

Playfield

- a. **Left Outlane:** light S-H-I-E-L-D
 - b. **Left Inlane:** light S-H-I-E-L-D
 - c. **Right Inlane:** light S-H-I-E-L-D
 - d. **Right Outlane:** light S-H-I-E-L-D
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- 1. **Left Targets:** light I-R-O-N
 - 2. **Left Orbit:** light Bumper, advance Ironmonger
 - 3. **War Machine kicker:** add Drones, start War Machine Multiball
 - 4. **Left Ramp:** shoot to collect Extra Ball when lit
 - 5. **Ironmonger:** start Ironmonger Multiball
 - 6. **Centre Lane:** light Bumper
 - 7. **Whiplash:** start Whiplash Multiball
 - 8. **Right Ramp:** light Bumper
 - 9. **Right Orbit:** light Bumper, advance Ironmonger
 - 10. **Right Targets:** light M-A-N



Gameplay

Iron Man Mode: light I-R-O-N-M-A-N via standup **Targets**, then start with a final shot to the standups to begin

1. Fast scoring (40 seconds): all targets score 10,000 points
2. 2x scoring: all targets score double (and Extra Ball is lit)
3. Ironman scoring: hit the I-R-O-N-M-A-N **Targets** for points

War Machine Multiball: shoot the blue drone targets on side of **Ramps** 8 times to collect all Drones. Shoot **War Machine Kicker** to start

- Additional hits to **War Machine** add extra balls up to a total of four. Any balls lost can be replaced through further hits to War Machine
- Shoot drones for Jackpot, **Orbits** or **Ramps** for Double Jackpot. Get all five Double Jackpots then hit **War Machine** again for Super Jackpot

Iron Monger Multiball

- Shoot **Orbits** to light M-O-N-G-E-R and raise the **Iron Monger**; hit **Iron Monger** six times to relight M-O-N-G-E-R and start Multiball
- Shoot **Orbits** or **Centre Lane** to reraise **Iron Monger** and shoot it again six times to defeat; shoot **Centre Lane** for Super Jackpot

Whiplash multiball

- Hit **Whiplash** three times to start. Shoot lit shots (2x **Orbits**, 2x **Ramps** and **Centre Lane**) for Jackpots then hit **Whiplash** for Super Jackpot

We Got a Bogey Mode

- Shoot both **Ramps** 4x each to start timed mode; hit lit shots.

Do or Die Wizard Mode (Hurry-Up or 4-ball Multiball)

- Start *Iron Man Mode*, *War Machine*, *Iron Monger* and *Whiplash Multiball* and collect all 8 drones. Mode inserts will flash; shoot **Centre Lane** to start Hurry Up. Collect in **Centre Lane**
- If all five Boosts have been collected, will start a 4-ball Multiball instead of a Hurry Up.
- Do or Die Boosts: 1) Complete 3 I-R-O-N-M-A-N modes 2) collect Iron Monger Super Jackpot 3) collect War Machine Super Jackpot, 4) collect Whiplash Super Jackpot, 5) collect all drones 4 times

Armour: Advance to Mark VI by 1) Completing S-H-I-E-L-D 2) Completing I-R-O-N-M-A-N 3) Starting *War Machine Multiball* 4) Starting *Iron Monger Multiball* 5) Starting *Whiplash Multiball* and 6) starting *We Got a Bogey*

Jericho Missile Mayhem Wizard Mode: Reach Mark VI *Armour* and shoot **Centre Lane** to start. Complete the six missions

S-H-I-E-L-D: lit at **Outlanes**, **Inlanes** and rollovers. Complete to

- a) Award increased bonus multiplier up to max 25x
 - b) Light **War Machine** for mystery award (incl. Extra Ball, Light Special, boost Bonus Multiplier or add to Pops value)
- If completed whilst in a timed Mode or Multiball, will add more time or an extra ball

Extra Balls: Complete I-R-O-N-M-A-N twice 2) S-H-I-E-L-D mystery award