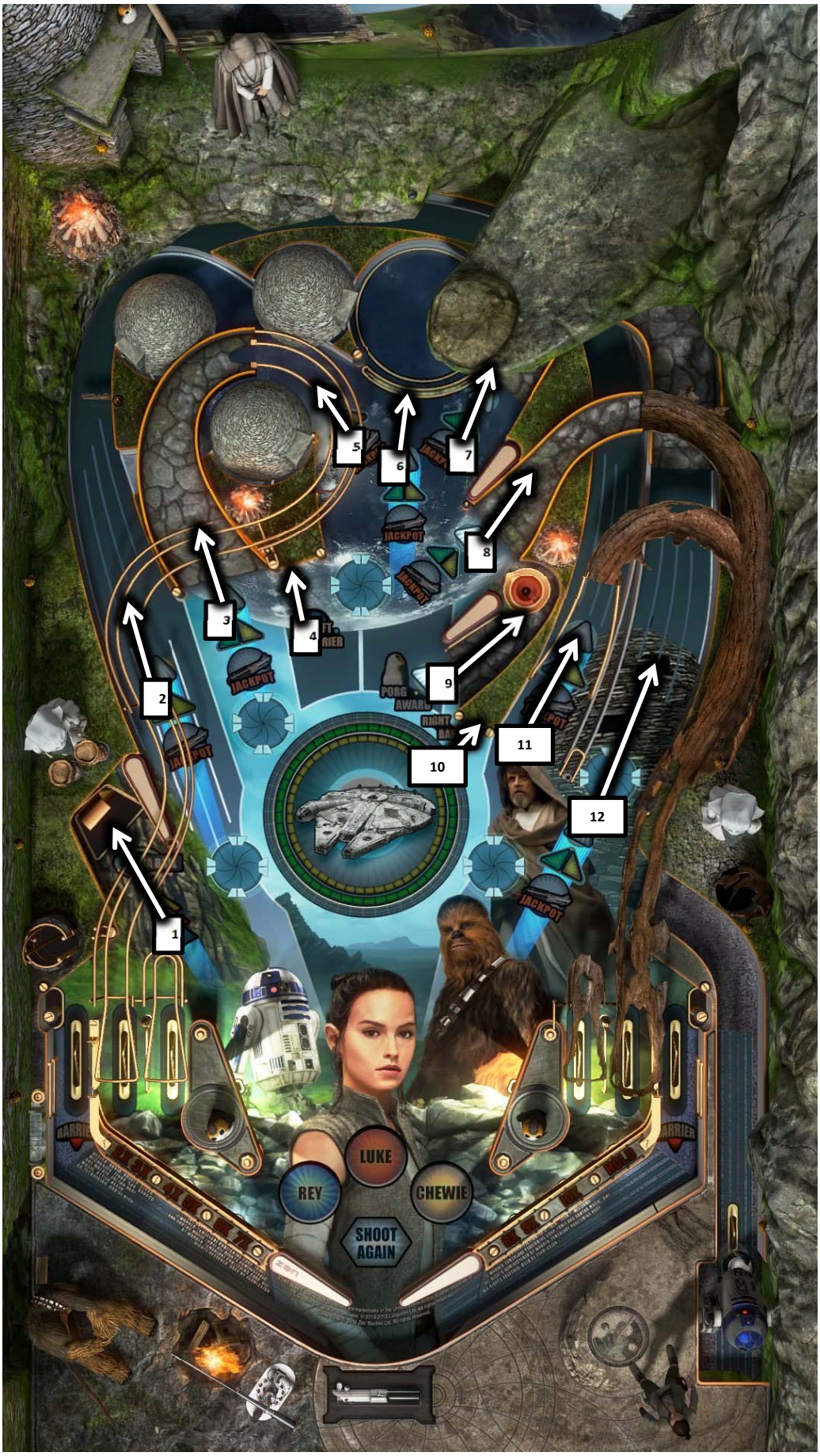
Ahch-To Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Character Sink Hole
2. Left Orbit
3. Left Ramp
4. Left Target
5. Left Mini-Orbit
6. Spin Disc
7. Right Mini-Orbit
8. Right Ramp
9. Porg Saucer
10. Right Target
11. Right Loop
12. Right Orbit

In this guide when I mention a Ramp, Lane, Hole etc. I will put a number in brackets which will correspond to the above Key, so that you know where on the Table that feature is located.

