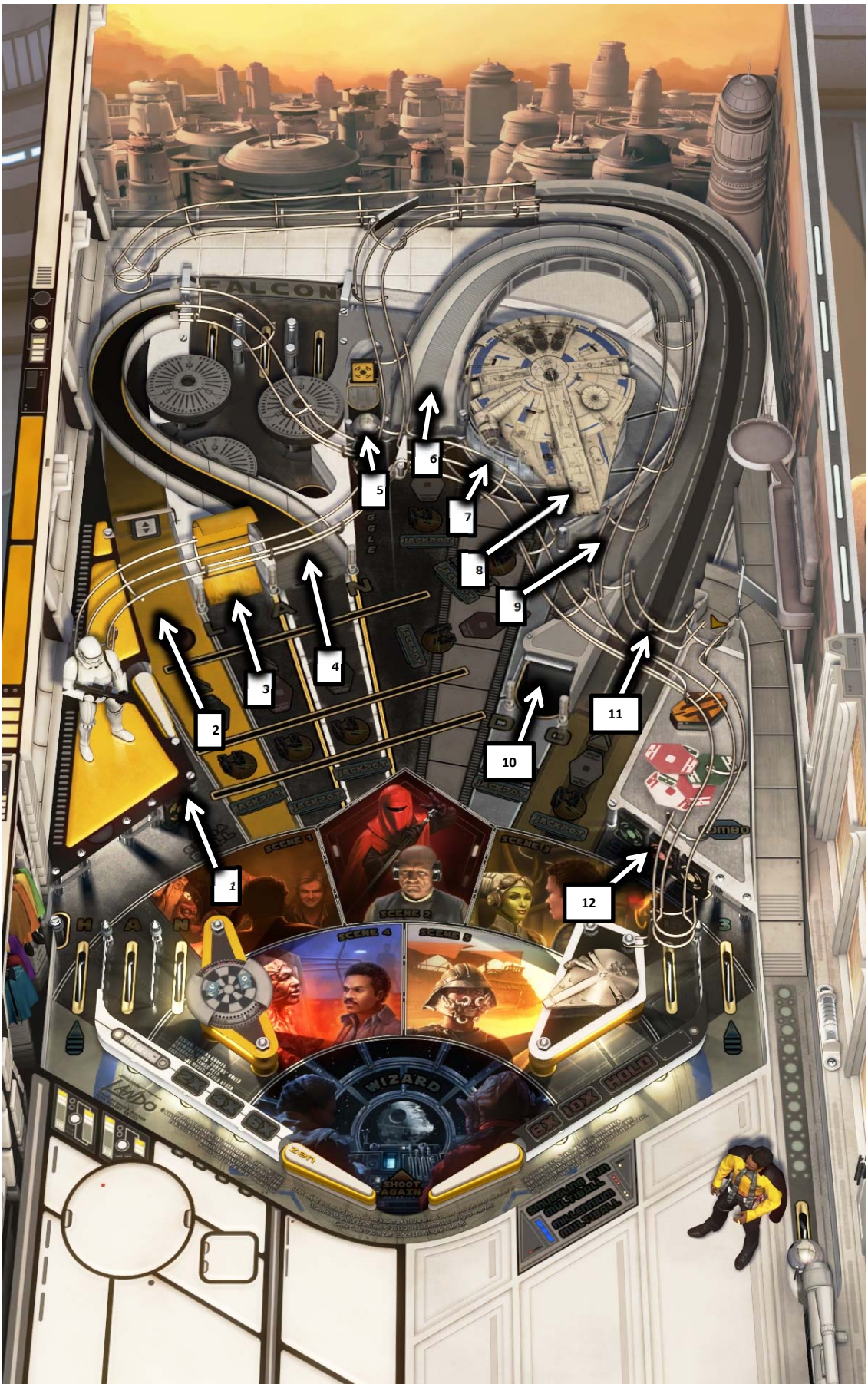
Calrissian Chronicles Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Extra Ball Target
2. Left Orbit
3. Reverse Scoop
4. Left Ramp
5. Smuggle Captive Ball Target
6. Centre Ramp
7. Falcon Target/Sink Hole
8. Centre Orbit
9. Cross Ramp
10. Scene Starter Sink Hole
11. Right Ramp
12. SABACC Targets

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.

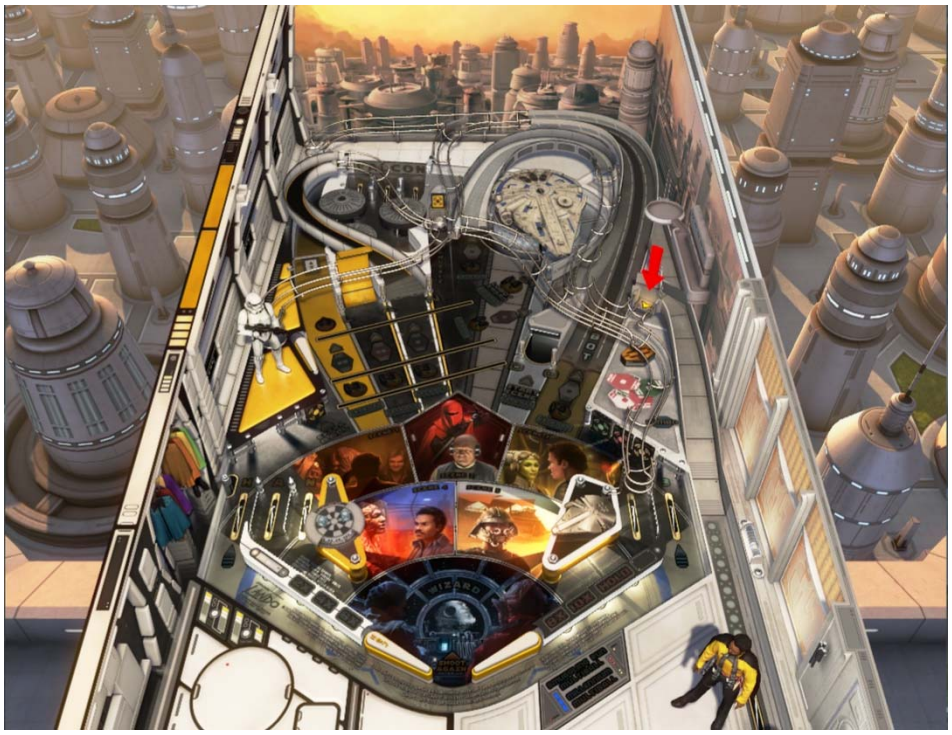
This new Star Wars Pinball Pack; which included such Tables as Solo, Calrissian Chronicles & Battle of Mimban.

This Table is of course the Star Wars: Calrissian Chronicles; which is a Table that pays homage to the iconic Star Wars character known as Lando Calrissian. The Table takes you through various scenes from the various Movie/Cartoon/Comics the character appeared in. This is achieved via its many Modes, 3 Main Scenes from Movies, 1 Cartoon and 1 Comic Book (plus the Wizard Mode which is Movie based). 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.

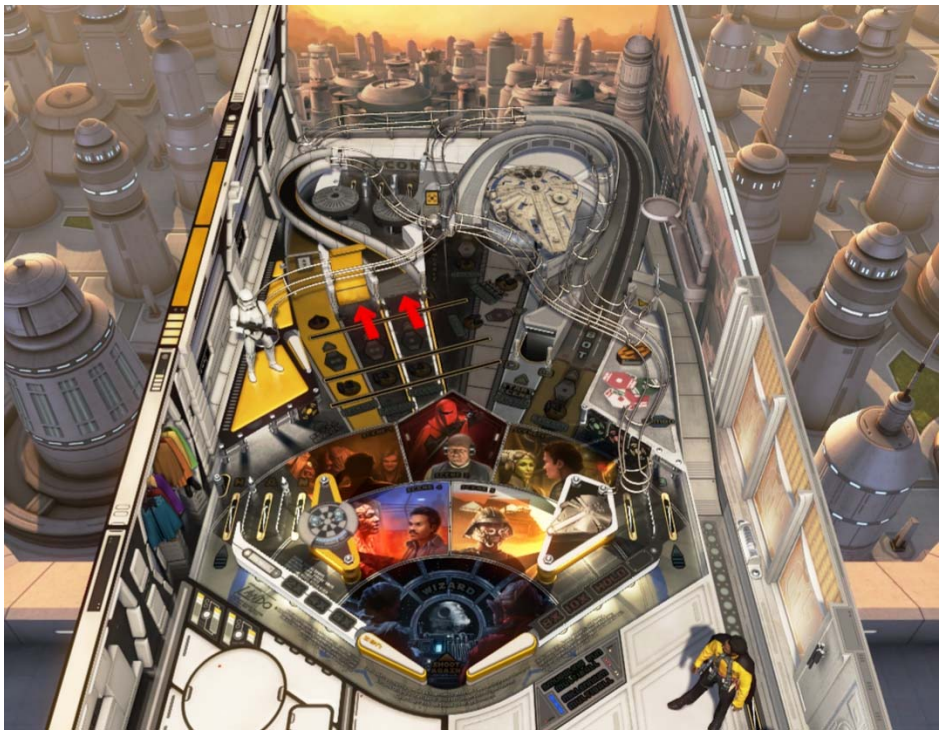
Skill Shot/Super Skill Shot -

Whenever the Ball gets in the Plunger Lane, you will need to send it out using correct strength (using the manual launch function) required for it to hit Skill Shot Lamp (located in the Right Ramp (11).



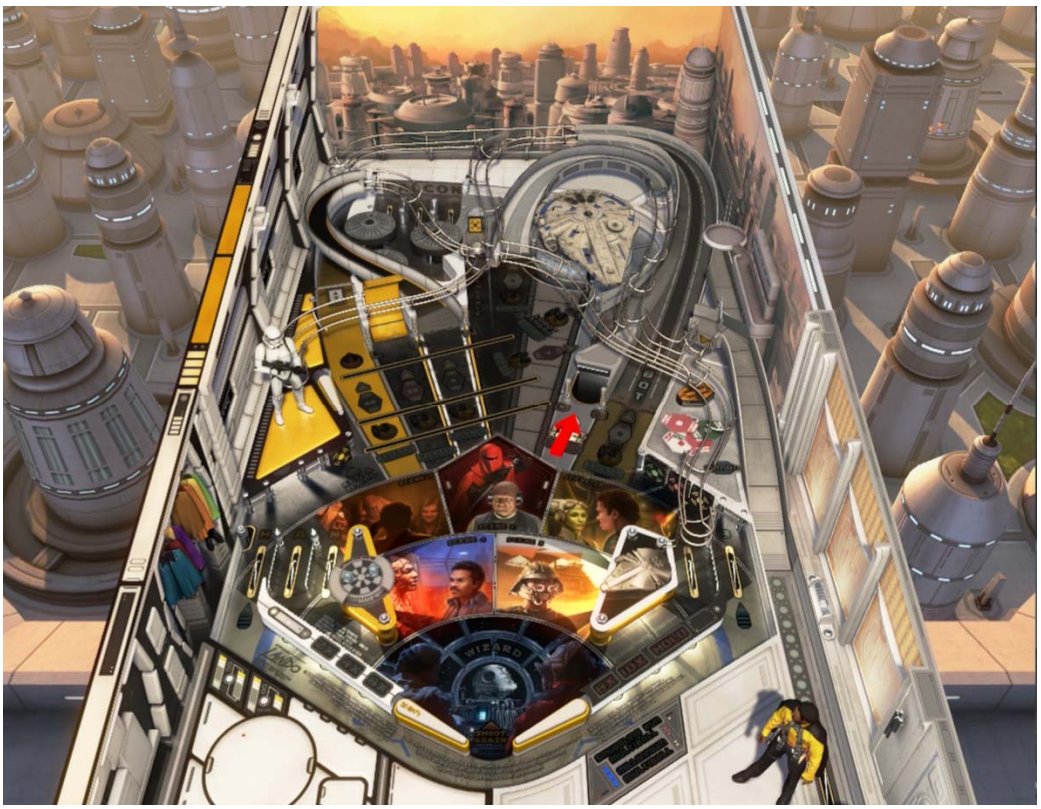
Super Skill Shot

To gain a Super Skill Shot hit the Ball immediately up the Reverse Scoop (3) or Left Ramp (4) after gaining a Skill Shot award.



Secret Skill Shot (Instantly Start Scene)

Shooting the Scene Stater Sink Hole (10) immediately after achieving a Skill Shot.



This time the award is not necessarily a score. The Ball will be halted in the Sink Hole, and you will be able to start a Scene instantly. Use the Flipper Buttons to cycle through the awards and press the “Launch” Button to select your chosen scene.

Side Lanes

Shooting some Lanes on the table will result increase various scores available in many of the game Modes.

- ***Reverse Scoop (3)***: increase Pop Up Target scores.



