



THE AVENGERS
PINBALL INFINITY QUEST
RULES



AVENGERS: INFINITY QUEST RULESHEET

PREMISE - The Avengers battle Thanos and his minions across the cosmos as he attempts to collect the Infinity Gems.

GAMEPLAY STORY BREAKDOWN

The Black Order has captured the infinity gems! The Avengers must use Dr. Strange's portal to go back in time and defeat the Black Order members to re-claim the gems before The Mad Titan, Thanos, can snap away half the population of the universe!

- **SIX INFINITY GEM MODES**
 - Each Gem location has a member of the Black Order or Outriders present to delay The Avengers.
- **MULTIBALLS**
 - Multiballs will feature prominent characters in The Avengers.
- **INFINITY GAUNTLET**
 - The ultimate mode features The Avengers confronting Thanos wielding a completed Infinity Gauntlet.

FEATURED CHARACTERS

- Thor
- Captain America
- Black Panther
- Doctor Strange
- Iron Man
- Thanos
- Black Dwarf
- Ebony Maw
- Proxima Midnight
- Corvus Glaive
- Supergiant
- Captain Marvel
- Hulk
- Outriders
- Black Widow
- Hawkeye
- Ant-Man
- Scarlet Witch
- Adam Warlock



COLLECTING GEMS

Spinning the Dr. Strange disc works towards letters in S-T-R-A-N-G-E. After a recent right inlane, spinning the disc will advance twice as fast. Complete STRANGE to open the portal and begin an Infinity Gem Quest. Complete the quest to collect gem. Modes may not be repeated unless the Soul Gem is collected. The soul gem can be used to replay a failed quest. But if that quest fails again then the soul gem goes back to the Black Order.

INFINITY GEM QUESTS

FOR ALL QUESTS

Portal lock can change any quest into a multiball. If portal lock is lit or portal locks are already locked then the quest becomes a multiball. Once down to a single ball and if the mode has been beaten, it will proceed to GEM COLLECT phase.

- 2 balls locked in Portal and 2 or more balls in play = all quest shots are 2x
- 3 balls locked in Portal and 3 or more balls in play = all quest shots are 3x

If the quest has been beaten and more than one ball is in play, you will enter victory phase.

GEM COLLECT PHASE

Once parameters have been met to light gem, collect the right ramp will light up to collect gem once quest is over. When shot, the up-post will hold the ball and give instruction to shoot any vacant gem shots. Once a shot has been made that gem gets placed on that shot until moved by the change gems shot. Once the gem has been placed then STRANGE disk can now collect letters towards the next quest.

VICTORY PHASE: HURRY-UP FRENZY

Shoot Disc to start a hurry-up and light all RGB arrow shots. Keep spinning disc to raise the value. All RGB arrow shots score hurry-up value and unlight themselves until you complete all the arrows. At any point you can re-raise the value by shooting the disc.

Once down to one ball then enter the gem collect phase.

THANOS INFINITY GAUNTLET

At the start of a game, Thanos Infinity Gauntlet has all gems lit. As Gems are collected they unlight from the Gauntlet as the collect gem shot is made and are then placed on the playfield.

MIND STONE QUEST

Avengers vs Supergiant

Supergiant has taken control over the minds of some of the Avengers. Shoot the Avenger shots to discover which Avenger is affected.

SHOTS

- Hulk
- Black Widow
- Captain Marvel
- Black Panther

Shoot a shot to partially free the Avenger then shoot disc to completely break Supergiant's control. The more avengers you free before shooting the disc, the more it is worth (1x,2x,3x,5x). All 4 shots light back up. Repeat sequence 2 more times to light the Sanctum target to defeat Supergiant.

- 2 balls locked in Portal and 2 or more balls in play = all made shots are 2x
- 3 balls locked in Portal and 3 or more balls in play = all made shots are 3x

RGB color light blue

POWER GEM QUEST

Hulk vs Black Dwarf

Spinner builds value of attacks once per attack

Disc always builds value of attacks

Center shot = 30% damage (critical hits)

Left and right 15% (glancing blows)

Get Black Dwarf's energy down to 0 to light Hulk shot for knockout blow and win gem

Shot spans

First span

- Right ramp (15%)
- Captain Marvel (30%)
- Black Panther (15%)

Second span

- Avengers Tower (15%)
- Pops lane (30%)
- Left Ramp (15%)

Third span

- Right ramp (15%)
- Mini loop (30%)
- Captain Marvel (15%)

Fourth span

- Hulk lane (15%)
- Avengers Tower (30%)
- Left ramp (15%)

Spans 5-7 if needed loop back to span one

Knockout blow = critical hit value x (number of critical hits + 1)

- 2 balls locked in Portal and 2 or more balls in play = all made shots are 2x
- 3 balls locked in Portal and 3 or more balls in play = all made shots are 3x

RGB color red

SPACE GEM QUEST

Black Widow, Captain Marvel and Black Panther vs Corvus Glaive
Parry-attack mode.

Shoot right orbit or mini loop to parry (award) which lights left orbit for attack.

Mini loop is always a 2x attack.

Left ramp (Black Widow) before parry will multiply attack value by 2. Shooting Right ramp (Gauntlet) after shooting left ramp will multiply attack value by 2 again (4x attack), if you can finish the combo at the mini-loop.

In other words, Left ramp -> Right Orbit will light left orbit for 2x attack. Left ramp -> Right Ramp -> Mini loop will light left orbit for 4x attack. Mini loop by itself will light left orbit for 2x attack.