TABLE SPECIFICS

***Notice*: This Guide is based off the Pinball FX3 (PS4) version of the Table on default controls. Some of the controls will be different on the other versions (Steam, etc...), but everything else in the Guide remains the same.**



INTRODUCTION

This Table came about because of the ongoing partnership between Zen Studios and LucasArts; this license allowed Zen to produce Tables based on the Star Wars License.

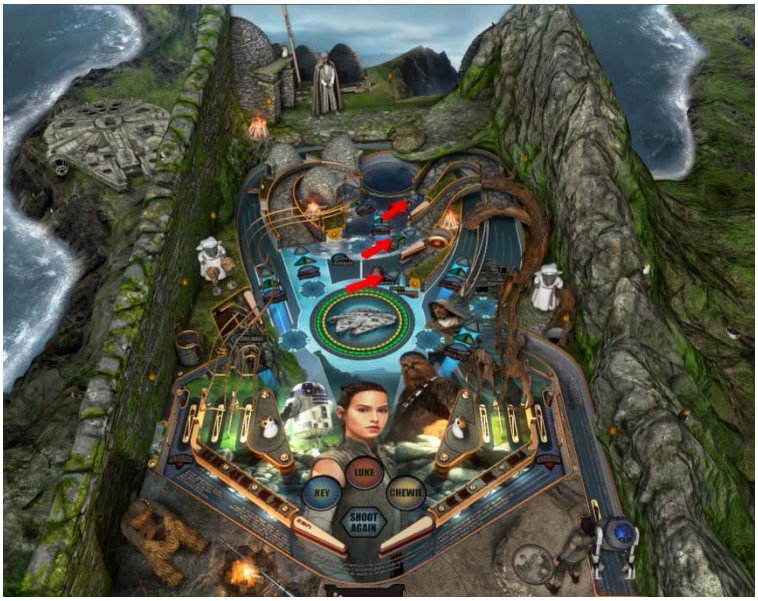
This new Star Wars Pinball Pack; which included such Tables as Star Wars: The Last Jedi & Star Wars: Ahch-To.

This Table is of course the Star Wars: Ahch-To Island; which is a Table that pays homage to the Blockbuster Film. The Table takes you through various scenes from the Movie itself. This is achieved via its many Modes, which are ripped straight from the Film. The Artwork and Audio cues are spot on once again, adding that unique originality to the Table's Playfield.

I hope my Guide will help you understand the Table better.

Skill Shot - *1 Million Points (default score) *

Whenever the Ball gets in the Plunger Lane, launch it out into the Playfield. Now the Ball will roll down the top Left Flipper, and at this moment you will need to hit the Ball up either of these flashing Lanes (shown in the below image) to attain a Skill Shot.



Super Skill Shot -

If the manually launched Ball achieves a Skill Shot, you will then have a few seconds to hit the flashing Lanes (shown in the image below) to score a Super Skill Shot.



Kickback & Ball Save

Kickbacks –

To activate the Kickbacks, you will need to complete the below steps.

1. Complete any of the Character Modes (detailed later in the guide under "Character Modes" section).
2. Upon completion of a Character Mode, the 2 Targets – Left (4) & Right (10) will be activated.



Hitting the Ball at either of these Targets will result in the corresponding sides Kickback becoming activated. So Left Target (4) will activate the Left Kickback & so forth.

******Tip - You can unlock both of them if you are quick enough. Try to shoot either Targets with a Ball trapped with the Flipper, most of the time it will land on the other Flipper. ****

If/when both Kickbacks are active. Repeating the above process will result in an **Extra Ball** becoming available.

****Note – Any Kickbacks that have been activated will remain as such upon the Ball draining. ****

Ball Save -

Ball Save is temporary activated at the start of Multiball Modes.

****Note – On launching a new Ball; the "Ball Save" will expire once its 30 Second timer expires or you drain the Ball, whichever comes first. The Multiball Modes only have a 15 Second timer, ****

Extra Balls

There are **5** Ways to achieve an **Extra Ball**;

Collect the **Extra Balls** by hitting the Ball at the Character Sink Hole (1) –



- ***Method 1***: *Porg Award;* look later in the section titled 'Side Modes - *Porg* Awards" for information on how to get this **Extra Ball**.