- ***Left Ramp (4)***: increase TIE Fighter destruction scores.



- ***Centre Ramp (6)***: increase Multiball **Jackpot** scores.



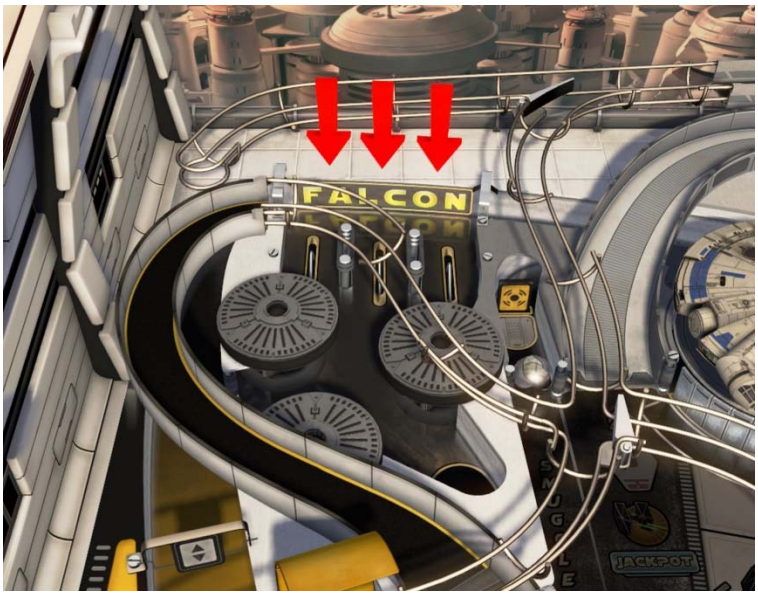
- ***Centre Orbit (8)***: increase Scene process scores.



- ***Cross Ramp (9)***: increase Scene win scores.



Spell Falcon



Spell out the “FALCON” Lamps which are located on the Rollovers just above the Bumpers. Use the Flipper Buttons to alternate the lit Rollover lights so that the 3 Rollovers can be lit up at once. Otherwise if the Ball rolls down an already lit Rollover, then that light will be extinguished and thus result in the process being pushed back.
Once all 3 of the “FA” “LC” “ON” Rollovers are lit, the points awarded for piloting the Millennium Falcon during the Game Modes increases.

Kickback & Ball Save

Lobot Hurry Up

Kickback, Ball Save, Extra Ball, Hold Bonus Multipliers & Score Based Bonuses –

You will need to send the Ball into the Right Ramp (11) several times to collect all the letters of "LOBOT" (displayed on the Dot-Matrix each time a successful Ramp shot is made).



This will start the Lobot Hurry Up, to complete it perform a Centre Orbit (8) shot using the Upper Left Flipper.



In addition to activating Kick Backs and Ball Save, Lobot may award an **Extra Ball**, hold Bonus Multipliers or give a large score bonus.

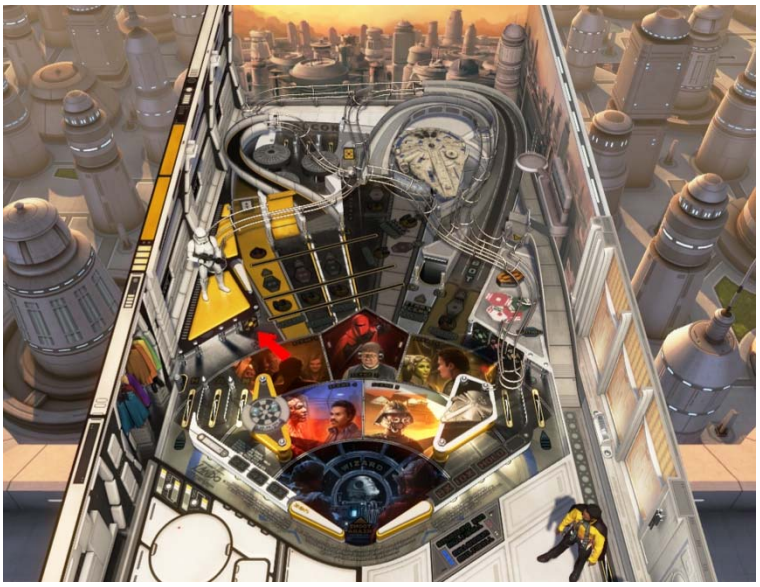
***Note** – Any Kickbacks that have been activated will remain as such upon the Ball draining. **

***Note** – This Ball Save will expire once its timer expires or you drain the Ball, whichever comes first. **

Extra Balls

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

Collect the **Extra Balls** by hitting the Ball at the Extra Ball Target (1) –



- ***Method 1***: *Lobot Hurry Up Award;* look earlier in the section titled "Kickback & Ball Save – Lobot Hurry Up" for information on how to get this **Extra Ball**.

- ***Method 2***: *Earning a 10x Bonus Multiplier (Bonus Held) & lighting "HAN" once more;* look below this page under "Raising the Multiplier" section for information on how.

- ***Method 3***: *Score a **Super Jackpot** in the Millennium Falcon Multiball Mode;* look later in the Guide under "Multiball Modes – Millennium Falcon Multiball" section for information on how.

- ***Method 4***: *Delivering the goods in the Smuggler Multiball Mode;* look later in the Guide under "Multiball Modes – Smuggler Multiball" section for information on how.

- ***Method 5***: *Completing the Table Wizard Mode;* look later in the guide under "Wizard Mode" for more information on how to collect this Extra Ball.

Raising the Multiplier

To raise the Multiplier on this Table you will need to do the following; You will need to spell out “HAN” using the 3 Rollovers on the left side of the Tables Playfield.



Use the Flipper Buttons to alternate the lit Rollover lights so that the 3 Rollovers can be lit up at once. Otherwise if the Ball rolls down an already lit Rollover, then that light will be extinguished and thus result in the process being pushed back.
Once all 3 of the “HAN” Rollovers are lit, the Multiplier level will increase by 2x times. Repeat this process till the level is maxed out to 10x times, and then again to light up **Extra Ball** for collection at the Extra Ball Target (1).

If you gain the award for holding the Multipliers – “Bonus Held” then they won’t be reset upon the Ball draining. (look earlier in the section titled “Kickback & Ball Save - Lobot Hurry Up” section).

Side Game Modes

- **Sabacc Card Game** –

  Activation -

  While no Scene is active, if you hit the Sabacc Targets (12) enough times and spell out “SABACC.”



  Mode Itself -

  This will light 2 of the 6 Sabacc card lanes, an example of these flashing Lanes.



Note that the 2 Lanes that get lit is determined by the dice's orientation on top of the left Slingshot, which changes every time the Slingshot gets hit.



You will need to quickly hit both flashing Lanes in order for you to play the correct cards. Hitting the Sabacc Targets (12) whilst the Hurry Up is active will increase the size of Lando's bet, and increase the points value awarded if you win the Mode.

***Tip - Now you can quickly win the game by starting a Scene Mode, this will see Lando 'urgently' leave for more important business and thus resulting in you winning. ***

- **Droid Fight** –

  Activation -



Use the Flipper Buttons to alternate the lit Rollover lights so that the "L" & "3" Rollovers can be lit up. Otherwise if the Ball rolls down an already lit Rollover, then that light will be extinguished and thus result in the process being pushed back.

Mode Itself -

At this point 2 Droid Cardboard Targets will appear. They must be hit a certain number of times (displayed on the Dot-Matrix) to stop them fighting.



- **Lando** –

  Activation -

  Hit the 5 “LANDO” Targets –



  Mode Itself -

  Once they have been hit, a scoring frenzy will begin. You will need to hit all of the 5 “LANDO” Targets again for an increasing score bonus.



Multiball Modes –

******Tip - Whilst the Ball Saver is active during the Multiball Modes, you may find it easier to hit the Centre Orbit (8) & Cross Ramp (9) shots by allowing Balls to drain and using the auto launcher to deliver the Ball safely to the Upper Left Flipper. To then attempt to hit the Ball up those. ******

- ## Smuggler Multiball *2 Ball Multiball Mode*:

Activation –

Hitting the Smuggle Captive Ball Target (5) with enough strength will spell out "SMUGGLE."



One further hit to the Target will see a Sink Hole open in that Lane, resulting in the captive Ball falling into it, and finally getting released onto the Table via the Scene Starter Sink Hole (10).

Note that it can be started whilst in the various game Modes and can come in handy in helping you hit those cardboard Targets in the Scene Modes.

Mode itself -

The 2 Ball Multiball begins; hit the 3 randomly flashing Lanes to score **Jackpots**.



Once that is achieved, sink the Ball into the Scene Starter Sink Hole (10).



Once that is done, the goods would have been successfully smuggled and the Multiball will end. An **Extra Ball** will be awarded for the first completion, and then a larger score for further completions.

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.

- **Millennium Falcon Multiball *3 Ball Multiball Mode***:

Activation –

While no Main Mode is active, hitting the Falcon Target (7) 5 times will eventually open up a hidden Sink Hole.



Hitting the Ball into the Falcon Sink Hole (7) will result in that Ball being locked towards the Multiball.



Repeat this process a further 2 times, and once the 3rd Ball is locked the Multiball will begin.

Mode itself -

The 3 Ball Multiball begins; shoot all the flashing Lanes to destroy the TIE Fighters and claim **Jackpot** awards.



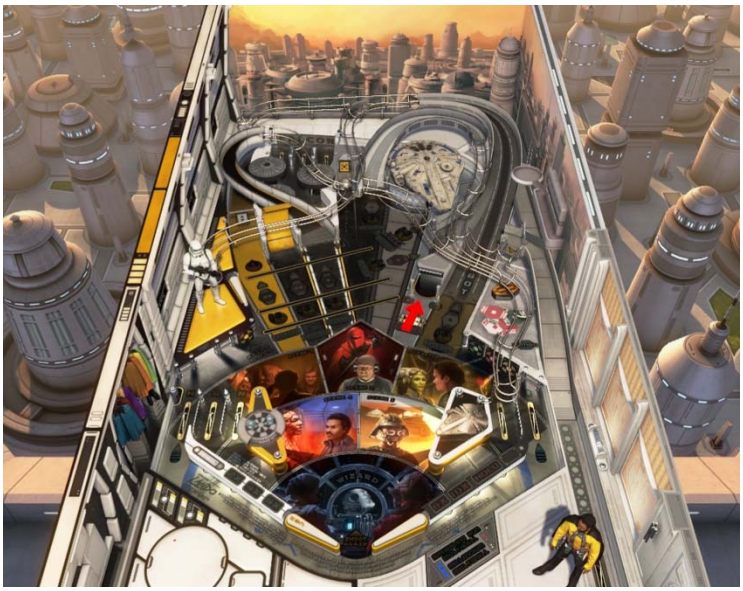
If you manage to hit all of the flashing **Jackpot** lanes, then you will be able to claim a **Super Jackpot** award by sinking the Ball into the Falcon Sink Hole (7). The Falcon will then enter Hyper Space, and the **Jackpot** Lanes will relight.



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.

Movie Scene Modes

The Main Game Modes can be started by shooting the Scene Starter Sink Hole (10) 3 times.



After selecting which Scene, you want to play, the Scene starts instantly.