Shooting left orbit awards attack award and pop bumper combo attack of (50k,100k, 200k depending on attack X) a hit for 5 seconds.

Perform parry-attack sequences to bring Corvus Glaive's health to 0 and light Gem collect shot.

RGB color purple

TIME GEM QUEST

AVENGERS VS PROXIMA MIDNIGHT

Left and right ramps RGB light up. Shoot both ramps to light drop targets for attack award. Repeat 3 times to qualify Gem and defeat Proxima Midnight.

Drop target attack award: A row of lamps will cycle up and down the bank pointing to one of the three drop targets. Shoot that target to collect attack award. Hitting the correct target on first attempt = 3x. Second attempt = 2x. Third+ attempt = 1x. Fourth+ attempt grid stops moving and is worth 1/2x

Attack speed: Level 1 target lamp moves every 2 seconds. Level 2 lamp moves every 1 second. Final level 1/2 second strobe speed.

Missed drop targets do not reset (unless Reality gem on drops). If only 1 target standing then you must hit that target. Power gem on drops: Shoot any drop target to award 1x attack. Reality gem on drop targets: Missed drop targets reset bank.

RGB color amber

REALITY GEM QUEST

DR. STRANGE VS EBONY MAW

Disc is lit to spell STRANGE one letter per revolution. Shooting disc lights all RGB arrows for award. Value of award is multiplied by the current STRANGE letter countdown. Once disc stops spinning the STRANGE countdown begins with each letter having its own timer. As each letter ticks down the award multiplier also goes down until 1x.

S=1X INFINITE WHITE RGB "S"

T=2X +4 SECONDS GREEN RGB "T"

R=3X +4 SECONDS GREEN RGB "R"

A=4X + 3 SECONDS YELLOW RGB "A"

N=5X + 3 SECONDS YELLOW RGB "N"

G=6X + 2 SECONDS ORANGE RGB "G"

E=7X + 2 SECONDS RED RGB "E"

Shoot 8 of the RGB arrows (you cannot repeat shots) to defeat Ebony Maw and light collect Gem.

RGB color yellow

GEM EFFECTS AND AVENGERS LEVEL

The progress of the Avenger holding the stone dictates how powerful that gem's effect is.

In addition, any Avenger that has been powered up to level 2 makes the shot associated with them 2x scoring for as long as they remain level 2.

This chart will refer to Avenger gem effect power for all gems

- Base 1 - Avenger has not been collected. This is the base power of the gem
- Base 2 - Avenger collected. Avenger has been collected and gem usage increases
- Power-up 1 - Avenger powered up to level 1 and gem usage and power boosted
- Power-up 2 - Avenger powered up to level 2 and gem power and usage at max

Gem placements that cannot be powered up have their own separate rules associated with them (Captain Marvel and Vision drop targets)

TIME GEM: ADD TIME TO THE MASTER TIMER, INCREASES MULTIBALL BALL TIME

SAVES

Shooting the shot with the Time Gem will add time to the Master Timer.

If no timer active then Time Gem builds time bank.

- +5 seconds Base 1 and 2
- +8 seconds Power-up 1
- +15 seconds Power-up 2
- +10 seconds if gem on Captain Marvel or Vision

In addition, possessing the Time Gem extends all ball savers by the times above.

SOUL GEM: SOUL GEM JACKPOT AND OTHER PERKS

Once you have placed the soul gem, from then on whenever you collect a Gem, the Soul Gem jackpot will light and be worth an amount based on how many points you scored in that gem quest. Soul jackpot value is also based on the status of the Avenger the gem is placed on: (then list the values as before)

Soul Gem jackpot value =

- 25% of last quest total for Base
- 50% for collected
- 75% for level 1
- 75% for level 2 (doubled by nature of level 2 avenger, so 150%)
- 50% for Captain Marvel or Vision

Example:

- 20 million scored on Time quest. Shooting soul gem with level 1 = 5 mil
- Reality Gem quest nets 20 mil on a shot with level 2 = 15mil * 2 = 30 mil

Once collected, soul jackpot not re-qualified until next quest

Soul jackpot goes away on drain if not collected. Can move soul jackpot to an Avenger that's a higher level to try and get a higher payoff!

Possessing the Soul Gem allows you to replay quests as much as you like, but should you fail a replay, you lose the Soul Gem.

If you possess the Soul Gem during Black Order Multiball, you get a one time multiball extension, so when you drain down to 1 ball, the power of the Soul Gem kicks in and restarts your multiball!

POWER GEM: EASY POWER-UP, POWER-UP MEMORY

- For Hulk, Captain America, Black Panther, and Black Widow: Power-up progress (2x progression). Upon ball drain, power-up remains for next ball for that Avenger with the Power gem. After a Avengers Wizard Mode is complete (Soul Gem, Black order Multiball, Black Order Battle Royale), if an Avenger has the Power Stone, they will remain collected at their level.
- For Captain Marvel: Marvel count-up progression x2

For Vision (drop target bank) spots additional bingo box. Spot should be based on next available award. Does this 3 times. Then you must re-place the power gem to recharge it using Place Gems or the Space Gem.

MIND GEM: ACTION BUTTON. COLLECTS SHOT OR CHOOSES GRID AWARD

Mind Gem on drop targets halts scrolling lit award. Award scrolls when action button is hit. This can be used for three grid collections.

