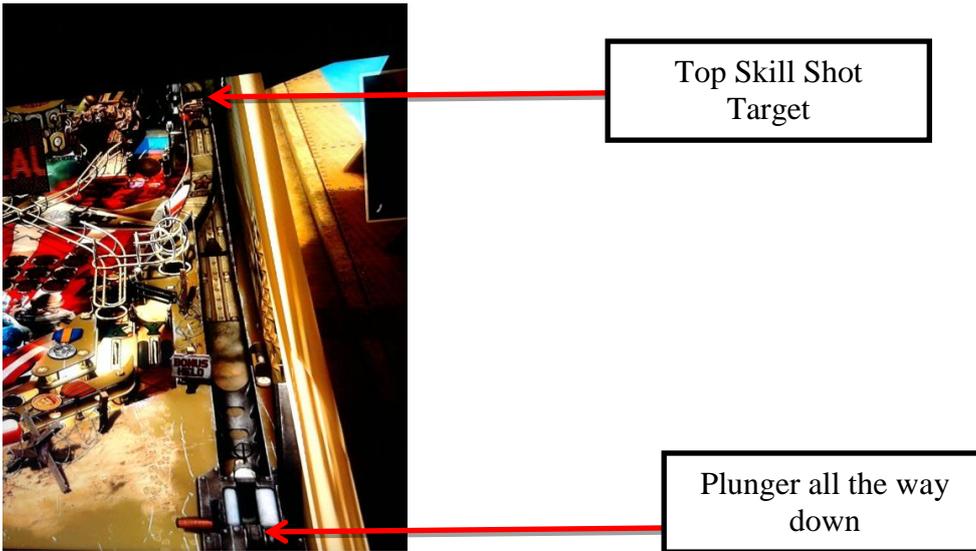


Middle Skill Shot
Target

Plunger down near all the way, but notice the
tip of the Plunger is visible.

As you can see in the Image to hit the Middle Skill Shot you need to hold the Plunger down near all the way down allowing just enough for you to see the top of the Plunger head. Then release and it will hit the Skill Shot Target.

Top Skill Shot



As you can see in the Image to hit the Top Skill Shot you need to hold the Plunger all the way down. Then release and it will hit the Skill Shot Target.

Collecting Bucky (Howling Commando)

Once you have successfully hit the Skill Shot Target, Hurry Up Mode is enabled. For this mode you must hit the Left Ramp (6) before the Points go down to 0 (This can be seen on the Dot Matrix). You can hit that Ramp with both Flippers but I find it easier to use the Right Flipper by holding the Ball, then releasing the Ball and immediately hitting the Ball by pressing the Right Trigger. If done correctly the Ball will be hit straight up the Left Ramp (6).

If that is achieved in time then Bucky will be awarded.

Note – I advise you to always make sure you got Bucky as the first thing you do when you start the game because you need at least 1 Commando and all Missions completed to enable Wizard Mode. So just restart the game until you manage to successfully collect Bucky

Kick Back & Ballsave

Kickback

Both the Left & Right Kickbacks are activated by lighting the words 'BUCKY' these are located right above the in's & outlane's and the layout is as follows –

Left Side

BUC

Right Side

KY

So this means that the lanes must be lit up 5 times. 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. Of course the usual use of the Trigger buttons on your Pad to make the Lights alternate so the Ball comes down on a Lane that isn't lit yet, still applies as it does for near all Zen Studios Tables. This Table doesn't remove the Kickbacks earned if you lose a Ball.

Ball Save

A temporary Ball Save can be attained by –

- completing the Supply Drop Mini Game ***View Mini Games Section later in the Guide***
- In certain Missions the Table enables it like for example The Archive Mission in the Captain America Mission Set

Extra Balls

The 2 ways to active the Extra Ball Light (***Howling Commando Sinkhole (5)***) on this Table are –

- Earn 10 times Multiplier by hitting the 3 Multiplier Targets (13) about 5 times
- Earn it as a random award from completing the Supply Drop Mini Game ***View Mini Games Section later in the Guide***

Extra Balls are then collected via the Howling Commando Sinkhole (5).