***Note – You can increase the Scene Act timer by hitting the Ball around the Left Orbit (2). Now depending on the amount rotations of the Spinner, the corresponding time will be added back. ***

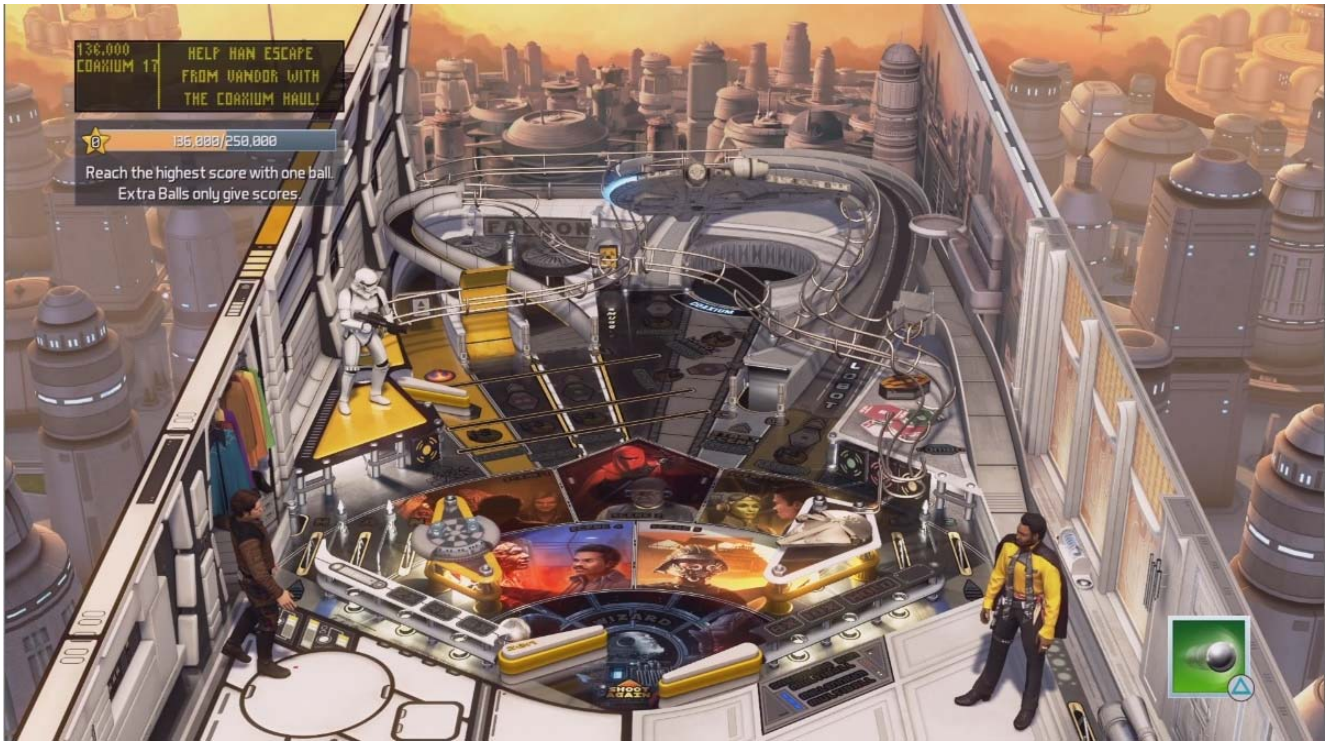
***Note – Now if at any point you fail within a Scene. You won't need to complete all you previously completed Acts within that Scene. For example; Scene 1, you complete Act 1 but you fail to complete Act 2. When you restart Scene 1, you will start off at Act 2. This is because the Scene progress is saved. ***

Scene 1 "Solo: A Star Wars Story" *Timed*



Act 1 -

Hit the Ball into the Falcon Sink Hole (7).



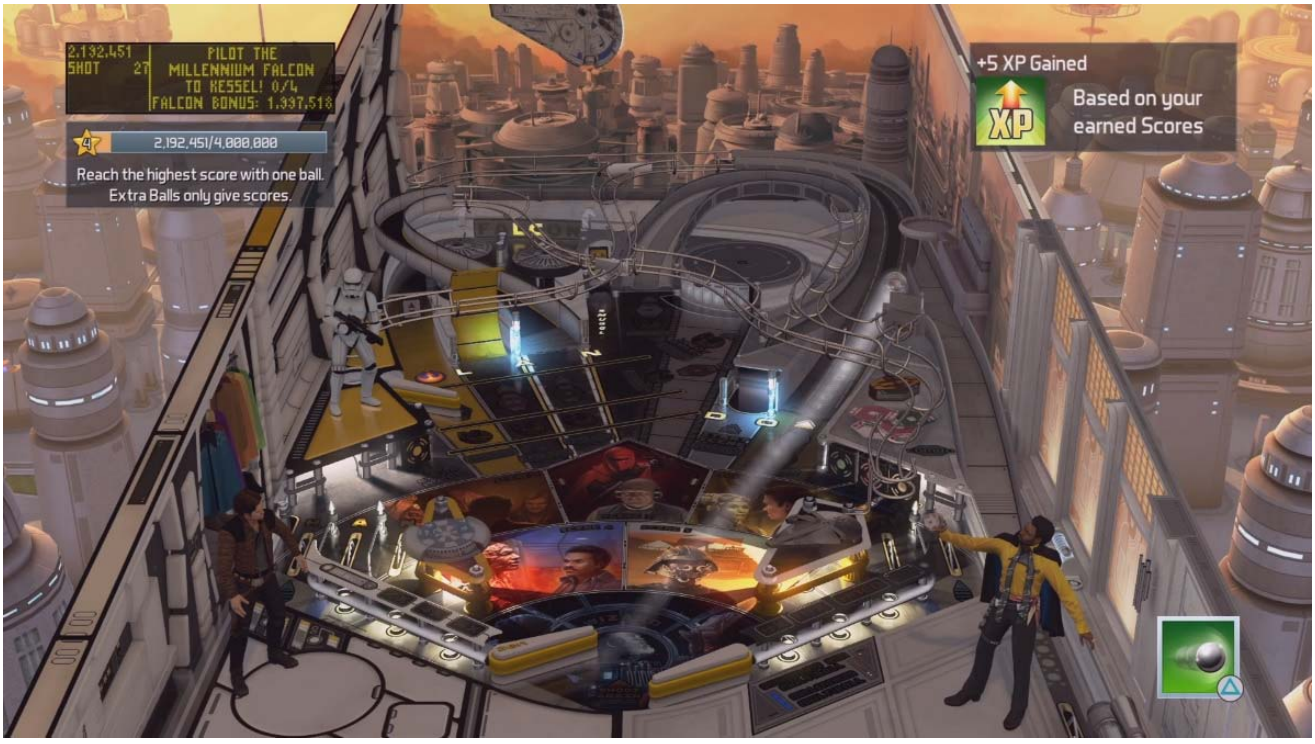
Act 2 -

Hit the Sabacc Card Targets enough times to win the game vs. Han.



Act 3 -

You will need to hit 4 flashing Lanes. Each Lane will be flashing 1 at a time, once that Lane is hit then another will begin flashing. A **Millennium Falcon bonus** is awarded for completing this act without any damage to the Millennium Falcon. You take damage if/when you misplaced your shots (hitting un-lit Lanes), thereby reducing the final bonus.



Act 4 -

Again, hit the Ball into the Falcon Sink Hole (7).



Act 5 *2 Ball Multiball* -

An additional Ball is launched, and thus a 2 Ball Multiball begins. Lando battles with Pyke Syndicate Targets, hit the Targets enough times to defeat all of the enemies.



Act 6 –

Once more, send the Ball into the Falcon Sink Hole (7).



Act 7 -

You must hit all of the flashing Lanes to finally complete this Scene.



Scene 2 "Star Wars: Lando" *Timed*



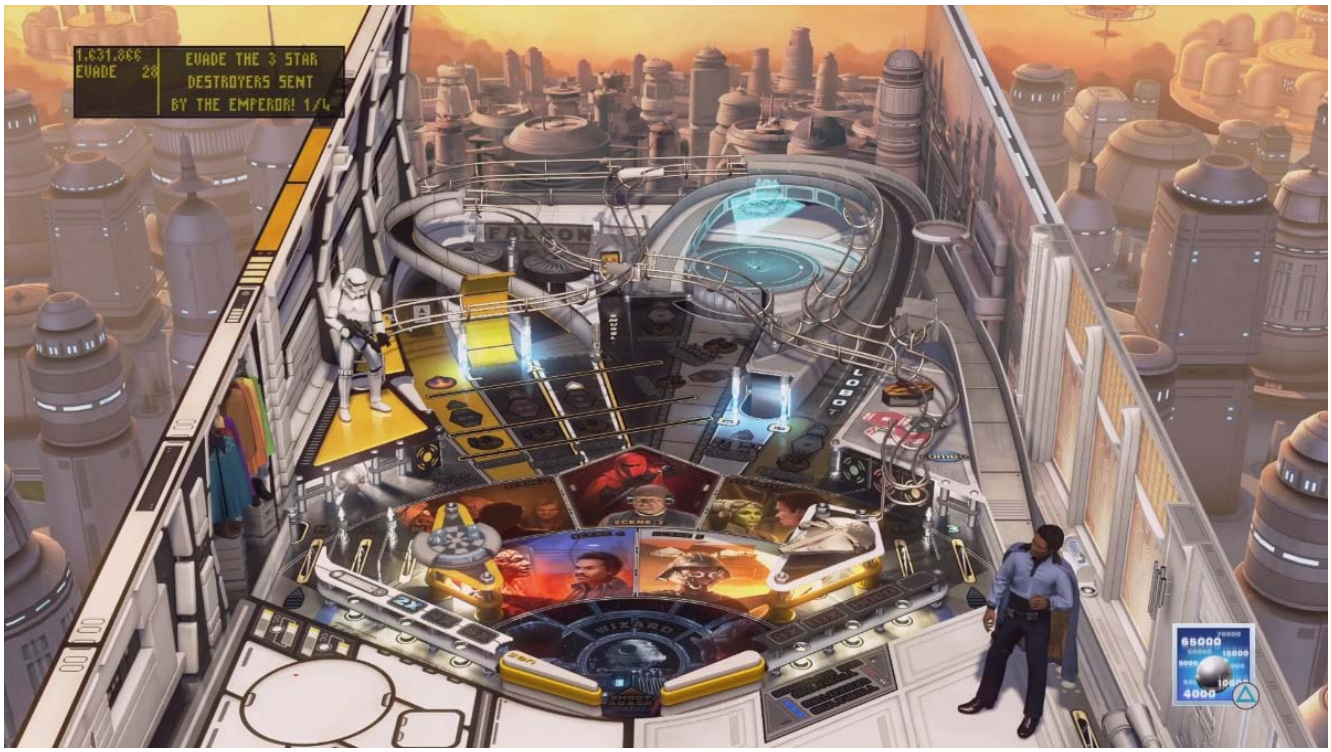
Act 1 -

You will need to hit 4 flashing Lanes. Each Lane will be flashing 1 at a time, once that Lane is hit then another will begin flashing.



Act 2 -

Again, you must hit 4 flashing Lanes. Each Lane will be flashing 1 at a time, once that Lane is hit then another will begin flashing.



Act 3 -

Hit the Ball into the Falcon Sink Hole (7).



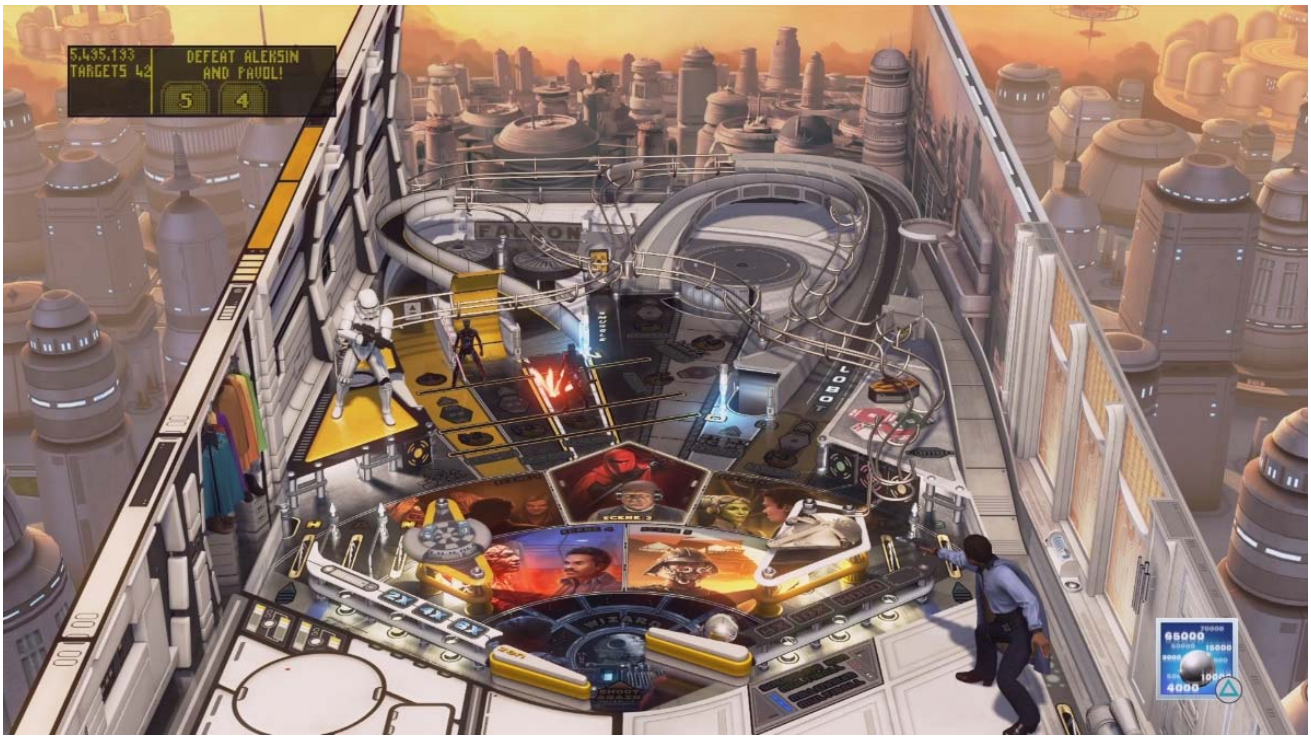
Act 4 -

Lando battles with Imperial Targets, hit the Targets enough times to defeat all of the enemies.