Captain Marvel: Pressing action button progresses Captain Marvel countup + 1 as well as spot any current shot on the Captain Marvel shot. This can be done three times before gem must be re-placed.

Mind gem when hit lights action button to spot the shot it is placed upon (unless avenger associated with that shot is powered up, see table below). If no shot is lit the action button unlights.

Once used must be powered up to re-use or transferred to another Avenger via "change gems" shot.

- Base 1 - one use. Spots shot gem is placed on.
- Base 2 - + 1 use. Spots shot gem is placed on up to 2 times.
- Power-up 1 - + 1 use. Spots a needed shot anywhere on the playfield.
- Power-up 2 - +1 use. Spots all current lit shots left to right and resets use counter to zero.

This is so player can't bank 4 uses of the spot everything.

When you place the mind gem, you'll get the cumulative usages for it (unless you place it on level 2). So if you place it on a level 1 avenger you will now have 3 mind gem usages that will work anywhere on the playfield. You can also place it on an uncollected avenger, have one use, then collect that avenger and now you will have 2 uses. Level that avenger up and now you have 3.

REALITY GEM: SHOT X

Is a shot multiplier. This shot is passive and therefore always active.

- Base 1 and 2 - 2x shot value
- Power-up 1 - 3x shot value
- Power-up 2 - 4x shot value. This overrides the 2x scoring from avenger level 2.

When reality gem is on Vision then only $\frac{2}{3}$ of the drop targets down count as a bank completion for a computer award (up to three computer awards) in addition to 2x scoring.

SPACE GEM: MOVE STONES

Shooting the space gem lights action button for 3 seconds to move gems. Once used the Space Gem must be leveled up at its new location. Gem rotation is left to right as one big span as all gems move together.

- Base 1 and 2 - action button lights to move one space
- Power-up 1 - action button lights to move up to 2 spaces
- Power-up 2 - action button lights to move up to 3 spaces

If Space Gem gets moved to Captain Marvel as the result of using the space gem, you can re-enable the Space Gem by collecting the next Captain Marvel award. Similarly if space gem lands on drop targets, the next time you score a Computer Bingo Line it will re-enable.

GEM LOCATIONS

When lit, scoop can change Gem position. Left flipper rotates gem left, right flipper right. Action button locks in. Player has 13 seconds to place all collected gems. You get 20 seconds if you control the Space Gem. If time runs out, any unplaced gem is placed randomly.

Change gems lights after collecting all Avengers or a computer bingo award or mystery.

PORTAL LOCK

Portal lock is lit via combos or grid bingo award. Once lit the disc opens up to lock a ball. Portal lock turns the next quest into a multiball.

IRON MAN LANES

I-R-O-N lanes (inlanes and outlanes) Lights tower locks and spots Iron Man for Avengers Multiball

Set 1 medium

Each lane spots its respective letter

Letters are scrolled by the disc (not by flippers)
Lights all 3 locks

SET 2 HARD

Each lane spots its respective letter
Letters are scrolled by the disk
Lights 1 lock with lock stacking

SET 3 EX HARD

Each lane spots its respective letter
Letters are scrolled by the disk
Lights 1 lock no lock stacking

IRON MAN MULTIBALL

Starts at Avengers Tower
If Iron Man is powered up to level 2, all Iron Man scoring is doubled.



PHASE 1

Jackpots lit on left and right ramps. Collect to light disc to collect STRANGE letters. Tower is also for 15 seconds to collect Tower Super Jackpot. Get another ball in the tower quickly for 2x Tower Super Jackpot (and trophy). Collecting STRANGE letters advances to phase 2.

PHASE 2

Jackpots lit on left and right orbits. Collect to light disc to collect STRANGE letters
Spell STRANGE to start phase 3

PHASE 3

Jackpots lit on pops orbit and loop ramp. Collect to light disc to collect STRANGE letters
Spell STRANGE to start phase 4

PHASE 4

Jackpots lit on tower and mini orbit. Collect to light disc for Super Jackpot
Super jackpot
Shoot disc for 10 seconds to collect super disc value 250k per spin
Sequence repeats
Super collects or upgrades the Iron Man Multiball trophy

ADD A BALL

Spell I-R-O-N to light add-a-ball on Asylum target one time

T-H-O-R LETTER COLLECT

Thor letters are collected at the captive ball.



EASY: (DEFAULT)

Two letters spotted at beginning of game.

MEDIUM:

One letter spotted at beginning of game

HARD:

No letters spotted

Spelling THOR:

- Lights THOR multiball
- Collects THOR
- Powers up THOR
- Collects point award

Level 1 Thor will enable Super Slings

Level 2 Thor will make all shots at captive ball 2x

THOR MULTIBALL

Starts at captive ball. 2 ball multiball.

All RGB arrows light (blue)

Shoot any arrow to collect jackpot. After x number of arrows light captive ball to collect T-H-O-R letter, where x is how many letters you have already (plus 1).

Captain America (pops orbit) and Hawkeye (side loop) score double jackpots and bump the value of the jackpot double. Disc also raises jackpot.

Shoot captive ball to collect THOR letter and jackpot x number of collected THOR letters (1-4x) and relight remaining arrows.

Repeat until THOR spelled then light super jackpot at tower for 5x jackpot. Sequence repeats with one more shot added per letter. Super awards trophy.

ADD A BALL

Spell STRANGE (eye of Agamotto) to light add-a-ball one time at sanctum target

SOUL GEM BATTLE MINI WIZARD MODE

Enabled by collecting the first set of Avengers
Ball saver will run for the entirety of the mode.