Cosmic Cube

The Cosmic Cube (11) is attained by hitting the 3 Targets in front of it until it is able to be hit with the Ball. The Cube helps you on the table by assisting you with your current active mission e.g. hitting Ramps for you or activating things etc.

The Howling Commandos

To gain one of the five Howling Commandos you must hit the 2 Howling Commando Targets (4) once you have done this ***Note - this is best achieved with a late Right Flipper shot*** You have to then hit the Howling Commando Sinkhole (5).

Once you have hit that you then need to search for the Howling Commandos, the Ball will be returned to you via the Left Inlane. You then have to hit three of the four lit Ramps & Orbits to find one of the Commandos. Once you have found one, the Mode will end. You can redo the mode by repeating the above process.

There are 5 Howling Commandos to collect; they are awarded randomly when you find them in the Howling Commando Mode.

- **BUCKY** – awards you with the 30% chance of a Ball Save ***See Skill Shot Section for him***
- **DUM DUM DUGAN** – awards you with a 4 times multiplier bonus on the Bumpers
- **GABE JONES** – awards you with Super Combo Scoring
- **JIM MONITA** – awards you by slowing down the countdowns on Missions etc.
- **JACQUE DERNIER** – awards you with a 30 times multiplier of scoring on all Target

The currently active commando is indicated by a glowing (Blinking) medal at the bottom of the table. Who each of the Medals belong to is quite hard to make out, but I know Bucky is the one on the far right. It appears that when you gain a new commando, he is not automatically activated but if you do the Bucky Skill Shot thing, which was detailed earlier in the Guide, and then he is automatically selected.

Mini Games



Supply Drop this mode is activated by hitting the Bumpers which are just inside the entrance to the Left Orbit (3). After a certain number of hits to those Bumpers you see that you are gaining Letters which eventually spell out words 'SOLDIER', 'SYMBOL', 'SAVIOR', 'FRIEND'. After that you get a 10,000 points bonus every time you hit the bumpers. When you successfully light one word – the Red Plane icon will light up this can be seen just above the Howling Commandos Sinkhole (5). You then have about 10 Seconds to hit that; to access that's just hit the Howling Commandos Sinkhole (5).

You will then be taken to the Ambush Mini Game which will need you to deflect 9 bullets which is represented by Yellow Lights they will appear randomly, one will light and then fire a Bullet at Captain America. You need to then turn Captain America to face that Light so that his Shield deflects the Bullet. If you release the Triggers, Captain America will automatically return to the centre position ***Tip – You don't need to turn for the front 3 lights***. All you have to do is press the Left Trigger for the 3 left most lights, Right Trigger for the others. If you get hit, a Shield Symbol will light briefly at Cap's feet. If you suffer 2 hits you fail. Complete the round to earn one of the following rewards – The 8 rewards are represented by Symbols; if one of these Symbols is lit you get the corresponding award

- **Parachute Symbol** - Extra Ammo = will light Extra Ball (***Howling Commando Sinkhole (5)***)
- **Moneybag Symbol** - Resupply = Awards 10 Million Points
- **Soldier Symbol** - Regroup = Awards Howling Commando
- **Map Symbol** - Assault Plan = Starts ASSAULT mission (Zemo Castle Mini Game). You first need to shoot the left ramp in a 150,000 Hurry Up Timer. Whatever score you get, will be the score for each of the targets in the Mini Game.
- **Jetpack Symbol** - New Intel Report = Starts Red Skull Multiball
- **Marked Road Symbol** - Secure Supply Lines = Lights Bonus Held
- **First Aid Symbol** - Medical Pack = Lights Ball Saver for 35 seconds
- **Cosmic Cube Symbol** - Tactical Support = Unlocks the Cosmic Cube (11)

Thanks to **Blue** on the Zen Studios Forums for the list above.