Act 5 -

Lando battles against his corrupted companions, hit the Targets enough times to defeat all of the enemies.



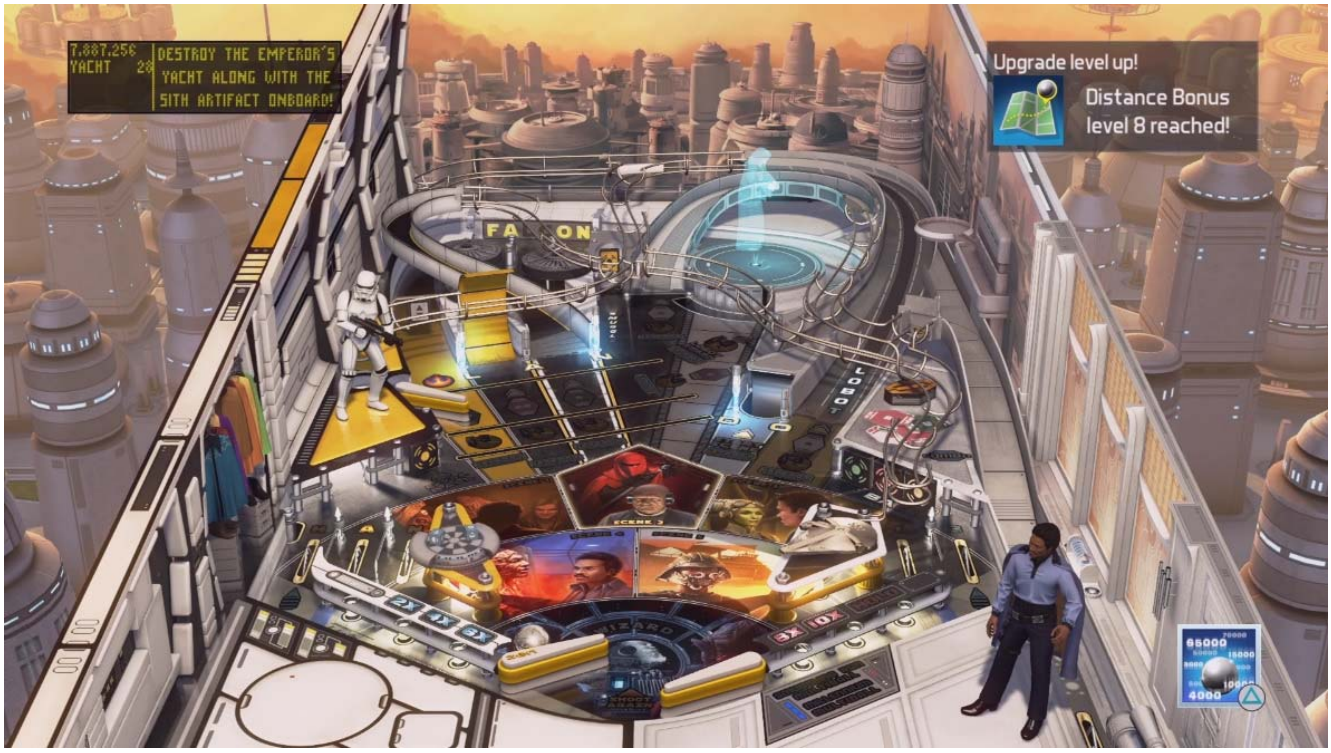
Act 6 –

Send the Ball into the Falcon Sink Hole (7).



Act 7 -

Sink the Ball into the Scene Starter Sink Hole (10).



Scene 3 “Star Wars Rebels” *Timed*

Act 1 -

Hit the Sabacc Card Targets enough times to win the game vs. Zeb.



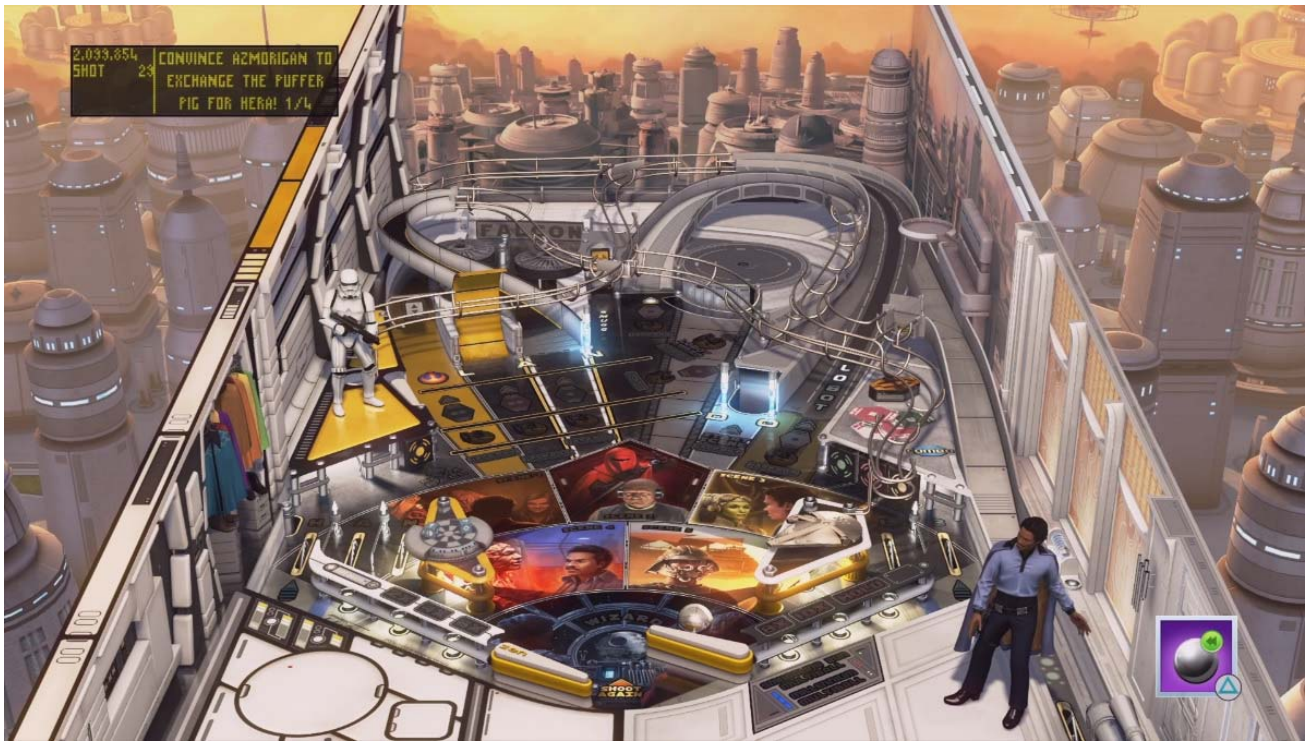
Act 2 -

Hit the Ball into the Falcon Sink Hole (7).



Act 3 -

Hit 4 flashing Lanes. Each Lane will be flashing 1 at a time, once that Lane is hit then another will begin flashing.



Act 4 -

Send the Ball into the Falcon Sink Hole (7).



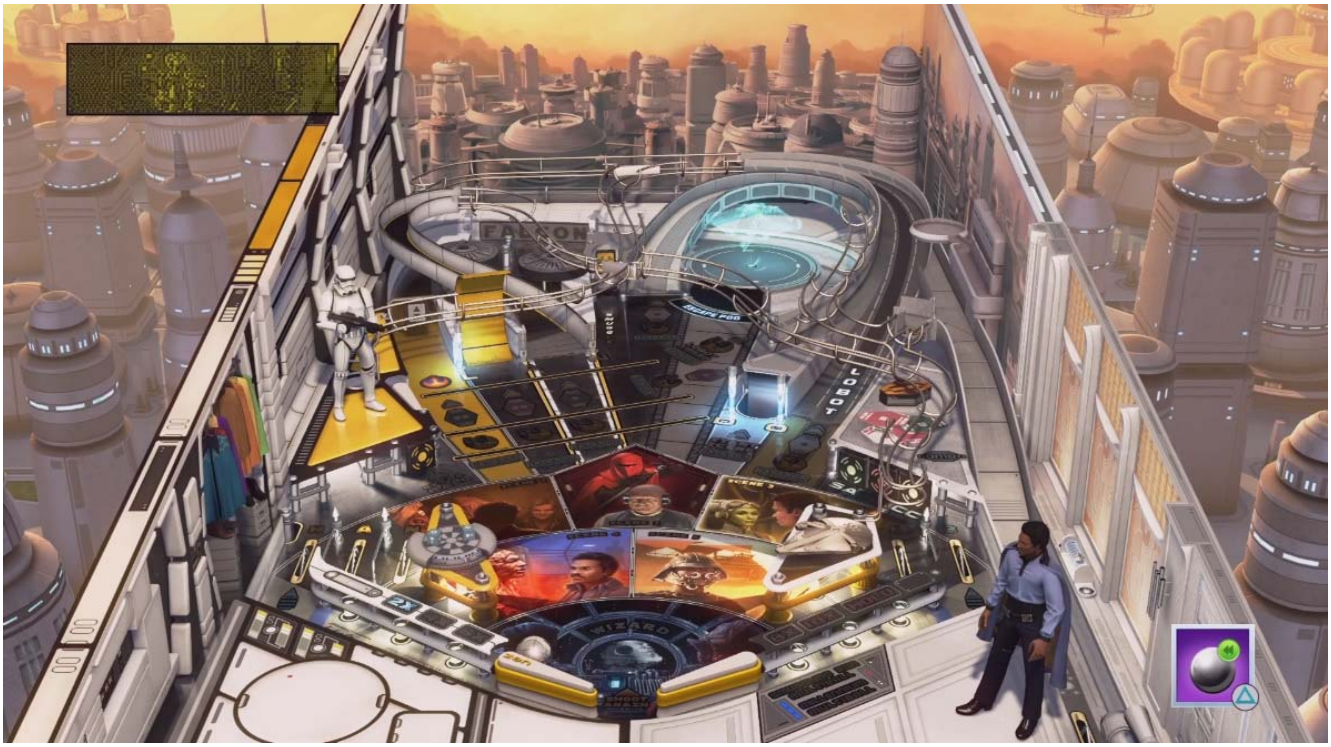
Act 5 -

Defeat Azmorigan and his guards, by hitting the Targets enough times to defeat all of the enemies.



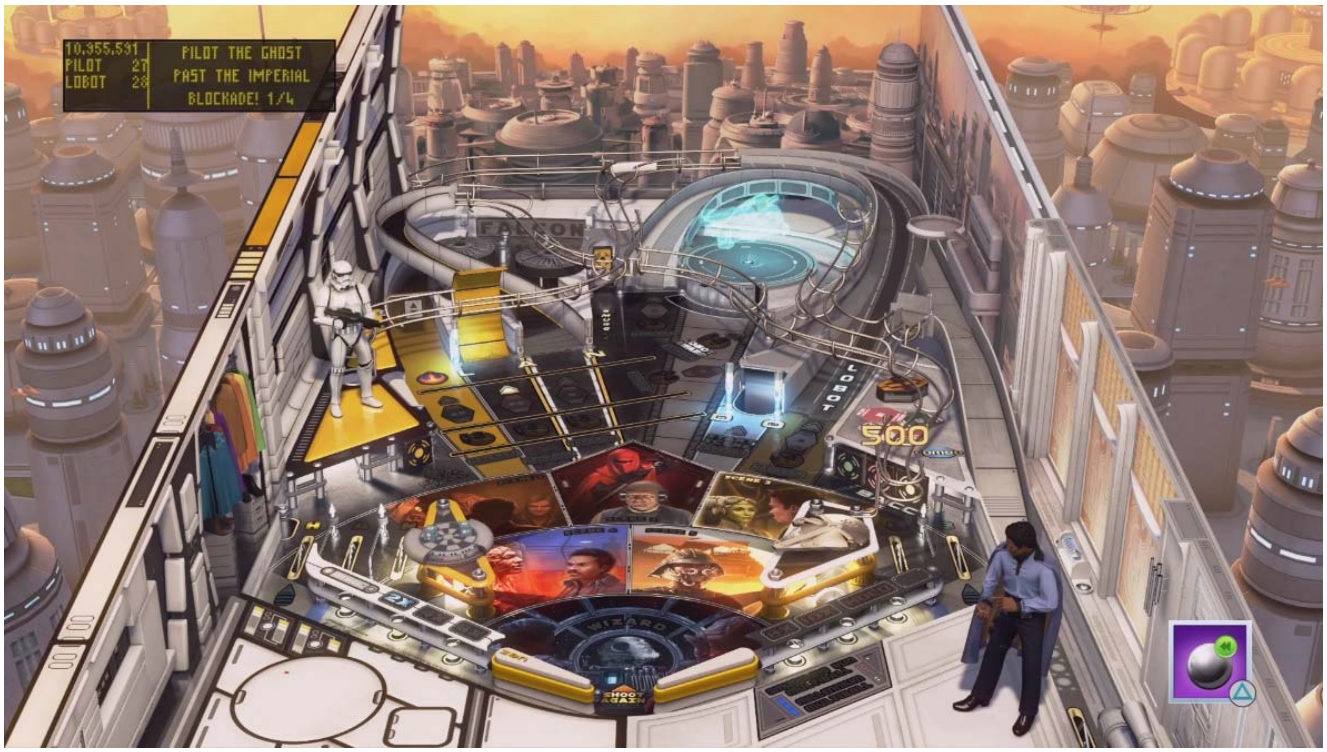
Act 6 –

Again, sink the Ball into the Falcon Sink Hole (7).



