

PinPal Mini: Iron Man

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War Machine MB (2-ball) - shoot 8 Drone targets then War Machine to start MB. This shot is lit for 20 secs for unlimited AAB. War Machine can stack with Whiplash or Monger if War Machine started first.

Mystery - War Machine gives Mystery award when Shield insert is lit.

Drones Targets
Make 8 to light War Machine MB

IRON MAN - Complete both target banks to start Fast Scoring. Complete a second time to start 2x PF for 40 seconds.

Do or Die Hurry-up

If all 5 character modes are started (but not finished) on the same ball the center spinner will be ready for DOD Hurry-up. Shoot center spinner to start at 35M, shoot again to collect. Collecting hurry-up awards 2x PF for duration of ball.

Do or Die Multiball

Complete all characters and shoot center spinner to start

Character inserts lit solid = started that ball
Character inserts flashing = completed

Center Spinner - Monger SJP (3M), Do or Die Hurry-up start/collect, and Jericho mode start.

Whiplash MB (2-ball) - 5 shots to start.

Bogey Scoring Complete white inserts on ramps to start Bogey - timed mode where all shots are lit.

Monger MB - Shoot any of the 3 spinners to spell MONGER and raise Monger toy. Shoot toy to spell again and start 3-ball MB. In MB, spell MONGER to light SJP (3M) at center spinner. **Note:** When MB set to hard, must shoot center spinner to raise Monger.

Light 6 Shield inserts at in/outlanes and top rollover lanes to light Mystery and adv. Bonus X

Completing all 6 "Mark" inserts will light Jericho at the center Spinner. Start Iron Man, War Machine MB, Monger MB, Whiplash MB, hit 8 Drone targets & light all Shield inserts to complete each Mark. Top, large Mark insert will flash when Jericho is ready. Progress carries ball-to-ball.

