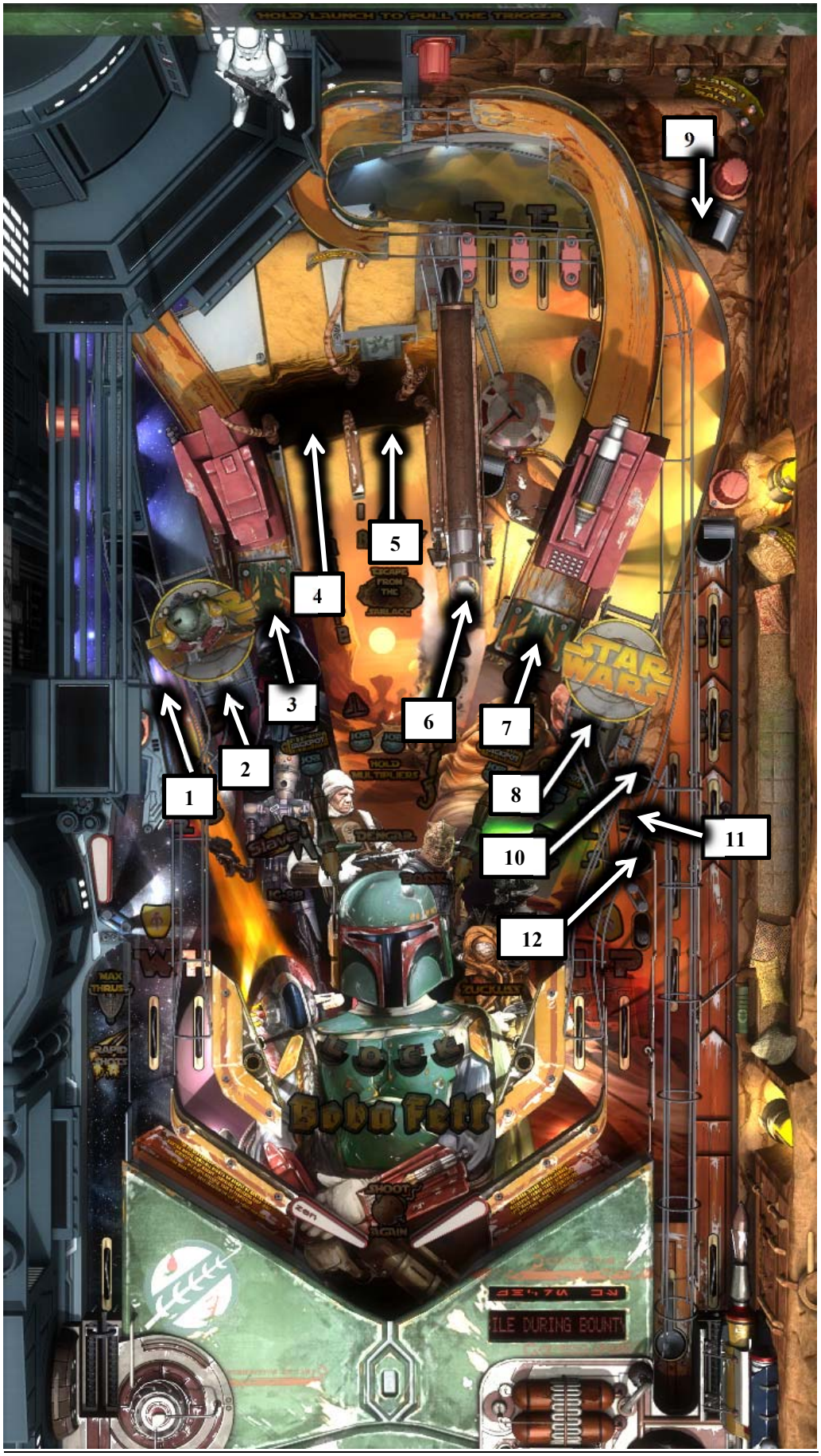
Boba Fett Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image – Thanks to Cloda on the Zen Studios Forums for the Image

1. Mini - Loop
2. Left Orbit
3. Left Missile Ramp
4. Empire Orbit
5. Solo Spinner
6. Hutt See - Saw
7. Right Missile Ramp
8. Right Orbit
9. Extra Ball Sink Hole
10. Rapid Top Sink Hole
11. Quick Skill Shot Lane
12. Rapid Low Sink Hole

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

Continue on to the next **Page**….

TABLE SPECIFICS

***Notice*: This Guide is based off of the Zen Pinball 2 (PS3/Vita) version of the Table on default controls. Some of the controls will be different on the other versions (Pinball FX 2, Star Wars Pinball, etc...), but everything else in the Guide remains the same.**



INTRODUCTION

This Table came about as a result of the partnership between Zen Studios and LucasArts; this license allowed Zen to produce Tables based on the Star Wars License, as of which Zen will be releasing 10 Star Wars Themed Tables.