RGB color green

Shoot 8 shots to collect Soul Gem

Shot order:

1. Right orbit
2. Left ramp
3. Right ramp
4. Left Orbit
5. Captive Ball
6. Drop targets
7. Loop Ramp
8. Tower High

Flip counter

Flip counter starts at 30

If shot is not made by the time the flip counter reaches 0 then mode is failed

If a ball drains then the shot counter decreases by 5

Tilting during soul gem also results in failure

If shot is made +8 flips added to flip meter

Mystery award spots the current shot

Flip bonus is awarded at end of mode for all unused flips

BLACK ORDER MULTIBALL

Enabled by collecting 2nd set of Avengers

3 ball multiball. Shoot mini loop to collect jackpot when lit

More jackpots lit = multiplied jackpots

Jackpot value gets raised as you shoot Avengers

HULK

- 50 spinner spins to light Hulk jackpot

IRON MAN

- Complete inlanes to light Iron Man jackpot

CAPTAIN AMERICA

- 20 pop hits to light Captain America jackpot

BLACK WIDOW

- 3 left ramps to light Black Widow jackpot

THOR

- Spell THOR to light Thor jackpot

BLACK PANTHER

- 3 right orbits to light Black Panther jackpot

CAPTAIN MARVEL

- Every time you light a jackpot, a Captain Marvel shot will light to increase jackpot X by one.

DROP TARGETS

- Increase jackpot value and increase Avenger Value

Collecting jackpot on mini loop lights disc. Spin disc to light super jackpot at Captain America, which is 5 million plus the value of all jackpots collected since your last Super and adds a ball into play. This also unlights any jackpots you have lit, and resets all characters.

BLACK ORDER BATTLE ROYALE

- Lit for 3rd round of collecting avengers
- Defeat all Black Order members with 6 Avengers
- You have 6 “lives” represented by 6 Avenger inserts
- Each life = 100 percent health bar
- Flip # = number of flips until that Avenger takes damage (stamina)
- If health bar reaches 0 that Avenger must tap out and be replaced by a fresh Avenger
- If flip meter reaches 0 damage is done and more flips added back on.
- If timer reaches 0 damage is done
- If ball drains big damage done to Avenger health bar

- Shooting RGB arrow unlights that shot, damages the Black Order and recharges flip meter
- Clear out all RGB arrows to defeat that character, reset the timer and flip meter.
- Defeat all Black Order members to win
- The longer an avenger stays alive, the higher the points for attacking!
- Bonus for all remaining Avengers
- Bonus for remaining flips
- Bonus for remaining time
- Lose all 6 Avengers and the mode ends with no bonus
- Spell STRANGE to light a power-up insert for X seconds
- Shoot the power up insert before it times out for an instant KO
- Drop targets bring out vision to give you extra flips
- Captain marvel will freeze your timer for a small amount of time
- Shooting Ant-Man will do damage as if you'd hit an arrow shot
- Shooting Ant-Man again will bring out wasp for 2balls, 2x damage, 2x score

BATTLE THANOS

Enabled by having played all Gem quests at least once.

Phase one defend the gems.

Thanos goes after each gem the player has placed.

The more gems Thanos possesses the harder to defeat him.



THANOS GEMS

- Time - reduced time
- Power - additional shots
- Reality - scoring reduced by 25% during defend phase
- Mind - shots don't unlight when you hit them so you have to remember which ones you've made
- Space - must hit the initial gem shot again after hitting 3-4 defense shots
- Soul - Ball saver reduced

DEFENDING THE GEMS

All placed gems light up flashing and a ball save begins. Shoot any to lock on to that gem and begin defense. If there is only one gem to choose from, it will be locked in automatically. If you don't have any gems upon starting Battle Thanos, one will be randomly placed for you.

3 (4 with power gem) shots light up to the same gem color as the one defending

- Left orbit
- Right orbit
- Left ramp
- If Thanos possesses the power stone then one of these 3 randomly (pops lane, tower, mini loop)

Player has limited time to shoot the shots then shoot right ramp to successfully defend gem.

Once gem is defended, remaining gems relight to repeat phase 1.

Drop targets add time.

If ball is lost with no ball saver then that gem is lost and a new ball kicks out and phase 1 repeats as needed. If ball is lost during choose gem phase, a random gem is lost.

Once all player gems are defended or lost to Thanos, phase 2 begins. **PLAYER MUST RETAIN AT LEAST ONE GEM TO CONTINUE TO PHASE 2.** Otherwise SNAP! Ball over.

Defense shot values are multiplied by the number of gems you have.

Phase 2: defeat Thanos (4 ball multiball). Base jackpot based on number of gems you have.

Span 1 Blue

- Left loop
- Tower
- Pops lane
- Left ramp

Span 2 Red

- Right ramp
- Mini loop
- Loop ramp
- Right orbit

Span 1 is moved by clockwise disc spins
Span 2 is moved by counter clock wise movement
Span 1 or 2 = base jackpot and 1x damage
Span 1 and Span 2 overlap = 4x jackpot and 2x damage
Arrows do not unlight when collected
Thanos will take more hits to beat the more gems he possesses.
Thanos will be attacking you, every time he does so the starting position of the blue and red spans reset.
Spell THOR on captive ball to add a ball once.
Get Thanos health bar to 0 to light the final blow at Avengers Tower
Final blow = accumulation of damage values from phase 2

SUPER VICTORY LAPS

If you successfully defeat Thanos, Super Victory Laps lights. Rules are same as regular victory laps except you don't need to hit all RGB shots to relight them. Only the most recently made shot will be unlit.

