

Mini PinPal: Deadpool pro

Learn more: [Pinside](#) | [PinTips](#) | [Rule Sheet](#) | [Pro v.99 ReadMe](#) | [PinPals](#)

Scoop - Starts Battle Modes, Quest Modes, collects Weapons, Mystery and Extra Ball
Make combos then Scoop to Collect Weapons

- At 45 Weapons, Scoop starts Mech Suit MB - very lucrative!
- At 100 Weapons, you get 2x PF for duration of ball.
- Weapons collected contributes to bonus

Left Orbit / Spinner - Starts Disco MB

Combo Snikkt Target to Back Ramp - PFX
Multiplier will remain active so long as you continue to make combos. Combine PFX with modes and MBs.

DEAD Targets - Light Battle Mode

Strategy - modes, MBs & PFX

- Stack Lil Deadpool MB with Juggernaut
- Make combos and collect weapons at Scoop - 45 weapons for Mech Suit MB
- Left orbit for Disco MB
- Ninja MB (lock 3 balls on Long Ramp), stack with either Quest for Big Points!
- Combo Snikkt Target to back ramp for PF multiplier. Combine with any mode and multiball.



'Lil Deadpool MB (2-ball)

Knock down drop targets, then shoot 'Lil DP to start. During MB, shoot 'Lil DP repeatedly until dark red JPs light on PF. Best to stack this MB with the Juggernaut Battle mode.

Long Ramp - Lock 3 balls to start Ninja MB

Long Ramp snakes around 'lil Deadpool and up the Back Ramp to lock balls in Sword. During Ninja MB, shoot blue shots.

Right Orbit - Lights shots to qualify Quest

Shoot Right Orbit to light PF with orange shots. Make 4 to light Scoop for Quest mode.

POOL Targets - Light Ninja MB Locks

DEAD & POOL Targets - Light Mystery