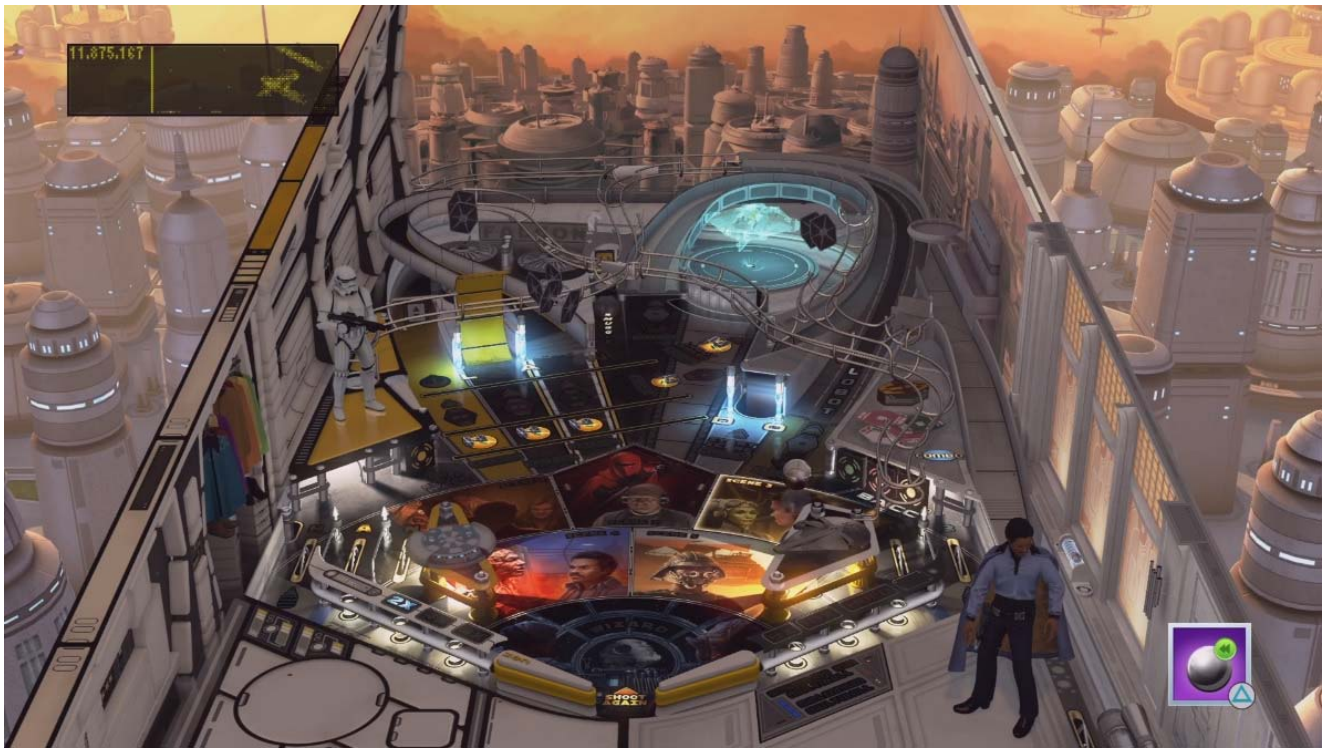
Act 7 -

Once again, hit 4 flashing Lanes. Each Lane will be flashing 1 at a time, once that Lane is hit then another will begin flashing.



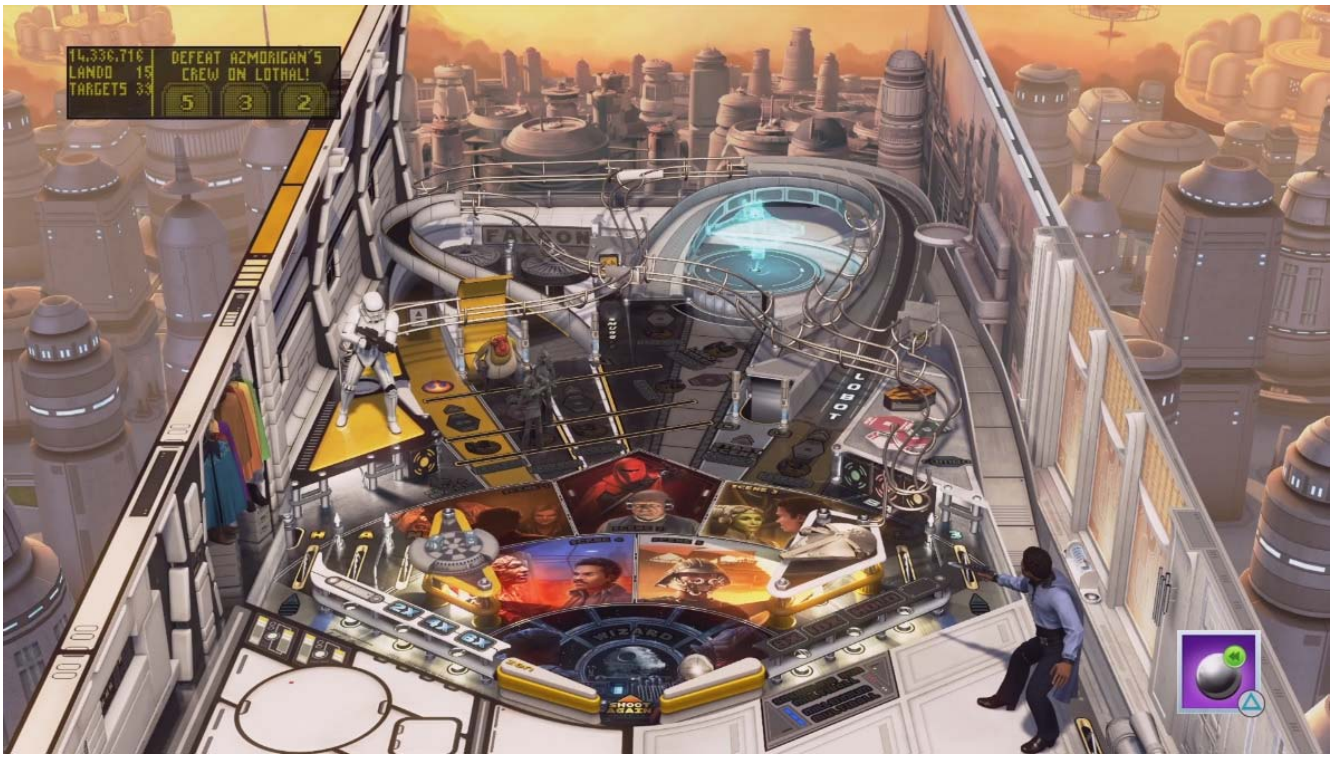
Act 8 -

You must hit all of the flashing Lanes to defeat the TIE Fighters.



Act 9 -

Finally defeat Azmorigan and his Guards again, by hitting the Targets enough times to defeat all of the enemies.



Scene 4 "The Empire Strikes Back" *Timed*

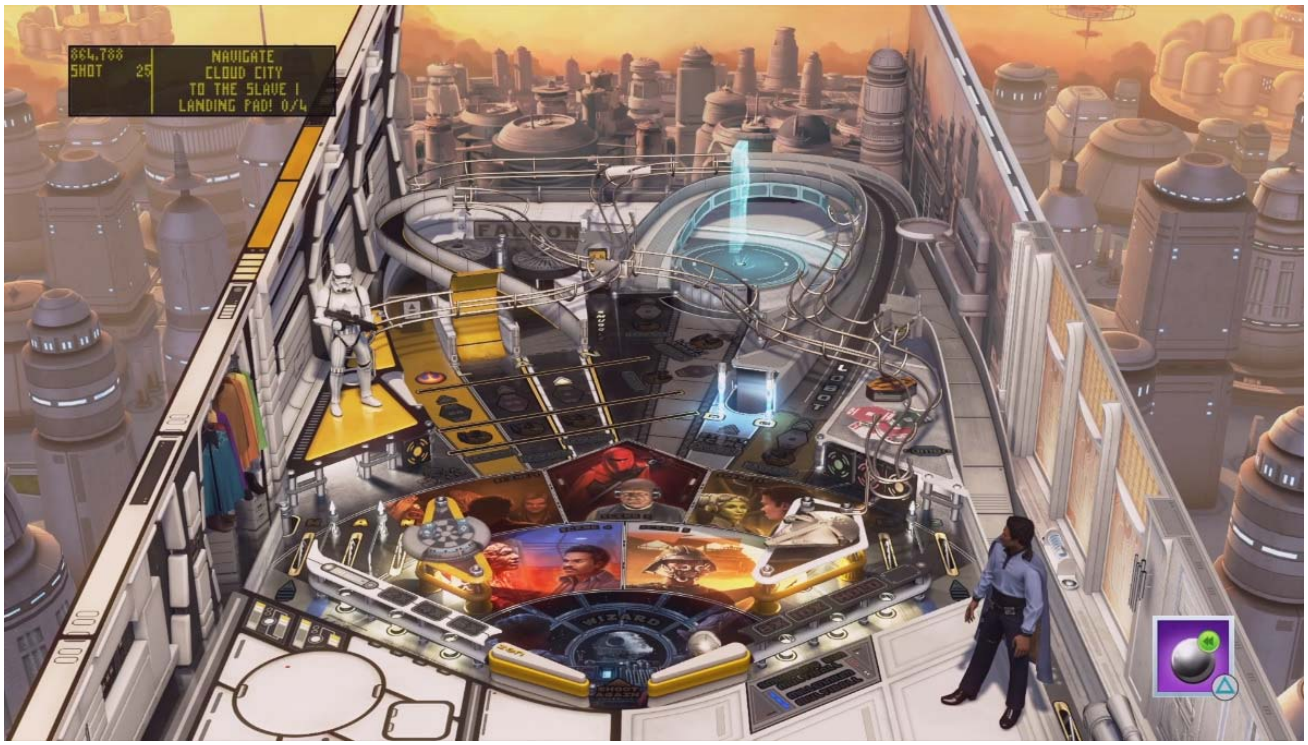
Act 1 -

You must get a message to Lobot via the Centre Orbit (8) or Cross Ramp (9), whilst avoiding the Darth Vader Target (which will use a magnet to repel the Ball away if hit).



Act 2 -

Hit 4 flashing Lanes. Each Lane will be flashing 1 at a time, once that Lane is hit then another will begin flashing.