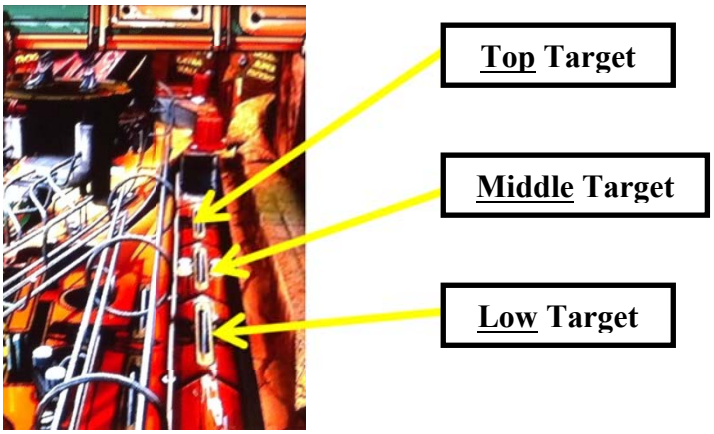
The first batch of Tables was release in a 3 Pack which included such Tables as Boba Fett, Star Wars: The Clone Wars & Star Wars: Episode V - The Empire Strikes Back.

This Table is of course the Boba Fett Table; it certainly incorporates the Characters personality and even delves deeper into the iconic Bounty Hunter. 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 -

To attain a Skill Shot on this Table you must make the Ball drop into the lit Target, there are 3 available but only 1 will be lit at a time –

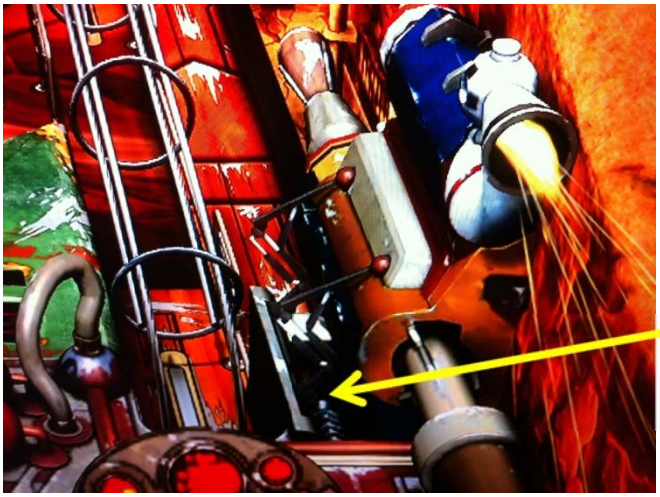


I will now detail how you should position the Plunger, so that the Ball can be launched with enough power to land into the lit Target's Sink Hole -

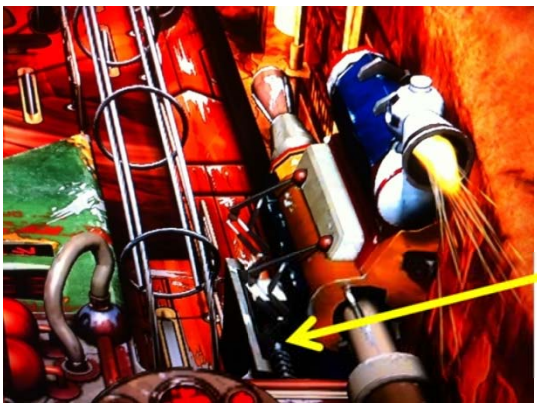
Top Target –



Middle Target –



Low Target –



Power Gauge – As you pull back the Plunger (Analogue Stick on your Controller controls this) The Gauge will increase.

Pull it down as shown in the Image to the Left (just a fraction above the position to hit the Middle Target).

Now if you manage to successfully land the Ball in the lit Sink Hole, you then will be taken to the...

Sharpshooter Mini – Game –



Sharpshooter Mini – Game Instructions – you first need to pull down the Trigger; this is done by you pulling back the Analogue Stick or holding 'Launch' Button on your Controller.

The harder you pull down the Analogue Stick or holding 'Launch' Button the higher the chance of attaining a greater Award such as **EXTRA BALL**.

When you see something you want simply let go and Boba Fett will fire at the Awards which are rotating, whatever is hit will be given as your Award.

Example of some of the Awards available –



Sharpshooter Awards include –

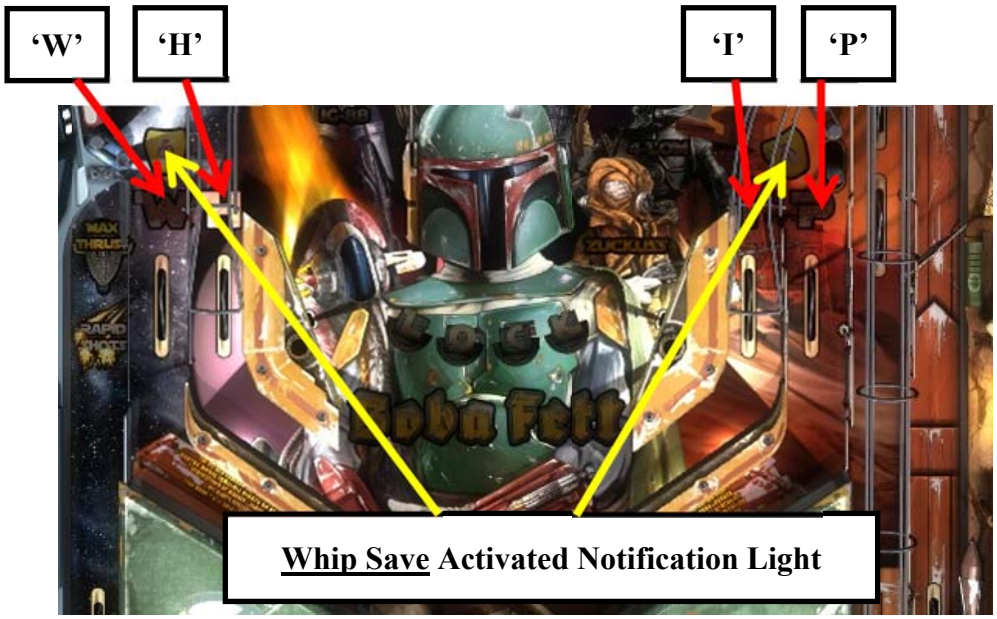
- ***Extra Ball***. (for more info look Later in the Guide under 'Extra Ball' Section)
- ***Missiles*** – ranging from 1 to 3 of them. (for more info look Later in the Guide under 'Homing Missiles' Section)
- ***Start-up Hutt Bounty Mission***. (for more info look Later in the Guide under 'Bounties – Hutt's' Section)
- ***Start-up Empire Bounty Mission***. (for more info look Later in the Guide under 'Bounties - Empire' Section)
- ***Instant Lock***. (for more info look Later in the Guide under 'Multiball Modes - Mandalorian Multiball Mode' Section)
- ***Start-up Rivals Hurry Up Mode***. (for more info look Later in the Guide under 'Rivals Hurry Up Mode' Section)
- ***Several score values.*** such as 100,000 Points etc.