After playing super victory laps, any additional STRANGE spellings will collect a random avenger.

ANT-MAN/WASP MYSTERY AWARD

Awarded at VUK

NOT lit at game start, but can be lit once per game from super skill shot
Lit at loop ramp at certain thresholds. Can stack mystery lights.

Awards:

- Max Time Bank
- Add-a-ball only available during non-portal multiballs (so if you start a gem quest with a portal lock, add a ball is not enabled)
- Spot Soul Gem shot (during soul gem)
- Spot 3 strange letters
- Collect Avenger
- Advance Captain Marvel +3 ramps (+45 spins pro)
- Hulk-sized Points (10 mil)
- Begin a timed ("super") mode
- Spot IRON set
- Spot THOR set
- Light Hawkeye challenge
- Hold bonus X
- +5x bonus
- Light Change Gems

Once per Timed Mode, Mystery will always lean towards starting a timed mode, helping you out by resetting the master timer and starting another mode.

Once per game, if you have 5 of the 6 collected Avengers, mystery will lean towards awarding Collect Avenger.

EYE OF AGAMOTTO

Eye of Agamotto, is an insert by the portal disc that helps you throughout the game. When it's flashing it indicates shooting the disc will do something good.

MAIN PLAY - Rolling the ball down the right inlane.

THOR MULTIBALL - lights add a ball

IRON MAN - completes disc phase and awards jackpot

BLACK ORDER MULTIBALL - Complete STRANGE to spot a needed character

BLACK ORDER BATTLE ROYALE - Lights POWER UP on a character and rotates it
Rolling the ball down the right inlane (except on a plunge) when you are in the spell out phase of lighting a quest will light the Eye to help you spot 2x STRANGE progress

ASSEMBLE AVENGERS

X number of shots collects that hero. Once lit, keep shooting that character to power them up. When powered up, shots are 2x scoring (except Iron Man, he makes all of Iron Man multiball 2x), unless reality gem is on that shot then that takes over. Each Avenger powered up carries a level 1 and level 2 perk. Additional shots past level 2 award a power-up bonus. Powering up an Avenger also boosts the value of that shot (see Avenger values section)

HULK

- Level 1 - 2x Hulk Rampage + Rage spinner enabled
- Level 2 - Left orbit and spinner shots score 2x

IRON MAN

- Level 1 - Arc reactor scores 2x
- Level 2 - Iron Man Multiball 2x

CAPTAIN AMERICA

- Level 1 - 2X pops value
- Level 2 - pop lane scores 2x
- Note: shooting the pops orbit will spot 10 pop bumpers (20 if power gem)

BLACK WIDOW

- Level 1 - Enable Hawkeye 2nd chance
- Level 2 - widow ramp shot scores 2x

SPECIAL NOTE - additional switch hit needed to re-activate Black Widow count-up to prevent shooting ramp, passing ball over, repeat. Ramp, inlane then any additional switch otherwise count up ignored

THOR

- Level 1 - lights super slings
- Level 2 - 2x captive ball shot scoring

BLACK PANTHER

- Level 1 - enables combo timers + 3 seconds
- Level 2 - enables 2x right orbit scoring

Once a level one power-up is achieved and the ball drains, that power-up goes away and that counter resets.

If Power-up not yet achieved and the ball drains that counter stays in memory

After playing Soul Gem, Black Order Multiball or Black Order Battle Royale, the hero collects unlight and that character must be collected again to resume power-up counter (unless they hold the Power Gem)

CAPTAIN AMERICA'S SHIELD BONUS

Pop bumpers build current shield value and base shield value (by much less)
 Loop ramp lights shield bonus collect for 15 seconds
 Once collected, value resets to base value.
 Can be doubled via drop targets



MYSTERY AWARD GRID (AVENGERS COMPUTER)

Mystery awards are laid out in a 9x9 grid by the drop targets. Completing drops spots one of the awards. Complete rows and columns for bigger awards (set up randomly at the start of each game, but same for all players) Example:

			SUPER DISC
BONUS X	LIGHT LOCK	2X SHIELD	PORTAL LOCK
750K	SPOT AVENGER	BONUS X	SUPER REACTOR
2X ARC REACTOR	BONUS X	SPOT BULLSEYE	COLLECT GEAR
SUPER COMBOS	HULK RAMPAGE	COLLECT BONUS	BALL SAVER

TIMED MODES

On the computer grid there are 6 timed “super” modes that all share the same timer. Starting a mode while one is running will reset the timer if it is below the starting value.

SUPER DISC

Shoot disc clockwise or counter-clockwise to score points. After a full revolution, the disc will light the other direction to increase the multiplier up to a max of 5x.