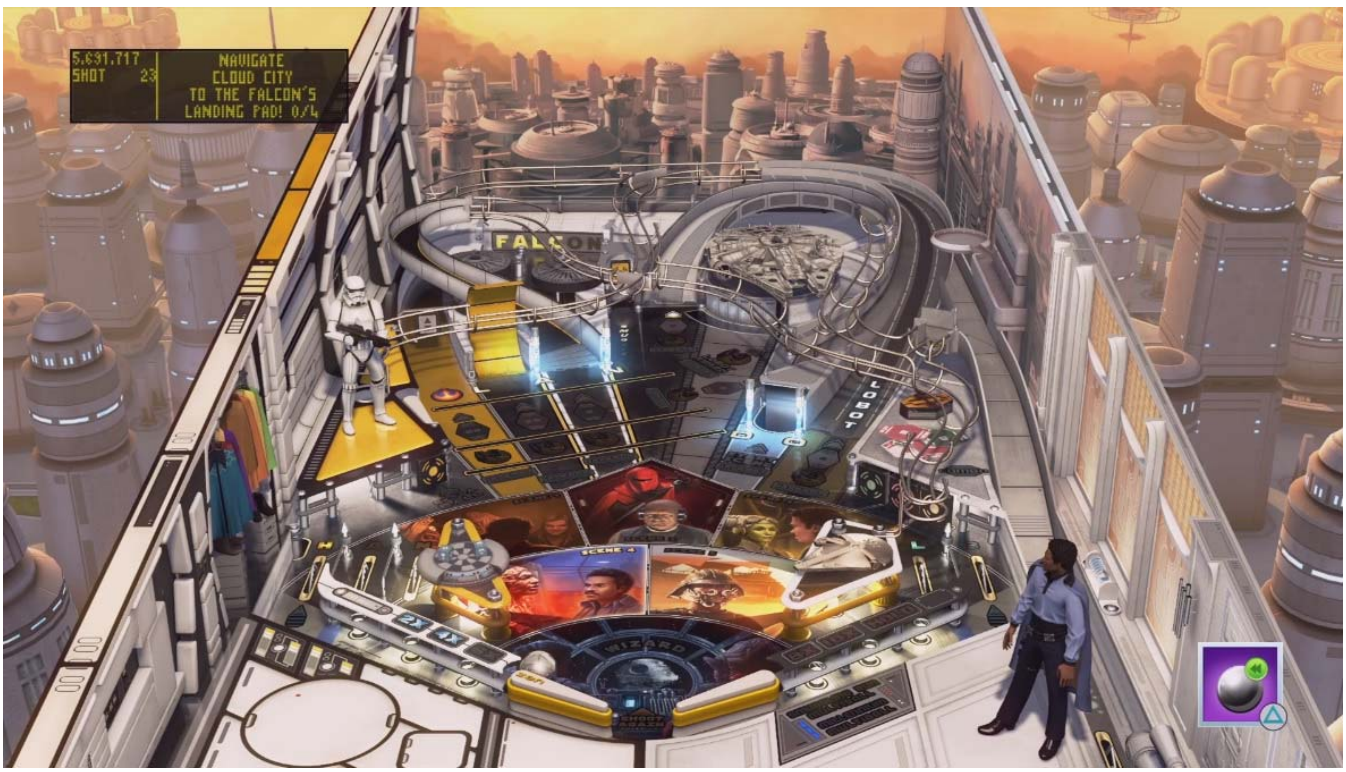
Act 3 -

Defeat the Goon targets and the bounty hunter known as Boba Fett, by hitting the Targets enough times to defeat all of the enemies.



Act 4 -

Again hit 4 flashing Lanes. Each Lane will be flashing 1 at a time, once that Lane is hit then another will begin flashing.



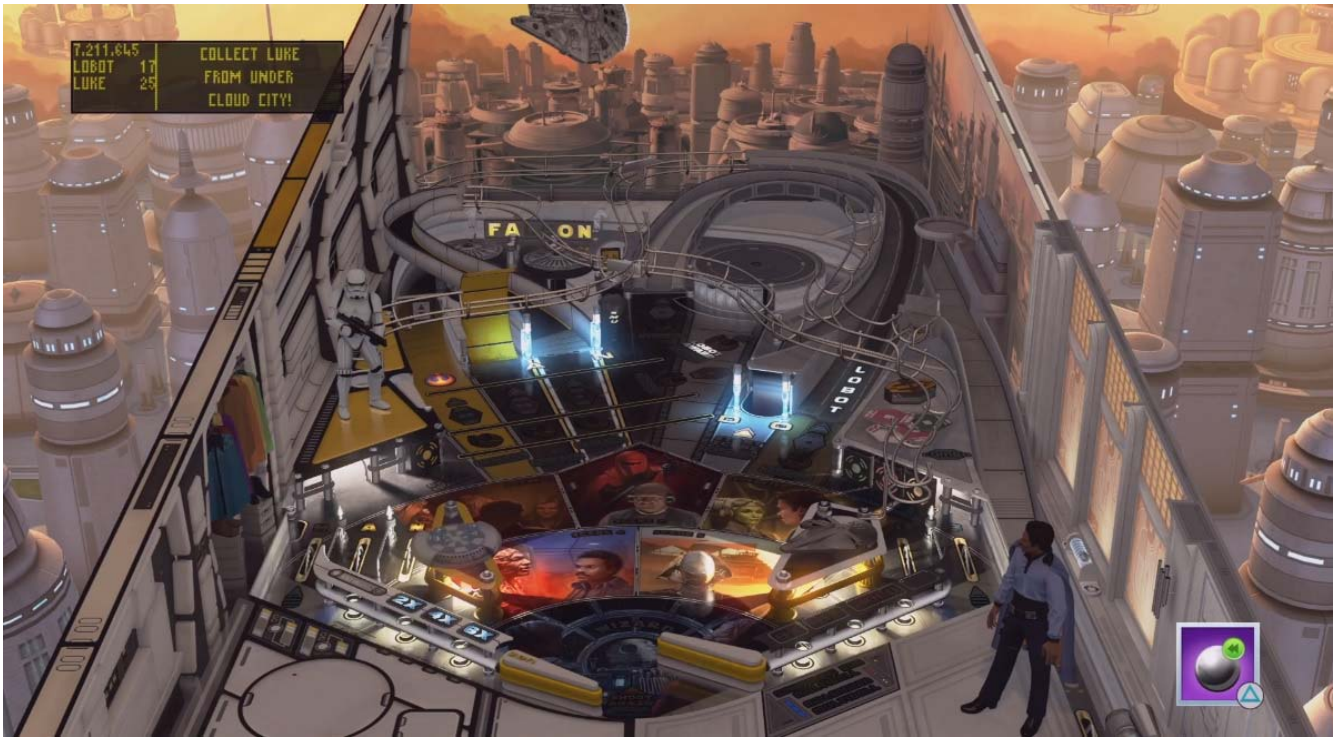
Act 5 -

Sink the Ball into the Falcon Sink Hole (7).



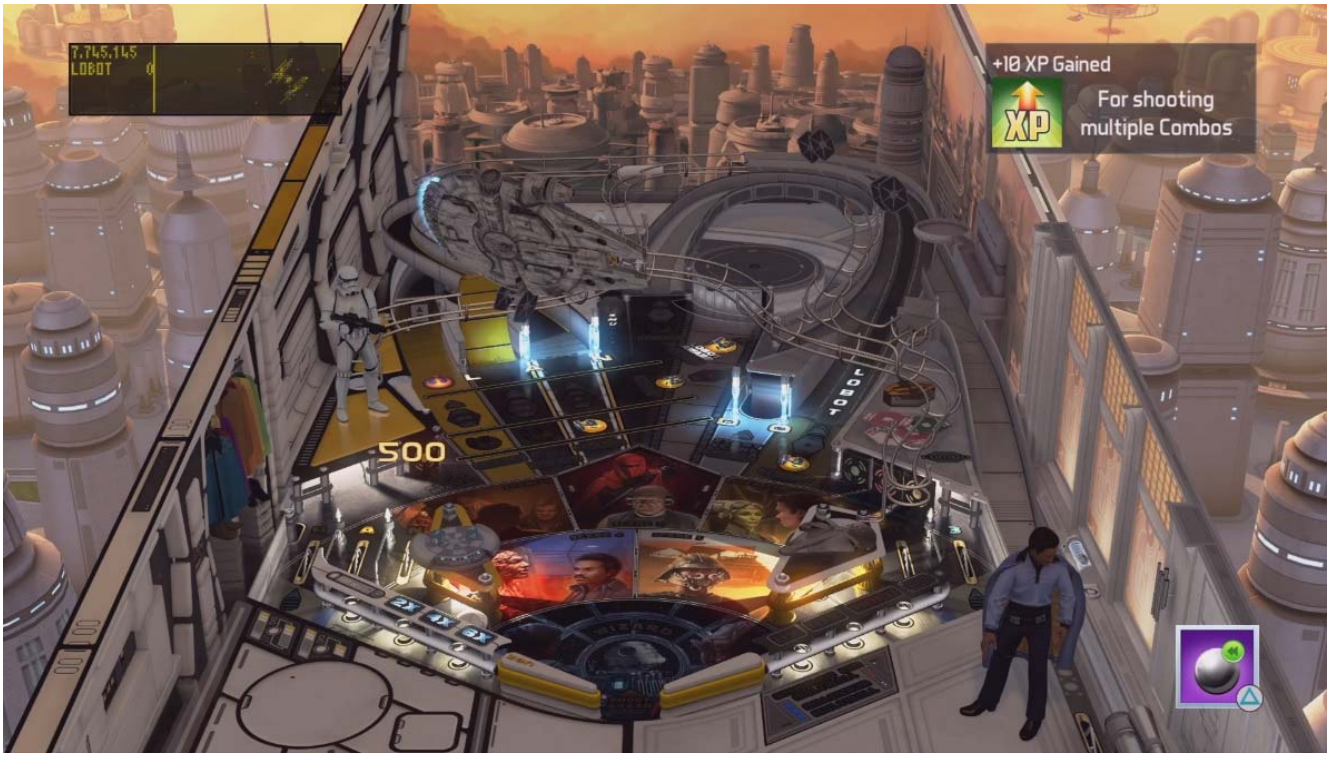
Act 6 –

Now sink the Ball into the Scene Starter Sink Hole (10).



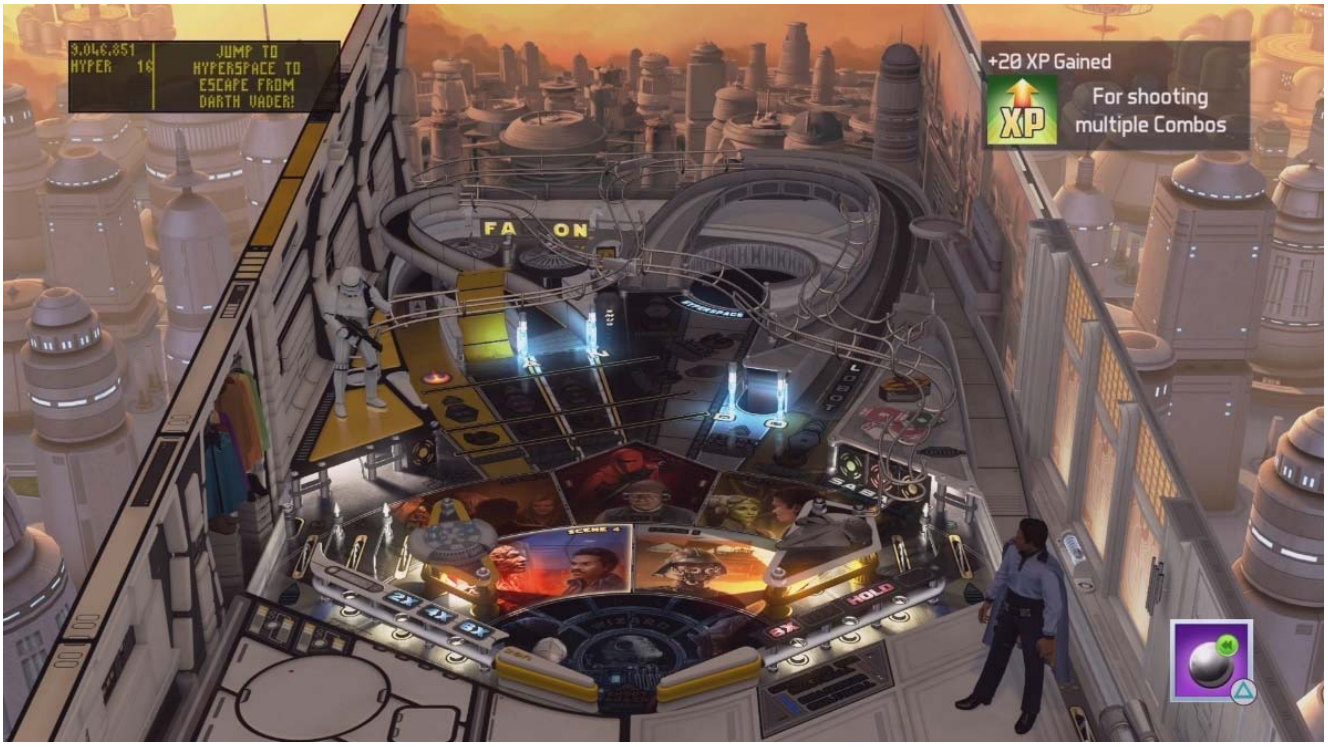
Act 7 -

You must hit all of the flashing Lanes to defeat the TIE Fighters.