And much more…

Kick Back & Ball Save **WHIP SAVE**

On this Table a mechanic called Whip Save replaces both the contemporary Kickback & Ball Save mechanics you may be used to.

Whip Save – To activate the Whip Save you must light all of the 4 'WHIP' Rollovers on the In's & Outlanes –

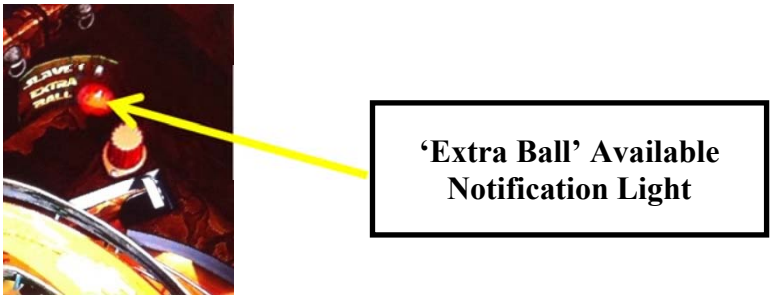


****Note – The Whip Save remains activate for 25 Seconds (This timer can be increased by collecting the 'Longer Whip Save' Bonus from Wild Space, detailed later in the Guide), if you drain the Ball the Whip Save will save the Ball but deactivate.****

Left Kickback (Max Thrust Diverter) – you can also hit the Mini – Loop (1) 4 times to enable the Max Thrust Diverter on the Left Outlane, this acts as a Left Kickback in a sense since the Ball will instead roll into the Left Plunger Lane rather than draining through the Middle.

Extra Balls

There are **2** Ways to achieve an Extra Ball on this Table – the Extra Ball is always collected at the Extra Ball Sink Hole (9) -



- ***Method 1***: *Sharpshooter Award;* given as a Sharpshooter Award, look at the start of the Guide at the section titled 'Skill Shot – Sharpshooter Mini - Game' for information on how to obtain this **Extra Ball**.

- ***Method 2***: *Defeat 3 Rivals;* complete the Rival Hurry Up Mode 3 times, look later in the Guide at the section titled 'Rivals Hurry Up Mode' for information on how to obtain this **Extra Ball**.

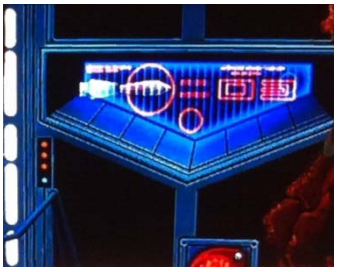
Raising the Multiplier

You can raise the Multiplier Level on this Table by performing Combo shots; this is done by hitting the outer Orbits & Ramps in quick secession, they can be combined up to 5x times and the procedure is repeatable.

The longest Combo will be the Multiplier for the end of Ball bonuses.

Note – Multiplier Level resets upon draining the Ball.

Homing Missiles



Think of this mechanic as a cheat function since if you press the 'Launch' Button while within let's say a Bounty Mission (Easy Bounties 10 – 50 Million), a Missile is launched from Boba Fett's back and it will remove one of the flashing Lanes that you were required to hit.

The Missiles tend to be only really useful/available in the 1st Bounty Missions (Empire (Imperial) or Hutt's); I tend to always select the hardest Bounty which is the +5 Respect Bounty Mission, then if I'm running low on time and can't hit a specific flashing Lane I will use the Missiles.

Tip - Only use them when you have the Ball trapped in a resting position on the Flipper, this is because launching a Missile when the Ball is flying around the Table is an easy way to drain the Ball.

You start off with only 1 Missile available in the Game, but you can do various things to gain more of them by following either of these below methods –

- **The Sharpshooter Mini – Game** (explained at the start of the Guide under 'Skill Shot – Sharpshooter' section) that precedes gaining a Skill Shot award.

- **Wild Space Bonus** (more info can be found later in the Guide under 'Wild Space Bonus' Section) - Keep hitting the Orbit; Left Orbit (2) & Right Orbit (8). After completing 4 Orbit shots look at the Dot - Matrix and it will display 2 different Wild Space Bonuses. The Top Bonus is collected by hitting the Left Orbit (2) & the Bottom Bonus is collected by hitting the Right Orbit (8). You can get up to +5 Missiles as a Bonus.