- ***Method 2***: *Make R2-D2 charge up the Ball 10 times;* look later in the Guide under "Character Modes - Multiballs" section for information on how.

- ***Method 3***: *Reach an 8x combo streak;* Consecutive Lane shots during single-Ball play are counted as Combos.

- ***Method 4***: *Repeat the activation process again for activating Kickbacks, while both Kickbacks are already activated;* look earlier (page above) in this guide under "Kickback" section for information on how.

- ***Method 5***: *Start a Character Mini-Wizard Mode for the first time;* look later in the Guide under "Character Modes" section for information on how.

Raising the Multiplier

To raise the Multiplier level on this Table you will need to light up all 6 of the Rollovers (Left Side – 3 & Right Side 3) at the In's & Outlanes:



The Multiplier level **will reset** upon draining the Ball. Although if you manage to attain the "Bonus Multipliers Held" Porg award, which will of course hold the current Multiplier level for the next Ball and therefore the Multipliers **won't be reset** upon the Ball draining. (more info later in the guide under "Side Modes - Porg Awards" section).

Side Game Modes

- **Caretakers –**

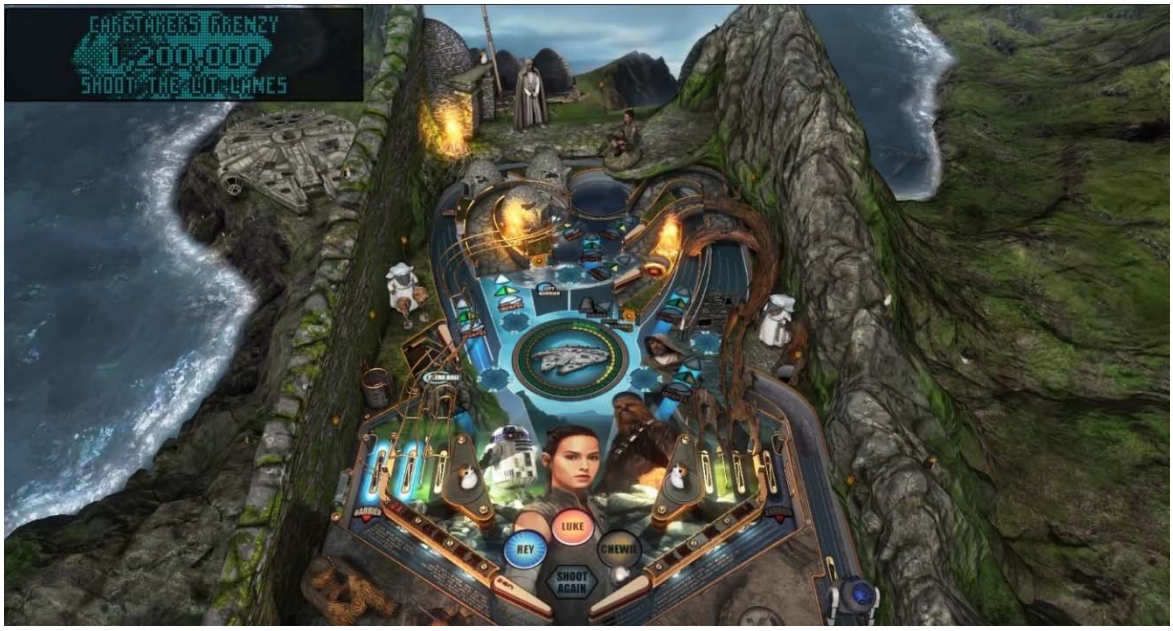
Activation –

Hitting the Bumpers enough times will then result in activating a random Lane. Shoot the Lane quickly to meet a Caretaker and start the Caretaker Frenzy.



Mode Itself –

While in the Frenzy Mode hit the flashing Lanes to collect the ever-decreasing score (visible on the Dot-Matrix). Hitting a lit Lane will stop the score decreasing for a short amount of time.



At first it would seem that these curious creatures won't give you much of a score during their Mode, but take a closer look. Every time you start this Frenzy, the score countdown will start from higher than before. It won't take that much time before you start scoring Millions with each well aimed shot.

- **Lightsaber Trial –**

  Activation –

  Hitting the lightsaber Spinner (can be seen in the image below) will activate the trial. The Spinner is located between the Right Loop (11) & Right Orbit (12).