Act 8 -

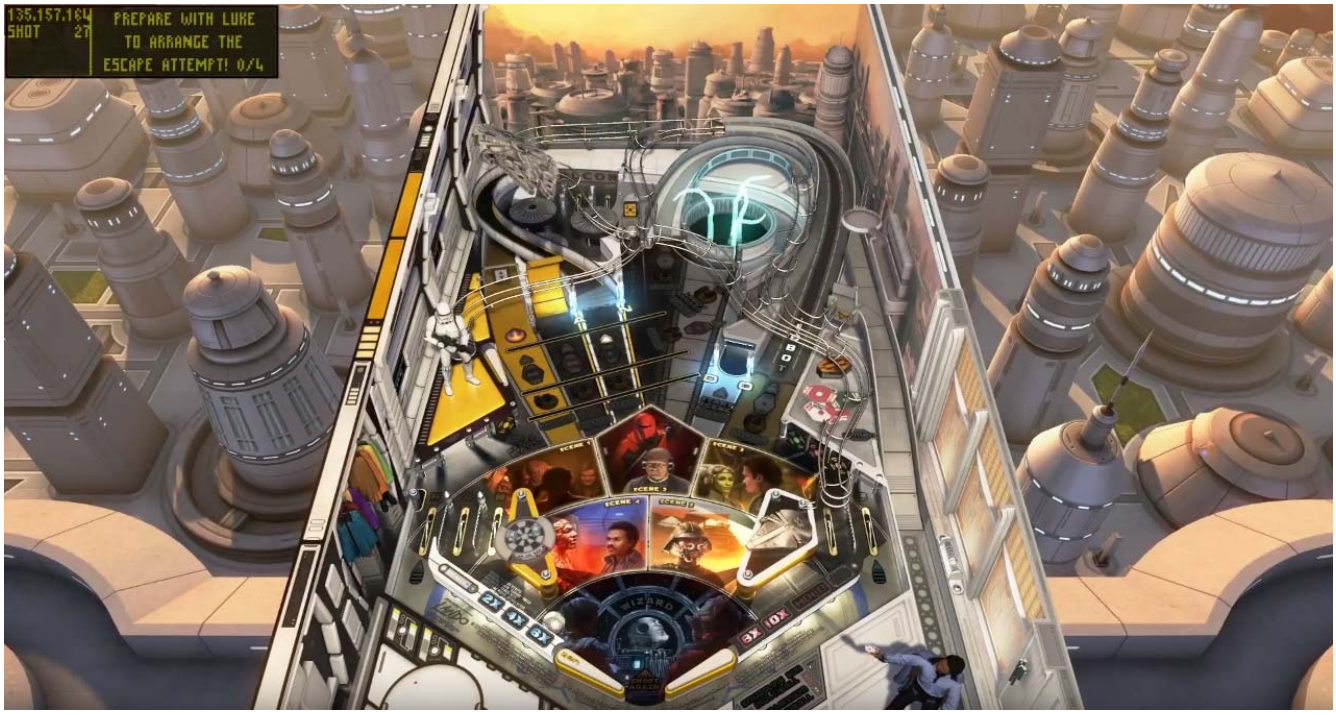
Again, hit the Ball into the Falcon Sink Hole (7).



Scene 5 “Return of The Jedi” *Timed*

Act 1 -

Hit 4 flashing Lanes. Each Lane will be flashing 1 at a time, once that Lane is hit then another will begin flashing.



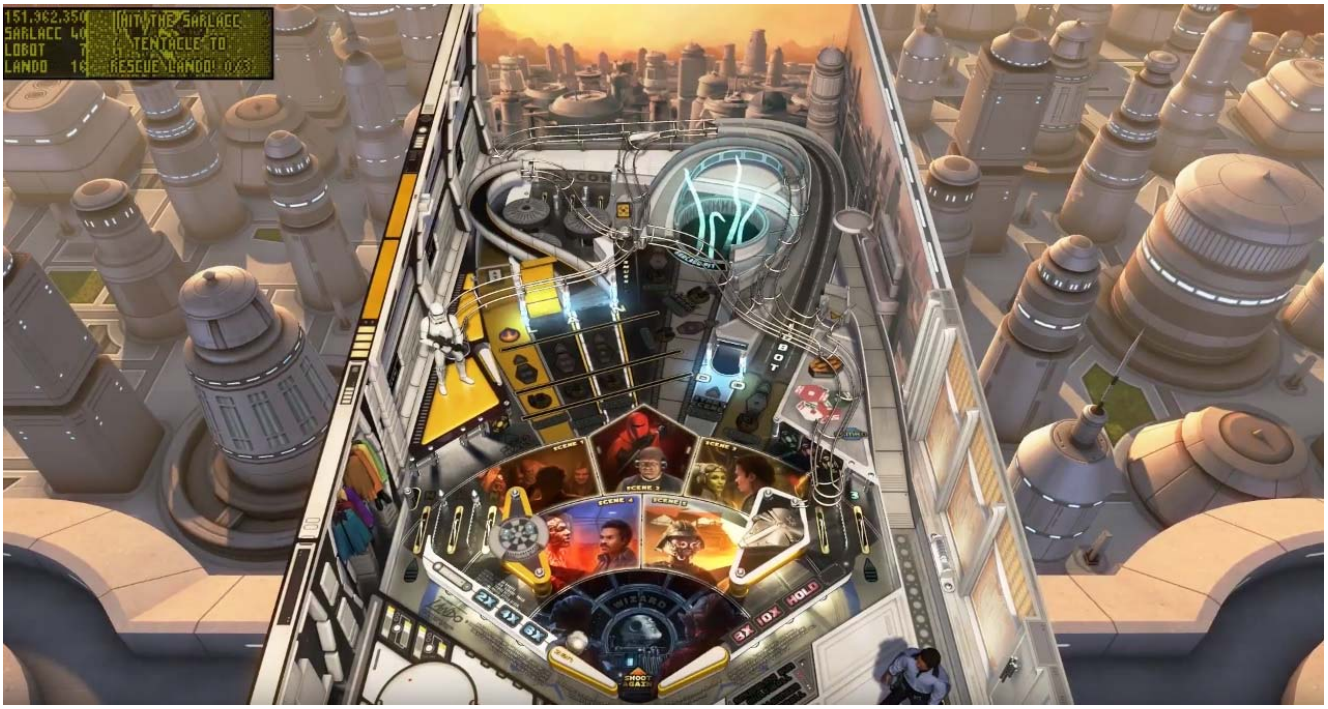
Act 2 -

Defeat Jabba’s cardboard target henchmen, by hitting the Targets enough times to defeat all of the enemies.



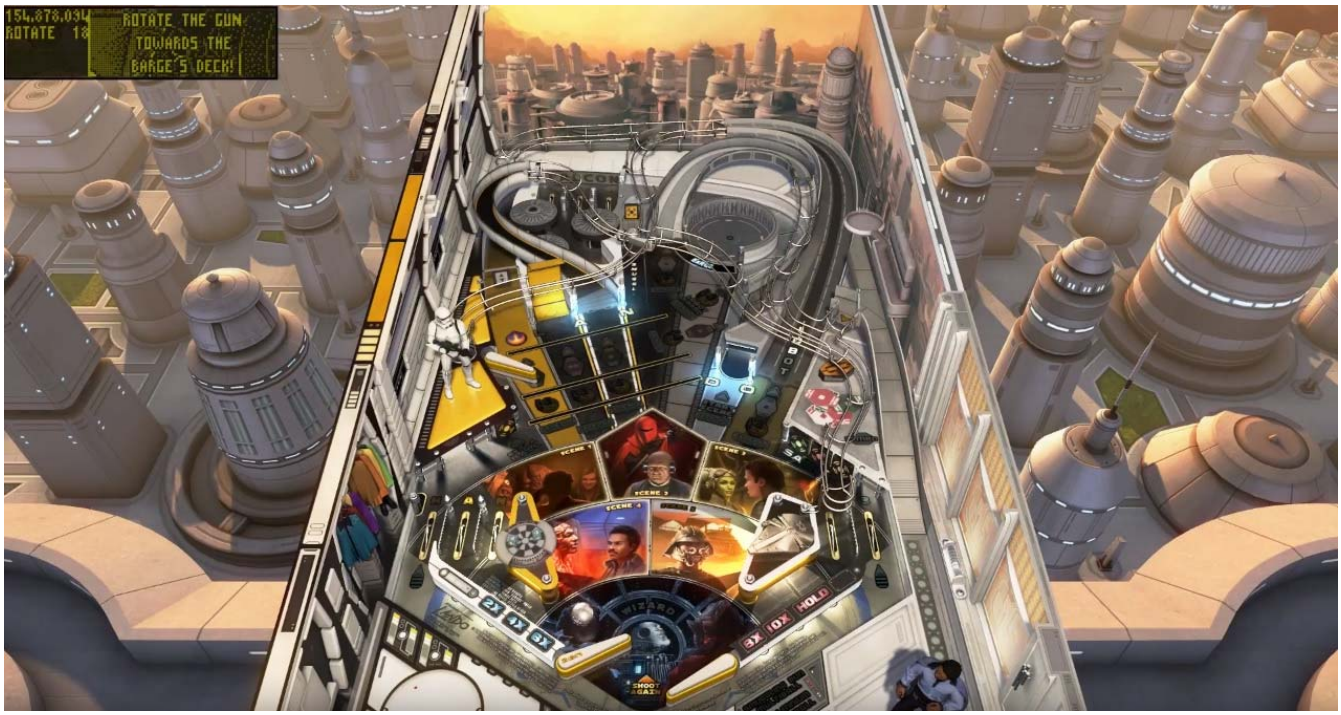
Act 3 -

Sink the Ball 3 times into the Falcon Sink Hole (7).

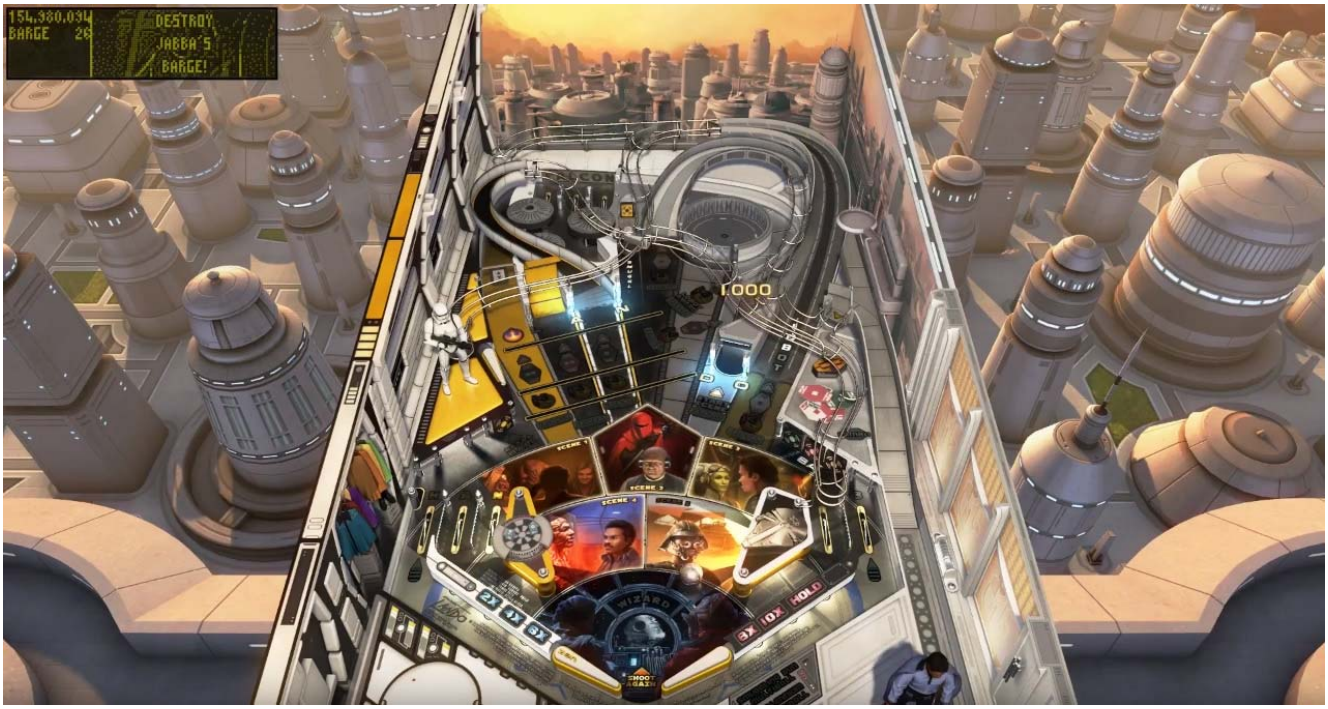


Act 4 -

Again, sink the Ball into the Falcon Sink Hole (7).