- **Missile Hurry Up Mode** – If you keep hitting the 2 Missile Ramps; Left Missile Ramp (3) & Right Missile Ramp (7). Eventually you will see a 'Missile' Notification Light activate below the Ramps, it takes about 4 hits up the Missile Ramps to light up the Missile for that Ramp, when both 'Missile' Notification lights are lit the Hurry Up Mode will begin.

  Once the Hurry Up Mode starts all you have to do is hit the 2 Missile Ramps; Left Missile Ramp (3) & Right Missile Ramp (7). Once you have hit them enough times the Hurry Up Mode will be completed – awarding you with +2 Missiles & 5 Million Points Completion Bonus.

Highest Bidder



Every time you hit the Solo Spinner (5) it will increase the value of the Highest Bidder, but this will reset if a weak shot towards the Solo Spinner (5) falls into the Pit –



If there is an active Bid, hitting all the Job Targets (hitting the Lanes etc.) will collect the actual Bid –

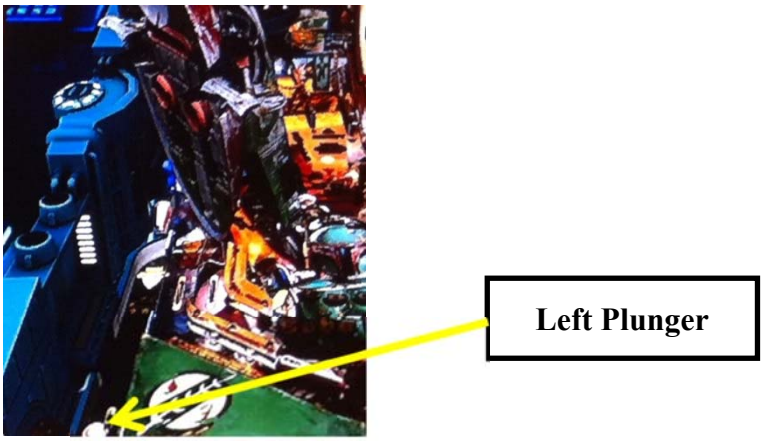


By collecting this you will also increase the Bounty on Han Solo's Head, this comes into play when the 'Hunt for Solo' Mode (more info later in the Guide under 'Wizard Mode & Wizard Frenzy – Hunt for Solo') begins after Max Respect (lighting the 'BOBA FETT' lights; explained later in the Guide under 'Bounty' Section) is achieved on the Table.

Max Thrust Mini – Game Mode

This Mode is activated by hitting the Ball through the Mini – Loop (1) 4 times after which the Mini – Loop (1) will divert to the Left Plunger (hold the Top Left Flipper out until the Ball is halfway on it, then let go and it should drop the Ball into the Diverter). You can also raise the Value of the Mode by hitting the Mini – Loop (1) before having the Ball drop into the Left Plunger, each time you do this the Value will increase.

Once you have the Ball in the Left Plunger –



The Goal here is to have the Ball land into the 2 Rapid Sink Holes – Top Rapid Sink Hole (10) & Low Rapid Sink Hole (12); this is achieved by adjusting the Plunger (Analogue Stick on your Controller controls this). The Gauge will increase accordingly so the Ball can land into the Sink Holes, failure to hit a lit Sink Hole results in the failure of this Mode.

2 Rapid Sink Holes –

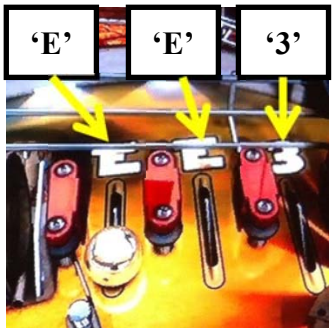
- Top Rapid Sink Hole (10) – pull back the Plunger about half way down and release.
- Low Rapid Sink Hole (12) - pull back the Plunger to the Max and release.

If you manage to hit the above you will then need to send the Ball through the Middle of those, Quick Skill Shot Lane (11). This is achieved by pulling back the Plunger so that it's in between how far you would adjust for both of the Rapid Sink Holes (explained just above).

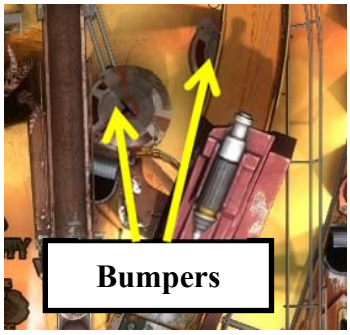
Sending the Ball through the Quick Skill Shot Lane (11) will result in the completion of this Mode.

Rapid Fire Hurry Up Mode

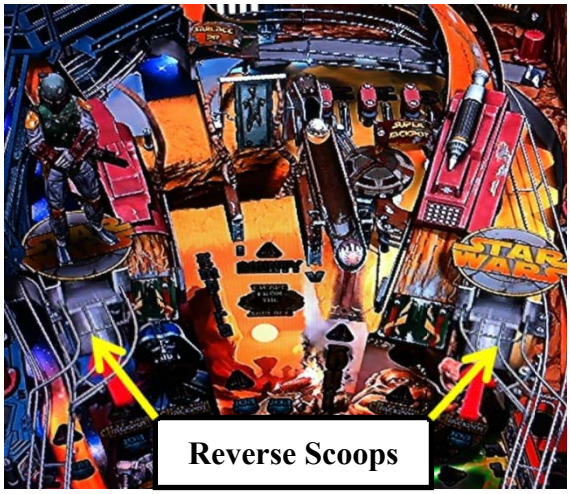
To start this Mode you must light the 3 ‘EE3’ Rollovers –