SUPER REACTOR

Arc reactor bonus (Avengers Tower vari-target) continuously lit

Super reactor value is higher if Iron Man is powered up

Each hit collects and boosts depending on how high

Bottom = 1x plus boost

Mid = 2x plus 2x boost

Top = 4x plus 4x boost

SUPER COMBOS

Shoot combos for big points

Combo progress towards thresholds is doubled

SUPER GAUNTLET

Shoot right ramp for big points

Shooting the right ramp in succession will score increasing number of points

When you miss the right ramp and combo ends, value is reset but increased based on how high your combo was

SUPER TARGETS

Targets score millions, complete three Hawkeye targets to boost their value

HULK RAMPAGE

Spinner boosts rampage award

All RGB arrows light up green

Shoot lit arrows to collect rampage jackpot

Arrows unlight once collected

Arrows relight once all collected

If Hulk is powered up 2x all awards

AVENGERS TOWER VARI-TARGET (ARC REACTOR BONUS)

Arc reactor bonus lights with a drop target completion

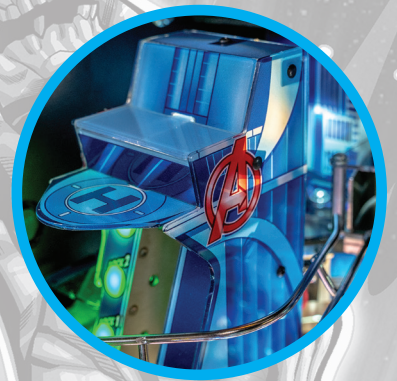
- Low shot = 1x
- Mid shot = 2x
- Max shot = 4x

Each completion of IRON boosts base value

2x Avengers Tower award on drop targets doubles value

Iron Man powered up will double value

Arc reactor bonus is not timed



SKILL SHOT(S)

SKILL SHOT:

Plunge to star rollover

250K + 100k per successful skill shot + 3 seconds ball save

SECRET SKILL SHOT:

Plunge to mini loop

1 mil + 200k per successful skill shot + 10 seconds ball save + Light Portal Lock

SUPER SKILL SHOT:

Full plunge to right flipper, shoot Avengers Tower

500k + 150k per successful skill shot + 5 seconds ball save + Light Mystery once per game

Trophies awarded for Secret and Super Skill shots.

COMBO SYSTEM

Combos are additive throughout the game. Reach combo thresholds for awards.

Combos time out after 5 seconds

Combo value is raised by collecting trophies. Gold trophies boost value more than silver more than bronze.

COMBO MAP

Shots that collect combo awards and light next combo

AVENGER TOWER

- Right ramp
- Side loop

LEFT RAMP

- Right ramp
- Loop ramp
- Right orbit

RIGHT RAMP

- Side loop
- Right ramp

SIDE LOOP

- Spinner
- Tower
- Pops lane
- Left ramp

LOOP RAMP

- Spinner
- Tower
- Pops lane
- Left ramp

RIGHT ORBIT

- Spinner
- Tower
- Pops lane
- Left ramp

AWARDS

- Light Portal lock
- Light Extra Ball
- Combo jackpot (combos * 100k)
- Trophy

HAWKEYE CHALLENGE

Completing standups lights Hawkeye challenge.

Shoot Avengers Tower to begin. Tower holds ball and releases (with or without warning depending on difficulty)

Each completion of the bullseye targets increases the base Hawkeye value

Awards

- Level 1 points
- Level 2 extra ball
- Level 3 collect gem

All awards will also award or upgrade a Trophy



HAWKEYE COMBO

Shooting right ramp lights mini loop for Hawkeye combo

Shooting right ramp up to 3 times from upper flipper multiplies the Hawkeye combo. Any other switch hit kills combo. Additional shots to right ramp do not multiply past 3x.

Hawkeye combo boosts combo count-up +1 and scores Hawkeye combo value

Collect awards from certain number of Hawkeye combos

CAPTAIN MARVEL COUNT-UP

Loop ramp counts up with award thresholds (Prem/LE loop ramp)

- 3 light mystery
- 6 Marvel bonus & light mystery

- 10 light mystery
- 12 light extra ball
- 15 Marvel Bonus ramps & light mystery
- 18 Bronze Trophy
- 32 Silver Trophy
- 48 Gold Trophy
- 50 light extra ball

Spinner counts up with award thresholds (Pro Only)

- Numbers as shown above multiplied by 30 spins

BONUS COUNT

Each of the following are how many of these you've made THIS ball:

- Switch hits x 250
- Computer grid squares x 25k
- Arc reactors x 25k
- Hawkeye shots x 25k
- Combos x 25k

These are saved throughout your whole game:

- Bronze trophies x 50k
- Silver trophies x 100k
- Gold trophies x 200k
- Gems collected x 250k

All multiplied by your bonus X.

BONUS X

Bonus X is advanced by shooting the Captain America lane (through the pops), powering up Avengers, or computer grid awards and mystery. Bonus X maxes at 25X