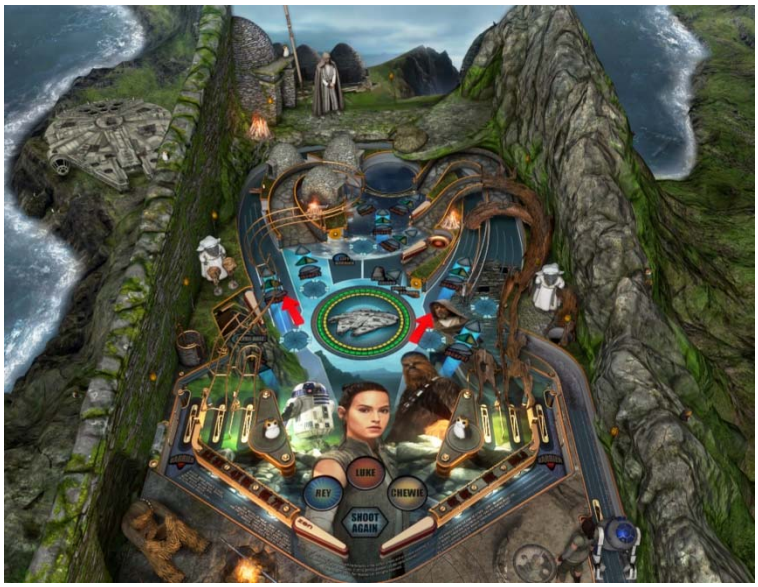
  Mode Itself –

  Once the trial begins; 2 Lanes will be activated, each of these if hit will take you through an infinite combo loop where only 1 Lane is lit for an increasingly amount of score. The Mode ends when you can't hit the active Lane within the time limit.

- **Porg Award –**

  Activation –

  Send the Ball through the Spinners enough times to activate the Porg Saucer (9).



  Shots via the Left Orbit (2) &/or Right Loop (11) will cause the Spinners to rotate.

  Claiming the Porg Award –

  Once the Spinners have been rotated enough times, the Porg Saucer (9) will become available and hitting it will now result in a random Porg Award being awarded.



  The Porg Awards available are as follows – activating Ball Save, Multiplier increase, Bonus Multiplier Held, **Extra Ball**, random value score & activation of barriers (Kickbacks).

Character Modes

***Pro Tip – If you are planning on advancing all the way to the Ahch-To Wizard Mode (completing all Rey, Luke & Chewie Character Modes) you should consider the exact order of completion of the Character Modes. Remember that the third Character's Mini-Wizard Mode will instead be replaced by the Ahch-To Wizard. So, if you are good at one Character's Mini-Wizard you shouldn't leave that to the end. ***

Choosing a Character to play with will also determine which Multiball Modes you can activate. During Luke's Modes you won't be able to start R2-D2's Multiball and Chewie's Modes prevents you from starting the Hatchway Multiball. Rey's Modes however don't have any restrictions on the Multiballs.

To select a Character, you will need to hit the Character Sinkhole (1) and then cycling through the Characters with the Flipper Buttons, finally selecting your chosen Character by pressing the "Launch" Button.

***Pro Tip - Wizard Mode Extra: All characters' Min Wizard Modes are 2-Ball Multiballs but there are some ways to make that 3 or 4. You can do this by activating either the R2-D2 Multiball or Hatchway Multiball just before finishing the last Character Mode. You can even make the Ahch-To Wizard Mode a 5-Ball Multiball by starting R2-D2 Mode, locking 2 Balls then starting the Ahch-To Wizard. ***

I will now go through each of the 3 Characters available on this Table.

The Mode status bar (Yellow & Green Circles) will fill while you progress through the Character Modes, the Mode is completed once both are filled.



Starting a Characters Mini-Wizard Mode for the first time will result in an **Extra Ball** becoming available.

Multiball Modes –

- ## *Rey* & *Chewie*: R2-D2 Multiball *2-3 Balls*:

Activation –

Hit the Targets – Left Target (4) &/or Right Target (10) to activate R2-D2.



Once done, R2-D2 will appear on the Spin Disc (6). Hit the Ball there, and R2-D2 will charge it up for you. Charged up shots will grant you double score on every shot. Charging up a Ball 10 times will result in an **Extra Ball** becoming available.