Every hit to the Bumpers (located just below the ‘EE3’ Rollovers) increases the Rapid Fire Score –



This score can be collected by hitting the 2 Reverse Scoops which become active on the Left Orbit (2) & Right Orbit (8) –



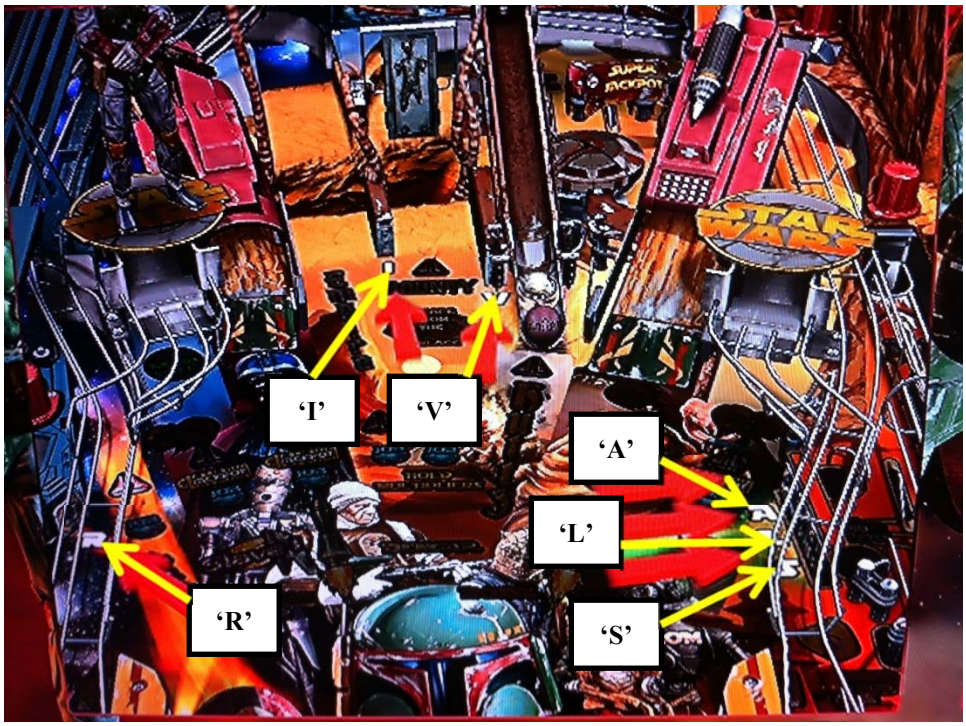
If you make a couple of shots up the Reverse Scoops then the Left Plunger will be available via the Mini – Loop (1), the goal here is to hit the Ball into the Rapid Sink Holes - Top Rapid Sink Hole (10) & Low Rapid Sink Hole (12);

2 Rapid Sink Holes –

- Top Rapid Sink Hole (10) – pull back the Plunger about half way down and release.
- Low Rapid Sink Hole (12) - pull back the Plunger to the max and release.

Rivals Hurry Up Mode

You first need to hit all 6 ‘RIVALS’ Targets –



Once done this starts the Hurry Up Mode; the Goal here is to get the Ball into the Right Plunger; this is achieved by sending the Ball through the Mini – Loop (1), then hitting it with the Top Left Flipper so that it can be sent through the Quick Skill Shot Lane (11). After which you just need to launch the Ball with the ‘Launch’ Button on your Controller so that the Ball lands in the top Sink Hole of the Plunger –



This will defeat the opposing Bounty Hunter, plus the reward will be doubled. This shot is repeatable for increasing rewards until the time runs out.

Completing this Mode 3 times will result in the lighting of **EXTRA BALL**.

Wild Space Bonuses

The Wild Space Bonuses can be collected every 4 successful Orbit shots; Left Orbit (2) & Right Orbit (8). After completing 4 Orbit shots look at the Dot – Matrix and it will display 2 different Wild Space Bonuses. The Top Bonus is collected by hitting the Left Orbit (2) & the Bottom Bonus is collected by hitting the Right Orbit (8).

The various Awards available range from –

- ***Bonus Points*** - ranging from 200,000 to 5 Million Points.
- ***Longer Whip Save*** - (see 'Kickback & Ball Save' Section earlier in the Guide).
- ***Extra Missiles*** - ranging from +1 to +5 (see 'Homing Missiles' Section earlier in the Guide).
- ***+1 Respect level*** – lights up a Letter of 'BOBA FETT' (see 'Bounties' Section later in the Guide).
- ***+Bounty*** - rewards 10 Million Points for collecting the easy Bounty (see 'Highest Bidder' Section earlier in the Guide.
- ***Quick Multiball*** - starts a 2 Ball Multiball called Mandalorian Multiball (see 'Multiball Modes - Mandalorian Multiball Mode' Section on the next Page)

Note – After you have hit the Orbits about 35 Times you will start the 'Battle of Kamino' Multiball Mode (explained in the Section below this Page).

Multiball Modes

There are 2 Multiball Modes available on this Table;

Mandalorian Multiball Mode *2, 3 or 4 Balls* -

Quick Multiball ***2 Balls*** –

This is activated by collecting the corresponding Wild Space Bonus – 'Quick MB'

This is a 2 Ball Multiball Mode; various **Jackpots** etc. are available by hitting the flashing Lanes.

The Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

Mandalorian Multiball Mode ***3 Balls, potential of 4 Balls*** -

Each time you complete a Bounty Mission (explained just below this Multiball Section of the Guide, under 'Bounties') you get the chance to lock a Ball into the Slave I (Boba Fett's Ship), you first need to hit the Extra Ball Sink Hole (9) then to hit the Ball up the loading slit of the Slave I –



After you have completed 3 Bounties and locked 3 Balls into the Slave I then the 3 Ball Multiball Mode will begin; during this Mode when all the **Jackpots** and **Super Jackpot** are collected, then all **Jackpots** will be re-lit along with the **Double Super Jackpot** which can be collected via the Quick Skill Shot Lane (11) with a hit using the Top Left Flipper.

If you manage to collect the **Double Super Jackpot** then another Ball will be sent out, thus the Mode becomes a 4 Ball Multiball Mode.

The Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

Battle of Kamino Multiball - Hurry Up Mode *4 Balls* -

This begins upon sending the Ball round the Orbits; Left Orbit (2) & Right Orbit (8) about 35 times. After which the Mode will begin, it is a 4 Ball Multiball Mode which has a timer and an infinite Ball Saver.

The Goal here is to get rid of all the Balls within the timer limit, remembering that even though you have infinite Ball Saver that for every Ball it saves the progress of getting rid of the Clones (Balls) will reset according to the Balls lost;

This is done by hitting the Ball into the Hidden Sink Hole via the Hutt See – Saw (6) and by sinking the Balls into the Pit (**weak** shots to the Empire Orbit (4) and Solo Spinner (5)).

If you manage to get rid of all the Clones (Balls) you will complete the Multiball Hurry Up Mode.

This Multiball Hurry Up will continue until the timer reaches 0, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

Bounties

Respect –



'BOBA FETT' – each letter represents +1 Respect

Every time you select a Bounty Mission it will display how much respect you will claim upon completion, therefore if you select a +5 respect Bounty it will light 5 of the Letters of 'BOBA FETT' upon completion. To gain max respect you must light all 8 'BOBA FETT' Letters which in turn is achieved with completion of either the Imperial or Hutt's Bounties. After gaining max respect, the Wizard Modes become available to activate.

Slave I & Collecting the Bounty Reward Points -

Completion of any of the Bounty Missions will result in the chance to lock a Ball into the Slave I to collect the Bounty; you first need to hit the Extra Ball Sink Hole (9) then to hit the Ball up the loading slit of the Slave I –



Loading Slit *Ball locker*

You will need to lock the Ball into the Slave I via the loading slit so that you will be awarded the Bounty on the Mission you just completed, for example in the above Image 5 Letters of 'BOBA FETT' are lit therefore collecting the Bounty will result in the payment of 50 Million Points.

You will also lock the Ball towards the Mandalorian Multiball Mode (explained in the 'Multiball Modes' Section just above this Page).

Repeating previously completed Bounty Missions -

You can repeat the same Bounty if you want but you will not gain any more Respect if you do so.

Empire Bounties -



The Empire Bounties are accessed by hitting the Empire Orbit (4) enough times to light up ‘EMPIRE’

Tip – instead of needing to hit the Empire Orbit (4) 6 times to light up ‘EMPIRE’ you can use this technique I picked up; basically when you hit the Ball up the Empire Orbit (4) the ‘EMPIRE’ Letters will begin to flash for a short time, now if you send the Ball back up the Empire Orbit (4) in time it will light up all the ‘EMPIRE’ Letters.

Once all the ‘EMPIRE’ Letters are lit send the Ball up the Empire Orbit (4); now you will be taken to a view of Darth Vader & Boba Fett conversing, this is where you select which Bounty you wish to take on (use the Flipper Buttons to cycle through the available Bounties and the ‘Launch’ Button to select your chosen Bounty).

Continued on the next Page….

10 – 50 Million Bounty Missions to collect the first 5 Letters ('BOBA F' - 5 Respect) –

All of the Bounty Missions to collect the first 5 Letters of **'BOBA FETT'** are pretty much the same in that they just require you to hit the specific flashing Ramps & Orbits before the timer runs out. Of course the bigger the Bounty and respect awarded then the more difficulty the completion of the Bounty Mission is –

- +1 respect (10 Million Bounty)– hit the lit Ramps/Orbits
- +2 respect (20 Million Bounty) – hit the lit Ramps/Orbits
- +3 respect (30 Million Bounty) – hit the lit Ramps/Orbits
- +4 respect (40 Million Bounty) – hit the lit Ramps/Orbits
- +5 respect (50 Million Bounty) – hit the lit Ramps/Orbits

I strongly suggest that you choose the +5 respect (50 Million) Bounty as that will gain all of the 5 Letters of 'BOBA FETT' you need so that the next set of Missions are of different nature etc. Remember if that is hard for you, use the Missiles you have collected to hit Ramps/Orbits that you can't seem to hit, otherwise select the +4 respect (40 Million) Bounty.

60 Million Bounty Mission to collect 'E' Letter ('BOBA FE' - 6 Respect) –

Upon starting this Bounty you will have 30 Seconds to send the Ball round the Empire Orbit (4), after doing that you will see a short cut scene (hold the Flipper Buttons to fast forward this) and then you will see that the Right Missile Ramp (7) will be lit up and the Dot – Matrix will display health bars for you and the Stormtrooper.