Ambush you can start this Mini Game during Howling Commando Search ***Details earlier in the Guide on the Howling Commandos Section*** by either:

- Shooting the Howler sinkhole again
- Shooting the Mine Entrance sinkhole

To complete the Mode follow the instructions detailed on the 2nd paragraph on the 'Supply Drop' – You will be awarded 2 Million Points for Completion. If you fail you will have to restart the Howler search mode but if you are successful the mode will continue.

The Howler Search mode timer will pause while Ambush is being played.



Assault requires you to hit the Assault Ramp (2) 7 times using the Top Right Flipper ***Tip hit the Red Skull Ramp (10) this always deposits the Ball just above the Top Right Flipper for an ease shot***. After you achieve this it will start a Hurry Up where you have to hit the Left Ramp (6) and then you need to hit the 12 Drop Down Targets seen on the Image to the Left. Use the Left & Right Triggers on you Pad to make the Ball move to the Right & Left to hit all the Targets. I would suggest you mash on one Trigger to knock all of one side down then rinse and repeat. Don't worry if you don't manage to hit them all first time, just make sure to hit the Left Ramp (6) within the time limit.

Multiball Modes

There are 2 Multiball Modes on this Table –

1. **Sleeper** – Every time you knock down the Cosmic Cube (11) Drop Down Targets the Cube will lower and flash, and a Lock sign will light next to a sinkhole. You are then allowed to lock the Ball once. The 3 locks are Ramps are the Left Ramp (3), Right Ramp (9) & Assault Ramp (2) which becomes Sinkholes. Put the ball in the lock, repeat the process a further 2 times. After 3 locks, you will start Sleeper Multiball, which has a very cool animation.

To Increase the Jackpot hit 3 Cosmic Cube (11) Targets and to collect the Jackpot shoot the Captive Ball (12) which is effectively 2 Targets that alternate the Ball between the Left and Right of the Cosmic Cube (11). You can Triple the Jackpot by locking balls in the ASSAULT lock via the Assault Ramp (2). Since this Multiball Mode starts with the Balls entering the Right Orbit (9), this is best done straight away by shooting it with the Top Right Flipper.

Note – When you are reduced to 1 Ball wait for the Sleeper Robot to return to his position because the Table is locked when he is returning just behind where the Red Skull is standing. Therefore as he is doing this you can't access anything.

2. **Red Skull** – Hit the Red Skull Ramp (10) a total of 8 times to spell out 'RED SKULL' each time you hit the Ramp successfully you gain a Letter. Once all are collected the Multiball Mode starts.

Increase the Jackpot by shooting the Spinner at the entrance of the Right Orbit (9). To collect the Jackpot, shoot the Ramp where Red Skull is hovering on. ***Note - He changes position during the Mode. A flashing 'Jackpot' light will be visible to show you which Ramp to go for.***

MAIN TABLE MISSIONS

This table has 6 Main Missions, these are then shared out between the Captain America Mission Set & Red Skull/Zemo Mission Set.

Captain America Missions include –

- The Resistance
- The Archives
- The Dig Site

Red Skull/Baron Zemo Missions include –

- Adhesive X
- Sparring
- Death Ray

Note – When you start any of the Missions, the Ball will always be returned to you via the Right Inlane as the mission begins. So just hold the Right Flipper up once you activate/select one of the Missions since the Ball always comes to rest nicely on the lower right flipper.

Captain America Missions

To gain access to the Captain America Missions, you must first hit the Left Ramp (6) 3 times and then after that you will need to hit the Captain America Mission Hole (1) - this shot is best attempted with a Right Flipper shot. After you successfully hit that you roughly have 7 seconds to 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).