You can also start the Multiball Mode by first locking a Ball at either of the Targets - Left Target (4) or Right Target (10). Then with the new Ball which is automatically launched onto the Playfield, hit the Target where you previously locked a Ball at. This will then start the 2 Ball version of this Multiball. The 3 Ball version requires you to lock Balls at both Targets, and then hitting them with the newly launched Ball will engage the 3 Ball Multiball.

Mode itself -

2-3 Ball Multiball Begins; Hit the Ball up the flashing Lanes to score **Jackpots**, and don't forget to send the Ball to R2-D2 at the Spin Disc (6) for the Ball to be charged up which will enable doubling scoring with that Ball.





This Multiball Mode will continue if you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode

- ***Rey* & *Luke*: Hatchway Multiball *3 Ball*:**

Activation –

Reaching a 5x times combo activates the hatches on the Playfield.

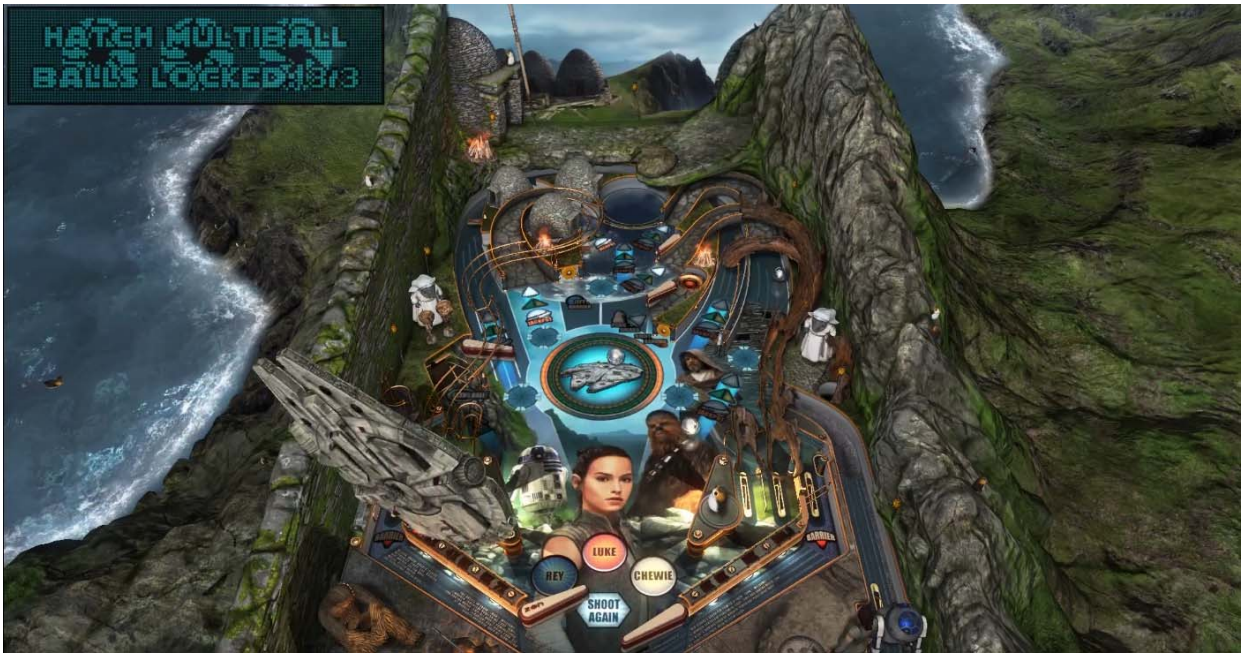


Hitting a Ball into an opened hatch will lock the Ball.