To defeat the Stormtrooper you need to send the Ball up the Right Missile Ramp (7) then within 8 Seconds send the Ball up the Left Missile Ramp (3), repeat this until the Stormtroopers health bar is **fully depleted**.

Completion of this Bounty Mission will gain another Letter of **'BOBA FETT'** which will be the **'E'** Letter.

80 Million Bounty Mission to collect 'T' Letter ('BOBA FET' - 7 Respect)

This Bounty sees Boba Fett needing to set 2 Barrels on Fire at the same time. these are located above the 2 Orbits – Left Orbit (2) & Right Orbit (8).

First hit any of the Orbits to make the Reverse Scoop open up –



Now hit that Orbit again to light up the Barrel above that –



You will now need to act quickly to set the other Barrel on Fire before this one goes out, I have a trick which will come in useful for this; hit the same Reverse Scoop which you hit previously as this will strengthen the Fire (you will see on the Dot – Matrix that the timer will increase) this will then give you more time to light up the other Barrel on the opposite Orbit.

Repeat the Above; hitting the opposite Orbit 2 times to bring down the Reverse Scoop, and finally sending the Ball up that to light that Barrel on Fire. If you manage to do the above in time then the Bounty will be completed, be careful as the Barrels will then explode shaking the Table's Playfield which can result in unwanted Ball drains.

Completion of this Bounty Mission will gain another Letter of **'BOBA FETT'** which will be the **'T'** Letter.

***100 Million* Bounty Mission to collect 'T' Letter ('BOBA FETT' - 8 Respect) –**

This Bounty starts with you needing to hit 4 flashing Lanes, don't hit a Lane that you have already hit or you will have to hit it again. Upon hitting all the 4 flashing Lanes, Darth Vader will attack you and the Ball will change into a weird glowing Orb (Be Careful as the Balls Physics will be altered slightly). The Goal here is to defeat Darth Vader by fully depleting his health bar; this is done by repeatedly sinking the Artefact (the Ball) into the Pit, this is done with a weak shot up the Empire Orbit (4) or Solo Spinner (5). Once Darth Vader's health Bar is depleted the Mission will be completed.

Completion of this Bounty Mission will gain the last Letter of **'BOBA FETT'** which will be the **'T'** Letter.

******Skip to the Wizard Mode section at the end of the Guide if you complete the above Bounty******

Hutt's Bounties -



To gain access to the Hutt's Bounties you must first hit the Hutt See – Saw (6) with enough power to make it rise to reveal the hidden Hutt Sink Hole. After you have done that hit the Ball into the Sink Hole and a Letter of 'HUTTS' will light up,

Tip – instead of needing to hit the Hutt Sink Hole 5 times to light up 'HUTTS' you can use this technique I picked up; basically when you hit the Ball into the Hutt Sink Hole the 'HUTTS' Letters will begin to flash for a short time, now if you send the Ball back into the Hutt Sink Hole in time it will light up all the 'HUTTS' Letters.

Once all the 'HUTTS' Letters are lit send the Ball into the Hutt Sink Hole; now you will be taken to a view of Jabba The Hutt & Boba Fett conversing, this is where you select which Bounty you wish to take on (use the Flipper Buttons to cycle through the available Bounties and the 'Launch' Button to select your chosen Bounty).

Continued on the next Page….

10 – 50 Million Bounty Missions to collect the first 5 Letters ('BOBA F' - 5 Respect) –

All of the Bounty Missions to collect the first 5 Letters of **'BOBA FETT'** are pretty much the same in that they just require you to hit the specific flashing Ramps & Orbits before the timer runs out. Of course the bigger the Bounty and respect awarded then the more difficulty the completion of the Bounty Mission is –

- +1 respect (10 Million Bounty)– hit the lit Ramps/Orbits
- +2 respect (20 Million Bounty) – hit the lit Ramps/Orbits
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- +4 respect (40 Million Bounty) – hit the lit Ramps/Orbits
- +5 respect (50 Million Bounty) – hit the lit Ramps/Orbits

I strongly suggest that you choose the +5 respect (50 Million) Bounty as that will gain all of the 5 Letters of 'BOBA FETT' you need so that the next set of Missions are of different nature etc. Remember if that is hard for you, use the Missiles you have collected to hit Ramps/Orbits that you can't seem to hit, otherwise select the +4 respect (40 Million) Bounty.

60 Million Bounty Mission to collect 'E' Letter ('BOBA FE' - 6 Respect) –

Upon starting this Bounty you will have 30 Seconds to send the Ball round the Empire Orbit (4), you then will be taken to a view from Boba Fett's perspective and you will see a Target on the Dot – Matrix.

The Goal here is to put the Stormtrooper to sleep by following these instructions –

1. Using the Right Stick to aim up (I believe the controls are flipped, so aiming up is holding the analog stick down), then you'll see the Stormtrooper's head.

2. Hold down the Left Flipper to zoom in on his Neck. You'll want to shoot the exposed black part after he turns his Head with the Right Flipper, then he'll be tranquilized.

If you fail to hit him properly just resend the Ball up the Empire Orbit (4).

If you manage to tranquilize him you will then need to steal the Data by hitting the flashing Lanes, remembering not to hit the same Lane twice or you will need to re - hit that Lane. Once you do that the Mission will be completed.

Completion of this Bounty Mission will gain another Letter of **'BOBA FETT'** which will be the **'E'** Letter.