The Resistance

For this Mission you need to find the 2 Resistance members. They will be hiding in two of the following locations that you will have to search ***Note – You have about 40 seconds to find both Resistance Memebers.***

- Howling Commandos Sinkhole (5)
- Left Ramp (6)
- Assault Ramp (2)
- Captain America Mission Hole (1)
- Right Ramp (7)

Once you have located them you are then tasked with hitting the Left Ramp (6). When you successfully hit this you are taken to the Baron Zemo Mini Playfield. The objective here is to hit the 12 Drop Down Targets by using the Left & Right Triggers on you Pad to make the Ball move to the Right & Left to hit all the Targets. I would suggest you mash on one Trigger to knock all of one side down then rinse and repeat. Don't worry, if you don't manage to hit them all first time, just make sure to hit the Left Ramp (6) within the time limit. ***Note – You have about 40 seconds to knock down all the Targets.***

The Archives

Note – You have about 40 seconds to collect all the pieces of Secret Information. When you enter the Manual Launch view the timer is stopped.

This Mission requires you to collect 3 pieces of Secret Information about the Red Skull's plans. The first thing you are required to do is to hit the Howling Commandos Sinkhole (5), after which you are taken to the Manual Launch view where you need to get a Skill Shot which is randomly chosen between the 3 Skill Shots available on the Launch Lane.

Tip - to know how to hit each of the Skill Shot locations read the section earlier in the guide under 'Table Specifics titled 'Skill Shot & Collecting Bucky (Howling Commando).

When you hit the Skill Shot successfully you are awarded with 1/3 of the Secret Information. Rinse and Repeat the process a further 2 times to complete the Mission.

Note – If you fail to complete this Mission it saves your progress, for example if you collect one piece of the Secret Information and then fail. If you reactive this Mission it will remember your progress and you will only have to get 2 more pieces instead of the 3. But do remember it limits the amount of points you get because you restarted the Mission.

The Dig Site

This Mission requires you to set 4 charges at the Red Skull's Dig Site and then blow it up. First you must hit the Left Ramp (6) 2 times & Right Ramp (7) 2 times.

Note – You have about 40 seconds to set all 4 charges. The timer will reset to about 35 seconds once this is achieved.

Then you have to hit the Red Skull & Baron Zemo Target (8) to detonate the charges and thus complete the Mission.

Red Skull/Baron Zemo Missions

Adhesive X

Note – You have about 40 seconds to hit all the Flashing Ramps.

Baron Zemo tries to get Captain America stuck by using his Adhesive X. To stop Baron Zemo's plans you must hit the Left Ramp (6) 2 times, Right Ramp (7) 2 times & Red Skull Ramp (10) 2 times. After you have hit all those Ramps the Mission is completed.

Note – on the entrance of the Right Orbit there is Green Goo (Adhesive X) this causes the Ball to slow down. I advise you to always have the Top Right Flipper raised when the Ball gets slows down there so that the Ball doesn't just slow down and drop very awkwardly to almost always result in a Ball drain.

Note – If you fail to complete this Mission it saves your progress, for example if you have hit one of those Ramps 2 times and then fail. If you reactive the Mission it will remember your progress and you will not need to hit that Ramp again because it's already done. But do remember it limits the amount of points you get because you restarted the Mission.

Sparring

Note – No Time Limit.

This Mission requires you to beat the Red Skull in "MORTAL KOMBAT!!!" sorry couldn't resist. To defeat him you must avoid hitting any other Ramps etc. except for the Captive Ball Targets (12) & the Red Skull & Baron Zemo Target (8).

For the Captive Ball Targets (12), which is effectively 2 Targets alternate between the Left and Right of the Cosmic Cube (11), you must hit the Target which has the Captivate Ball on it. For example hitting the Captive Ball Target (12) on the Right will make the Captive Ball switch over to the Left and you will thus need to aim for that.

Once you have hit the Captivate Ball Target (12) or the Red Skull & Baron Zemo Target (8) a total of 5 times the Mission is completed.

Note – You will need to hit the Baron Zemo Target with a hard direct shot from the Left Flipper else it won't register as a hit. If you hit it correctly the ball will drop down and bounce over to your left flipper for you to repeat the shot.