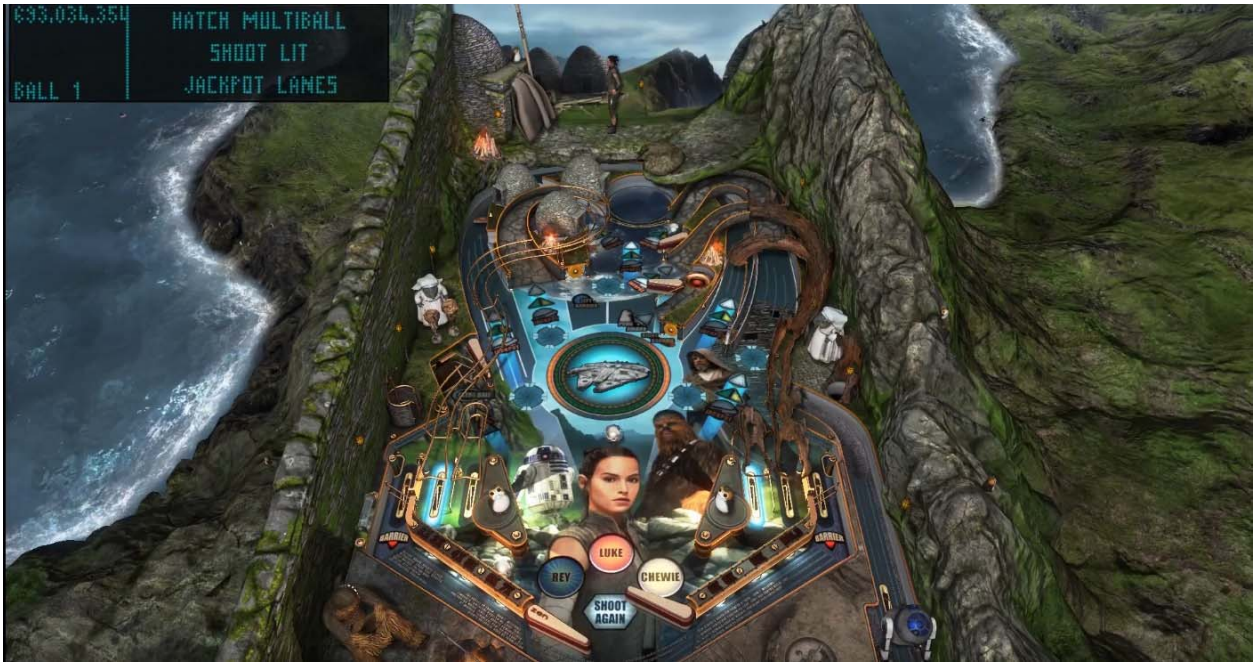
Upon the 3rd Ball being locked, the 3 Ball Multiball Mode will begin.

Mode itself -

3 Ball Multiball Begins;



Hit the flashing Lanes to score **Jackpots**. Also note that the **Jackpot** value with increase with each successful shot.



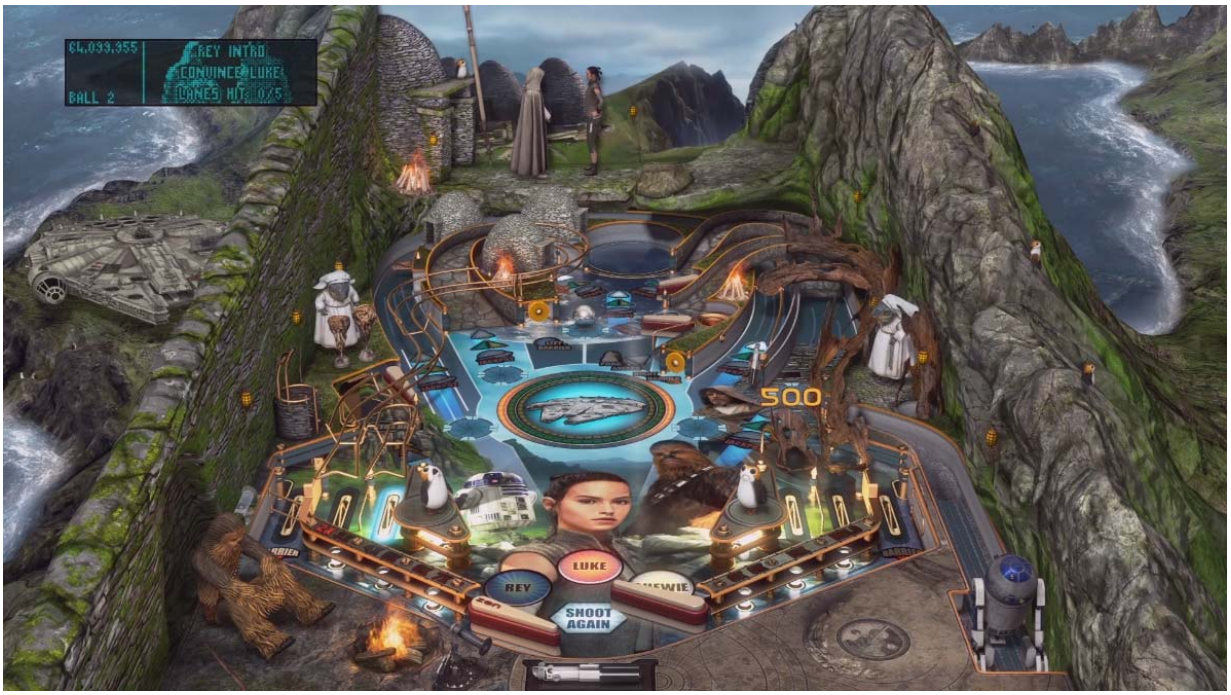
This Multiball Mode will continue if you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode

Rey

Character Modes *Non-Timed*

- ### Arrival

  Hit 5 flashing Lanes to complete this Mode.



  The flashing Lanes range from;



- ## Mediate

You will need to hit the ever-changing flashing Lane enough times to complete this Mode.

******Pro Tip - If you trap the Ball on either Flipper, the Lane change mechanism will slow down so you can aim your shot better. ******



The flashing Lanes range from;



- ## Training

You will need to hit the flashing Lanes using the upper Flippers. Since they are only accessible by using them.



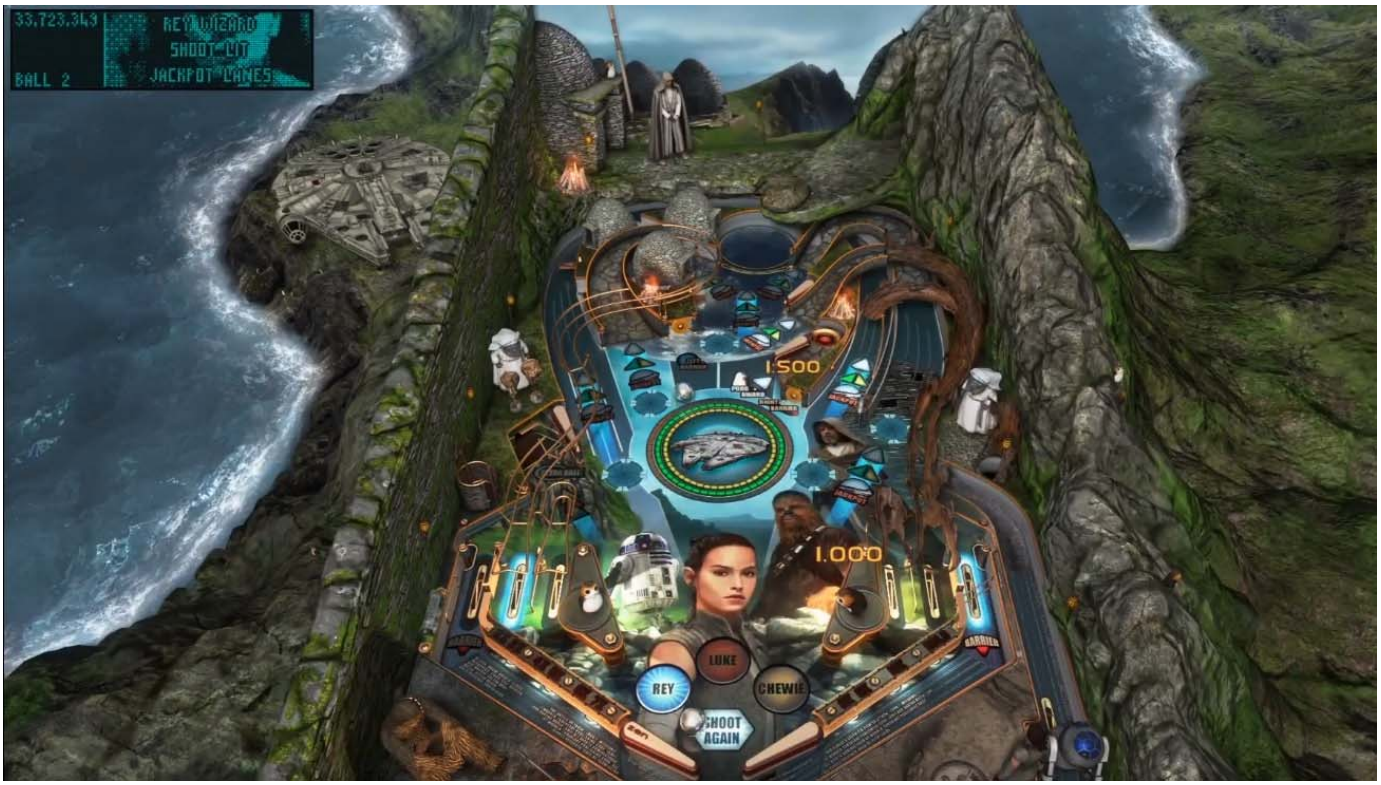
The flashing Lanes range from;



Once done, the Mode will be completed.