80 Million Bounty Mission to collect 'T' Letter ('BOBA FET' - 7 Respect)

Upon starting this Bounty you will be taken to a Mini – Game where you will be piloting the Slave I through Space –



The goal is to fend off the Tie Fighters to make the journey through Space successful; this is done by defeating 10 Tie Fighters.

The Tie Fighters will shoot at you, so you must dodge the Lasers by moving the Slave I up & down this is achieved with the Flipper Buttons –

- Move **Up** – press Left Flipper Button
- Move **Down** – press Right Flipper Button

As you are dodging the Tie Fighters attacks you need to shoot them down –

- **Shoot** - press the 'Launch' Button
  Tip – Hold onto the 'Launch Button' to continually fire, this will allow you to just concentrate on dodging the incoming Blasts and destroying the enemy Tie Fighters.

Once you have defeated all 10 Tie Fighters the Mission is completed,

Completion of this Bounty Mission will gain another Letter of **'BOBA FETT'** which will be the **'T'** Letter.

***100 Million* Bounty Mission to collect 'T' Letter ('BOBA FETT' - 8 Respect) –**

Upon starting this Mission you will be requires to send the Ball around the Left Orbit (2) 4 times, each time Boba Fett will shoot a Missile at the Ball as it's about to exit via the Right Orbit (8) entrance thus sending the Ball back round the Orbit.

Once you have done the above 4 times the Mission will be completed.

Completion of this Bounty Mission will gain another Letter of **'BOBA FETT'** which will be the **'T'** Letter.

Skip to the Wizard Mode section below this Page if you complete the above Bounty

Wizard Modes & Wizard Frenzy

After gaining max respect by completing Bounty Missions or attaining +1 respect Wild Space Bonuses (look back earlier in the Guide under 'Wild Space Bonus' Section for more info) –



***MAX RESPECT* 'BOBA FETT'**

Continued on the next Page….

Hunt for Solo -

Activation –

To start this Mode up by doing either of the following –

- Hit the Empire Orbit (4) enough times to light up 'EMPIRE'

  Tip – instead of needing to hit the Empire Orbit (4) 6 times to light up 'EMPIRE' you can use this technique I picked up; basically when you hit the Ball up the Empire Orbit (4) the 'EMPIRE' Letters will begin to flash for a short time, now if you send the Ball back up the Empire Orbit (4) in time it will light up all the 'EMPIRE' Letters.

  Once all the 'EMPIRE' Letters are lit send the Ball up the Empire Orbit (4).

- First hit the Hutt See – Saw (6) with enough power to make it rise to reveal the hidden Hutt Sink Hole. After you have done that hit the Ball into the Sink Hole and a Letter of 'HUTTS' will light up,

  Tip – instead of needing to hit the Hutt Sink Hole 5 times to light up 'HUTTS' you can use this technique I picked up; basically when you hit the Ball into the Hutt Sink Hole the 'HUTTS' Letters will begin to flash for a short time, now if you send the Ball back into the Hutt Sink Hole in time it will light up all the 'HUTTS' Letters.

  Once all the 'HUTTS' Letters are lit send the Ball into the Hutt Sink Hole.

Completing –

Once the Hunt for Solo Mode begins your Goal is to catch the Millennium Falcon (Han Solo's Ship) with the Slave I (Boba Fett's Ship); this is done by hitting the flashing Lanes, basically all you need to do is keep hitting the flashing Lanes as fast as you can to catch up to Solo and every time you hit a flashing Lanes then the flashing Lanes will change.

If you manage to catch up to Han Solo you then will be required to sink the Ball into the Hutt Sink Hole which will require you to first hit the Hutt See – Saw (6) with enough power to make it rise to reveal the hidden Hutt Sink Hole. Once you sink the Ball into their you will complete the Mode and collect the Bounty on Han Solo's Head which you can increase by following the instructions listed earlier in the Guide under 'Highest Bidder'.

Completion/Failure of the Hunt for Solo Mode will automatically cause the Escape from The Sarlacc Mode to begin….

Escape from the Sarlacc -

Upon this Mode starting up Boba Fett will be caught by a tentacle of the Sarlacc –



To save Boba Fett you will need to hit the Ball at the tentacle about 4 times via the Empire Orbit (4), once you do that you need to sink the Ball into the Pit about 4 times via either the Empire Orbit (4) or Solo Spinner (5) with a weak shot.

If you manage to do the above then the Wizard Frenzy known as Triumph of Mandolarian Frenzy Mode will begin automatically.

Continue to next Page…..

Triumph of Mandolarian *5 Balls* -



Upon this Mode beginning 5 Balls will be shot out of the Pit (shown in the Image above);



You will then have about 60 seconds to score as many points as possible, note that each Lane/Target etc. will be worth 1 Million Points.

Upon the timer reaching 0 the respect progress etc. will reset, thus Table reset!

Special Thanks to all the Zen Studios Forum Community! Members such as **Cloda, shogun00, E113, snakeman07, surf1der & Beliskner** 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 etc.

Check out the other Tables available, they are all available to download on the Xbox Live Marketplace in Add-Ons section or download it straight from the PFX2 Platform itself. Zen Pinball 2 on PlayStation Network, Zen Pinball on the Apple AppStore, Zen Pinball 3D on Nintendo 3DS and Zen Pinball THD on Android Marketplace.

Thanks for viewing my Guide, Mortals

"Everybody in the Galaxy knows I always get the Job done!"

Yours
ShoryukenToTheChin