Death Ray

Note – No Time Limit in my opinion.

Baron Zemo has hit Captain America with his Death Ray; you must quickly regain Captain America's Strength to fight back. To regain our Hero's strength either hit the Bumpers by going through the Left Orbit (3) or Right Orbit (9). Another way is to hit the Spinner which is located at the entrance of the Right Orbit (9).

Note – You then have a time frame where you must hit the Flashing Ramps or Baron Zemo hits you again thus you will need to repeat the above process again.

Once you have regained Captain America's Strength you then need to deflect Baron Zemo's Death Ray a total of 3 times. This is achieved by hitting the Left Ramp (6), Assault Ramp (2) & Right Ramp (7). Once this is achieved the Mission is completed.

WIZARD MODE (FINAL MISSION)

The Final Clash

After you have completed all 6 of the Main Missions as well as acquiring a Howling Commando ***Which you should have done at the start of the Game with the Skill Shot, see the Skill Shot Section earlier in the Guide***

The Wizard Mode is divided into **4 Stages** –

To start each stage, you need to hit the Cosmic Cube (11) to activate it. Each Stage gives you a 3 Ball Multiball and you don't need to have Multiball active to complete the Stage, but make sure you keep 1 Ball active. Now when you complete a Stage the Flippers will cease working but don't worry this is part of the Wizard Mode. A new ball will launch out and you need to repeat the process a further 3 times. Below are each of the 4 Stages detailed –

1. **Stage 1 *10 Million Points Award for Completion*** – The Red Skull sends the Sleeper Robot after you, to defeat the Sleeper Robot you must hit the Cosmic Cube (11) 3 Targets a total of **10 times**.
2. **Stage 2 *25 Million Points Award for Completion*** – The Red Skull then traps Captain America in a force field cube. Now you need to hit the Captive Ball Targets (12) which is effectively 2 Targets a total of **3 times**, it's alternate between the Left and Right of the Cosmic Cube (11). You must hit the Target which has the Captivate Ball on it, For example hitting the Captive Ball Target (12) on the Right will make the Captive Ball switch over to the Left and thus you need to aim for that.
3. **Stage 3 *35 Million Points Award for Completion*** – The Red Skull is trying to remove Captain America's Shield from him. To get it back you need to hit **10** spinning targets (it spins in a Circle in a Clockwise motion) that are below the Cosmic Cube (11). ***This for me is the hardest Stage of the Wizard Mode, be very careful and make sure to aim you shots as best you can.***
4. **Stage 4 *50 Million Points Award for Completion** – Captain America is now ready to put an end to The Red Skull's plans. To complete this Stage you must hit the highlighted Ramps and Orbits a total of **15** times to defeat him. The Red Skull will randomly shot a Laser Beam across one of the Ramps, It will vaporize your Balls if any touch it but a new Ball will be launched out ever time this occurs. Just keep hitting the Ramps you are sure you can hit regularly, remembering to hold the Ball when you can and making sure Kickbacks etc. are lit.

Note – The Wizard Mode on this Table doesn't reset if you fail it at any point, it saves at what point you were up to. For example if you completed Stage 1 but failed on Stage 2, you can re-hit the Cosmic Cube (11) to start from Stage 2

Note – The only way to fail a Stage is to lose all the Balls, you can complete each stage with one Ball instead of using Multiball if you wish. But try and keep the other Balls alive for as long as you can because it helps.

FINAL MISSION IS COMPLETED AT THIS POINT

Your Score will shoot up by a minimum of 120 Million Points, after successful completion of all 4 Stages of the Wizard Mode. In the Wizard Mode - The Ramps, Orbits and some of the Holes are worth 1 Million Points each.

*Special Thanks to all the Zen Studios Forum Community! Members such as **Womble, Cloda, Blue** and **shogun00** I couldn't have completed the guide without your help.*

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

*Thanks for viewing my guide, "**THUMBS UP SOLDIER!!!**"*

Yours

ShoryukenToTheChin