Rey Mini-Wizard Mode *Non-Timed* *2 Ball Multiball*:

During this 2 Ball Multiball you must prove that you have mastered all the techniques taught to you in the Rey's Modes you previously completed.



From time to time the Table will go completely dark, so only the Balls & the Flippers are visible. Hit the flashing Lanes to score **Jackpots**.

This Mini-Wizard Mode will continue if you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode

Luke

Character Modes *Non-Timed*

- ### Change of Heart

  Hit the flashing Lanes but try to avoid the Bumpers as to not alert the others.



  Once done, the Mode will be completed.

- ## Memories

Shooting combos will progress this Mode.



Once done, the Mode will be completed.

- ## Fishing

Hit the flashing Lanes to advance the Mode.



Once done, the Mode will be completed.

Luke Mini-Wizard Mode *Non-Timed* *2 Ball Multiball*:

During this 2 Ball Multiball you will need to lock 1 of the Balls into either the Character Sink Hole (1), Spin Disc (6) or Porg Saucer (9) to activate the **Jackpot** Lanes.



You will then have a limited amount of time to shoot for the flashing Lanes before the locked Ball is then released, and as such you will need to re-lock 1 of the Balls again. Rinse & repeat to claim as many **Jackpots** as possible.

This Mini-Wizard Mode will continue if you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode

Chewie

Character Modes *Non-Timed*

- ### Campfire

In this Mode you will notice that firewood will be placed at various points across the Tables Playfield.



Once you collect 5 pieces of firewood the Mode will be completed.

- ## Maintenance

Shoot the Ball at the Spinners & Bumpers to advance this Mode.



Once done, the Mode will be completed.

- ## Porg Trouble

Hit the flashing Lanes to catch some Porgs.



Once done, the Mode will be completed.

Chewie Mini-Wizard Mode *Non-Timed* *2 Ball Multiball*:

During this 2 Ball Multiball you will need to hit the flashing Lanes to score **Jackpots** & by doing so you will activate hatches. Hitting a Ball into the hatches will award you with extra **Jackpots** (**Super Jackpot**).



Rinse & repeat to claim as many **Jackpots** as possible.

This Mini-Wizard Mode will continue if you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode

Wizard Mode – "Ahch-To" *3 (up to 5) Ball Multiball*

When all Character Modes are completed, the last & third Character's Mini-Wizard Mode will then be replaced by the Ahch-To Wizard Mode, as such I would advise that if you are really good at for example Rey's Mini-Wizard Mode, you shouldn't leave her Modes for last.

***Pro Tip - Wizard Mode Extra: You can make the Ahch-To Wizard Mode a 5-Ball Multiball by starting for example the R2-D2 Mode, locking 2 Balls then starting the Ahch-To Wizard Mode. You can do this by activating either the R2-D2 Multiball or Hatchway Multiball just before finishing the last Character Mode. ***

Wizard Mode Itself:



Shoot for the flashing Lanes to score **Jackpots**. Remember that combo shots are enabled and will lead to greater **Jackpot** scores.

This Wizard Mode will continue if you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode. The Table will also **reset**.

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Cloda, Ty-43, ndever (without his help this guide wouldn't have been possible!), Deep, Captain B. Z., wims, skyway73, tenorhero, DiscoKing & surf1der**. I couldn't have completed the Guide without your help either directly or indirectly - you are all awesome!!!

In closing I hope you enjoyed this Table; I certainly have and I hope by using this Guide it increases that Fun factor for you and everyone else who plays with you.

Check out the other Tables, they are all available to download for Pinball FX3 on the PlayStation Store, the Microsoft Store or Steam, for Zen Pinball on the Apple AppStore, or the Google Play Store.

Thanks for viewing my Guide; any feedback would be greatly appreciated -

"It's not just about flipping Balls. The Force binds everything together."

Yours
ShoryukenToTheChin