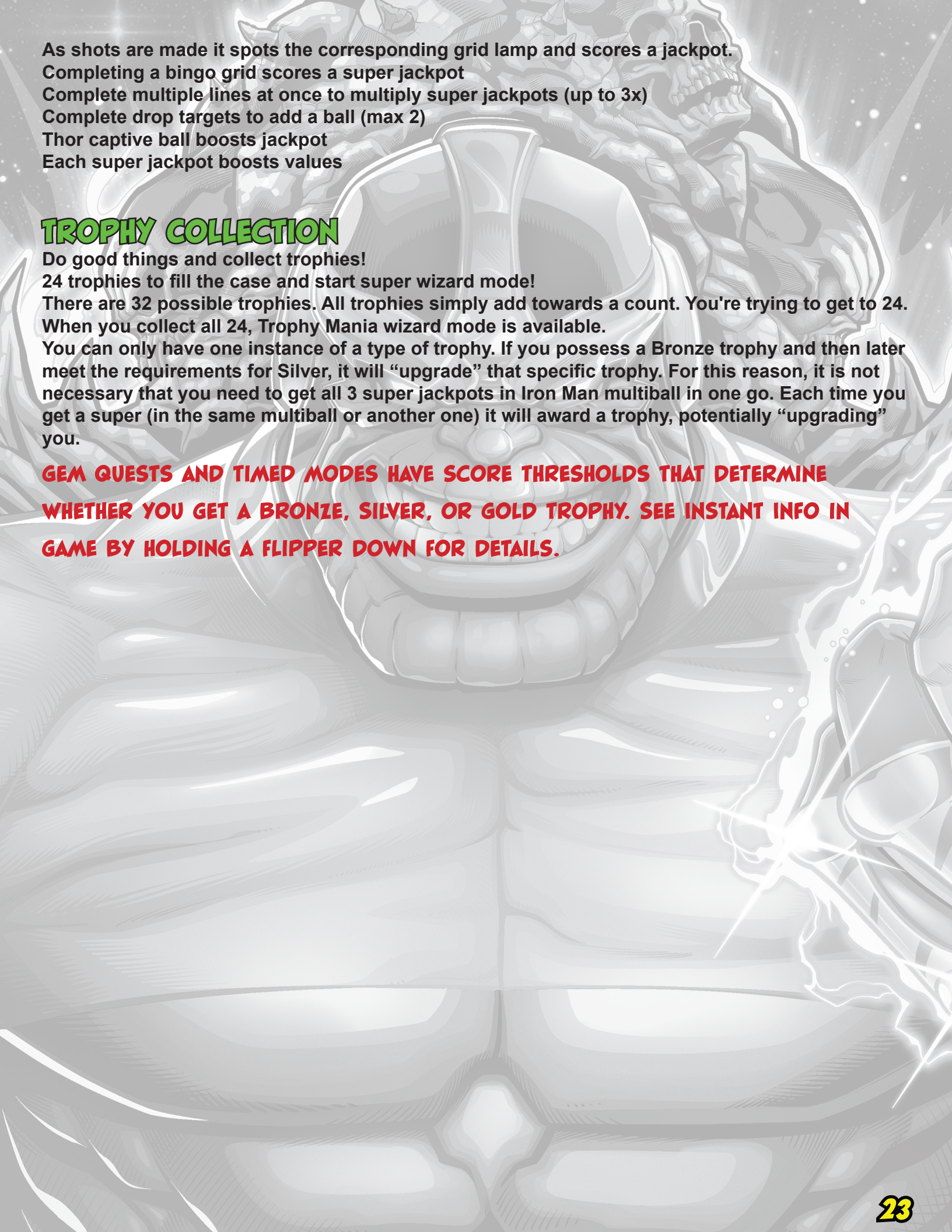
Bonus X resets every ball unless bonus X held achieved

SUPER COMPUTER FRENZY

Multiball for playing all Timed Modes.

Shots:

- Left orbit - RGB color yellow
- Avengers Tower - RGB color Teal
- Captain America lane - RGB color red
- Black Widow ramp - RGB color white
- Right ramp - RGB color yellow
- Hawkeye loop - RGB color Yellow
- Captain Marvel - RGB color orange
- Right orbit - RGB color White
- Disc- RGB color White



As shots are made it spots the corresponding grid lamp and scores a jackpot.
Completing a bingo grid scores a super jackpot
Complete multiple lines at once to multiply super jackpots (up to 3x)
Complete drop targets to add a ball (max 2)
Thor captive ball boosts jackpot
Each super jackpot boosts values

TROPHY COLLECTION

Do good things and collect trophies!

24 trophies to fill the case and start super wizard mode!

There are 32 possible trophies. All trophies simply add towards a count. You're trying to get to 24.

When you collect all 24, Trophy Mania wizard mode is available.

You can only have one instance of a type of trophy. If you possess a Bronze trophy and then later meet the requirements for Silver, it will “upgrade” that specific trophy. For this reason, it is not necessary that you need to get all 3 super jackpots in Iron Man multiball in one go. Each time you get a super (in the same multiball or another one) it will award a trophy, potentially “upgrading” you.

GEM QUESTS AND TIMED MODES HAVE SCORE THRESHOLDS THAT DETERMINE WHETHER YOU GET A BRONZE, SILVER, OR GOLD TROPHY. SEE INSTANT INFO IN GAME BY HOLDING A FLIPPER DOWN FOR DETAILS.

TROPHIES:

#	TROPHY	NOTES
1	SOUL GEM	TROPHY COLOR BASED ON SCORE THRESHOLD
2	POWER GEM	TROPHY COLOR BASED ON SCORE THRESHOLD
3	SPACE GEM	TROPHY COLOR BASED ON SCORE THRESHOLD
4	MIND GEM	TROPHY COLOR BASED ON SCORE THRESHOLD
5	TIME GEM	TROPHY COLOR BASED ON SCORE THRESHOLD
6	REALITY GEM	TROPHY COLOR BASED ON SCORE THRESHOLD
7	SUPER SKILL SHOT	EACH TIME YOU COLLECT, YOU COLLECT A BRONZE TROPHY OR UPGRADE IT TO THE NEXT COLOR
8	SECRET SKILL SHOT	EACH TIME YOU COLLECT, YOU COLLECT A BRONZE TROPHY OR UPGRADE IT TO THE NEXT COLOR
9	IRON MAN MULTIBALL	EACH TIME OR TOWER 2X SUPER JACKPOT, YOU COLLECT A SUPER JACKPOT, YOU COLLECT A BRONZE TROPHY OR UPGRADE IT TO THE NEXT COLOR
10	THOR MULTIBALL	EACH TIME YOU COLLECT A SUPER JACKPOT, YOU COLLECT A BRONZE TROPHY OR UPGRADE IT TO THE NEXT COLOR
11	COMBOS	30 COMBOS = BRONZE, 45 COMBOS = SILVER, 60 COMBOS = GOLD
12	HAWKEYE CHALLENGE	EACH TIME YOU SUCCEED, YOU COLLECT A BRONZE TROPHY OR UPGRADE IT TO THE NEXT COLOR
13	COMPUTER	THREE TROPHY AWARDS AS BINGOS
14	FULLY POWER THOR	EACH TIME YOU GET TO LEVEL 2, YOU COLLECT A BRONZE TROPHY OR UPGRADE IT TO THE NEXT LEVEL
15	FULLY POWER IRON MAN	EACH TIME YOU GET TO LEVEL 2, YOU COLLECT A BRONZE TROPHY OR UPGRADE IT TO THE NEXT LEVEL
16	FULLY POWER BLACK PANTHER	EACH TIME YOU GET TO LEVEL 2, YOU COLLECT A BRONZE TROPHY OR UPGRADE IT TO THE NEXT LEVEL
17	FULLY POWER BLACK WIDOW	EACH TIME YOU GET TO LEVEL 2, YOU COLLECT A BRONZE TROPHY OR UPGRADE IT TO THE NEXT LEVEL
18	FULLY POWER CAPTAIN AMERICA	EACH TIME YOU GET TO LEVEL 2, YOU COLLECT A BRONZE TROPHY OR UPGRADE IT TO THE NEXT LEVEL
19	FULLY POWERED HULK	EACH TIME YOU GET TO LEVEL 2, YOU COLLECT A BRONZE TROPHY OR UPGRADE IT TO THE NEXT LEVEL
20	MARVEL LOOPS	BRONZE = 18 SHOTS, SILVER = 32 SHOTS, GOLD = 48 SHOTS
21	HAWKEYE COMBOS	TROPHY AT 10,20, AND 30 COMBOS
22	SHIELD BONUS	TROPHY COLOR BASED ON SCORE THRESHOLD
23	BLACK ORDER MULTIBALL	EACH TIME YOU COLLECT A SUPER JACKPOT, YOU COLLECT A BRONZE TROPHY OR UPGRADE IT TO THE NEXT COLOR
24	BATTLE THANOS	START BATTLE THANOS = BRONZE START DEFEAT THANOS = SILVER FINISH DEFEAT THANOS = GOLD
25	SUPER REACTOR	TROPHY COLOR BASED ON SCORE THRESHOLD
26	SUPER DISC	TROPHY COLOR BASED ON SCORE THRESHOLD
27	HULK RAMPAGE	TROPHY COLOR BASED ON SCORE THRESHOLD
28	SUPER GAUNTLET	TROPHY COLOR BASED ON SCORE THRESHOLD
29	SUPER TARGETS	TROPHY COLOR BASED ON SCORE THRESHOLD

TROPHIES CONT.

#	TROPHY	NOTES
30	COMPUTER FRENZY MULTIBALL	SCORE 1 SUPER JACKPOT = BRONZE SCORE 2 2X SUPER JACKPOTS AT ONCE = SILVER SCORE 3 3X SUPER JACKPOTS AT ONCE = GOLD
31	SUPER COMBOS	TROPHY COLOR BASED ON SCORE THRESHOLD
32	BLACK ORDER BATTLE ROYALE	START MODE = BRONZE 2 VILLAINS DEFEATED = SILVER 5 VILLAINS DEFEATED = GOLD

TROPHY MANIA

At 12 and 24 trophies you get an add-a-ball. Trophy Mania is the super duper mega extreme wizard mode based on collecting trophies to fill as many trophy cases as you can. When the mode starts, depending on how many of each type of trophy you collected, a portion of the 8 RGB shots are lit of that type. For example if you collected 12 bronze, 6 silver, and 6 gold trophies, then 4 shots are lit for Bronze, 2 shots lit for silver, and 2 shots lit for Gold (RGB arrows colored to show you this. Orange colored for bronze, white for silver, and yellow for gold).

Every time you shoot an arrow you get the Trophy Jackpot based on what type of trophy the arrow is, and collect one of those trophies for your trophy case. The shot you just made will then swap with a random other shot (trophies move around this way). At certain trophy numbers you get an add a ball (8 trophies, then 20, then 36, etc.). Collecting 24 trophies fills a trophy case and lights Super Jackpot at Ant-Man. When super is lit, drop targets will become available to form one-time bingo(s) to multiply the super by 2x, 3x, or 5x based on how many bingos at once. When the super is lit, the RGB arrows will still continue to award Trophy Jackpots (and increase the super jackpot), but will not collect trophies until you collect the super. Once super is collected you can start working on another case. Super Jackpot value is based on points awarded from Trophy Jackpots.

FLANK ATTACK!

Flank attack is the star rollover (skill shot) under the left ramp. If skill shot or auto plunge not active then Flank Attack is active. Shots that aren't strong enough from the mini loop and right orbit have a chance to score a Flank Attack.

If no quest or multiball running, Flank Attack awards 75k

If a quest is running, Flank Attack will spot a needed shot one time per quest

If a multiball (Thor, Iron Man) is running, Flank Attack will spot either a jackpot one time or award 250k if no jackpot is lit or if super jackpot is lit.