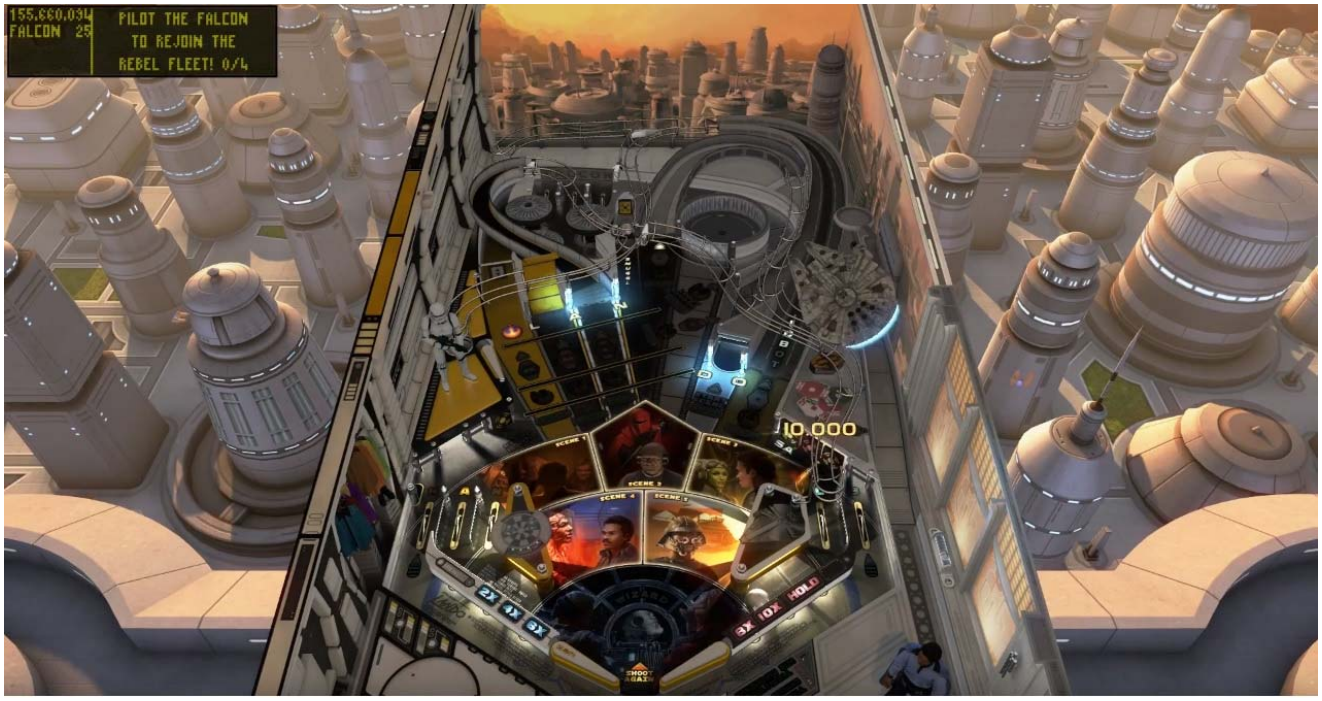


Once done, sink the Ball into the Scene Starter Sink Hole (10).



Act 5 -

Hit 4 flashing Lanes. Each Lane will be flashing 1 at a time, once that Lane is hit then another will begin flashing.



Wizard Mode – Scene 6 "Death Star Assault & Celebratory Multiball" *4 Ball Multiball*

When all 5 Scenes are completed, the Wizard Mode will be available at the Scene Starter Sink Hole (10). Sink the Ball into that Sink Hole to start the Wizard Mode.

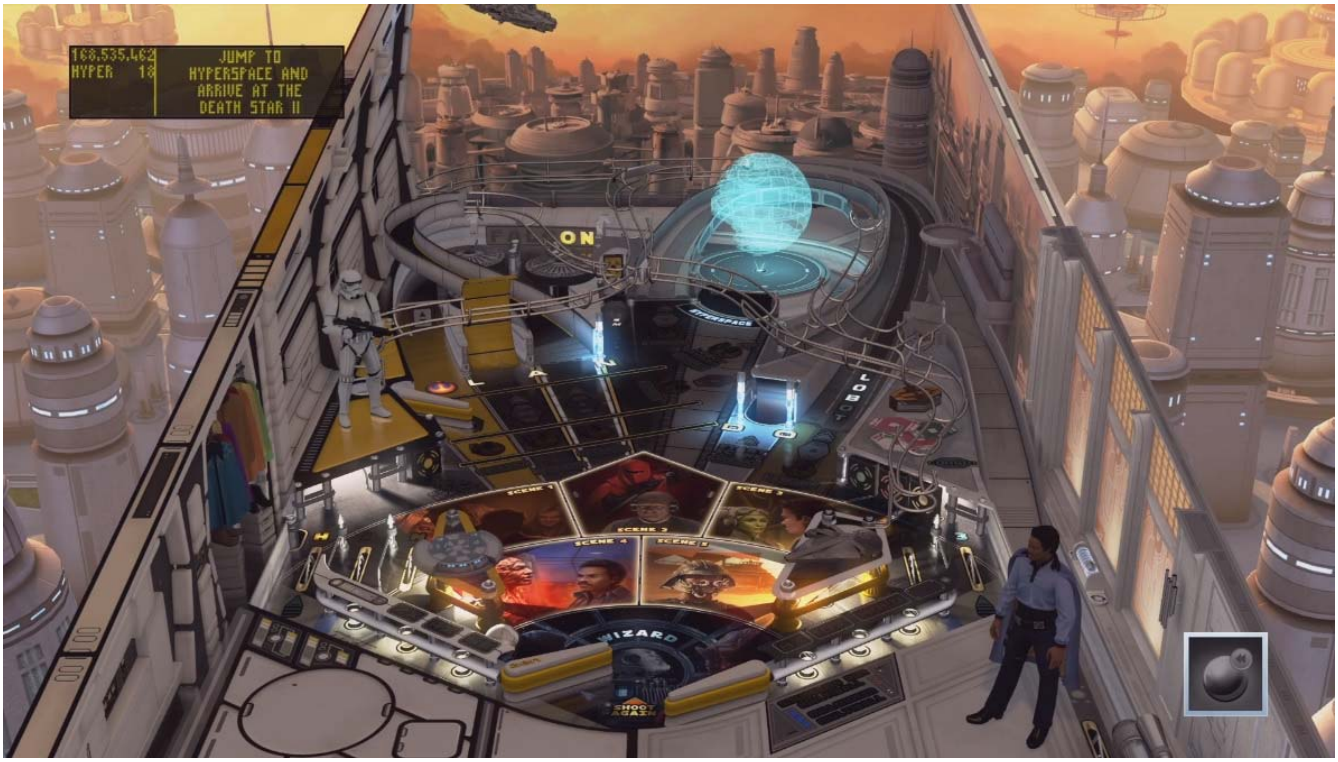


Wizard Mode Itself:



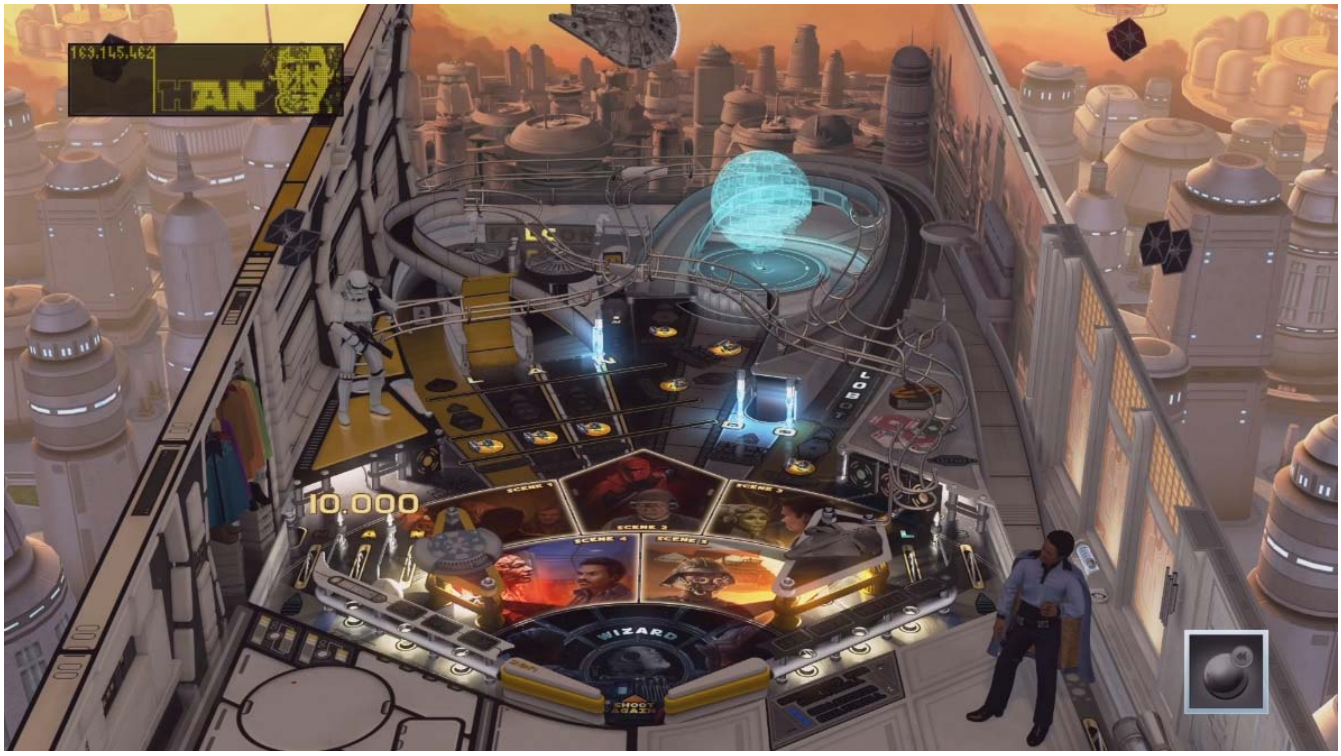
Act 1 -

Sink the Ball into the Falcon Sink Hole (7).



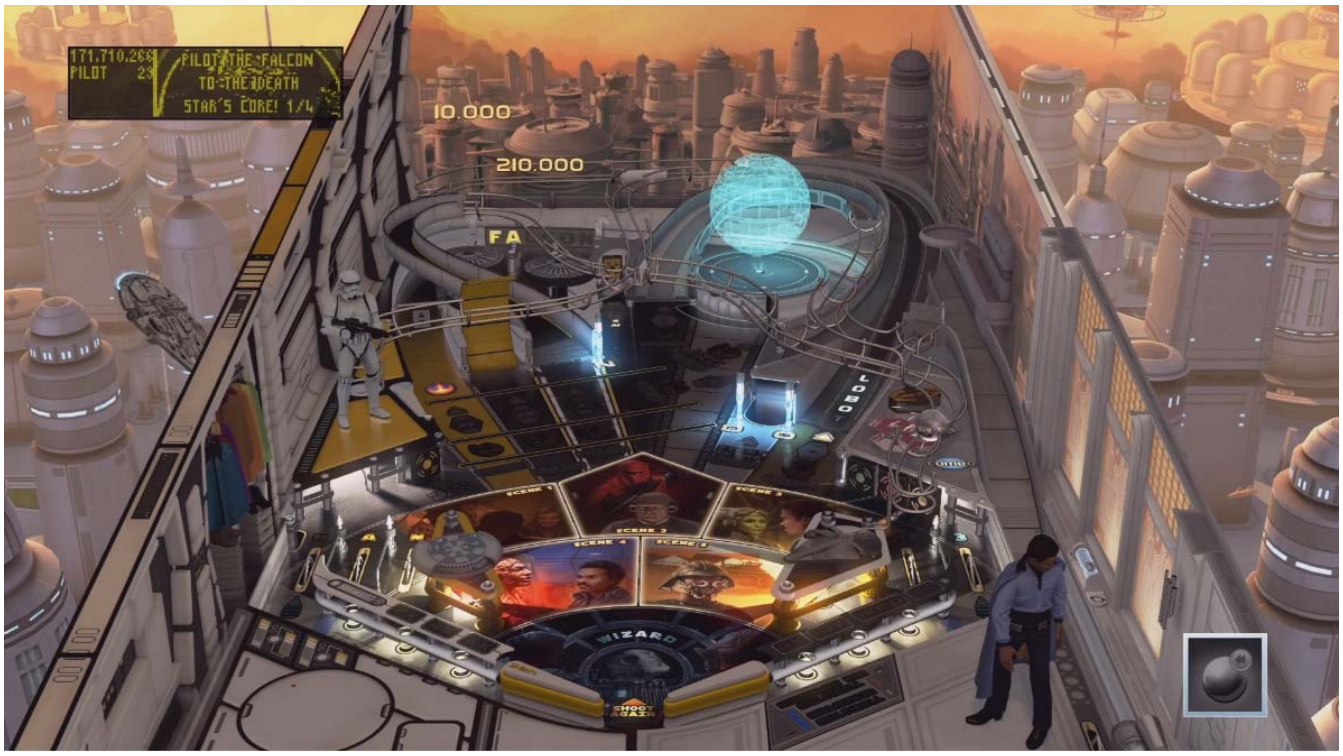
Act 2 -

You must hit all of the flashing Lanes to defeat the TIE Fighters.



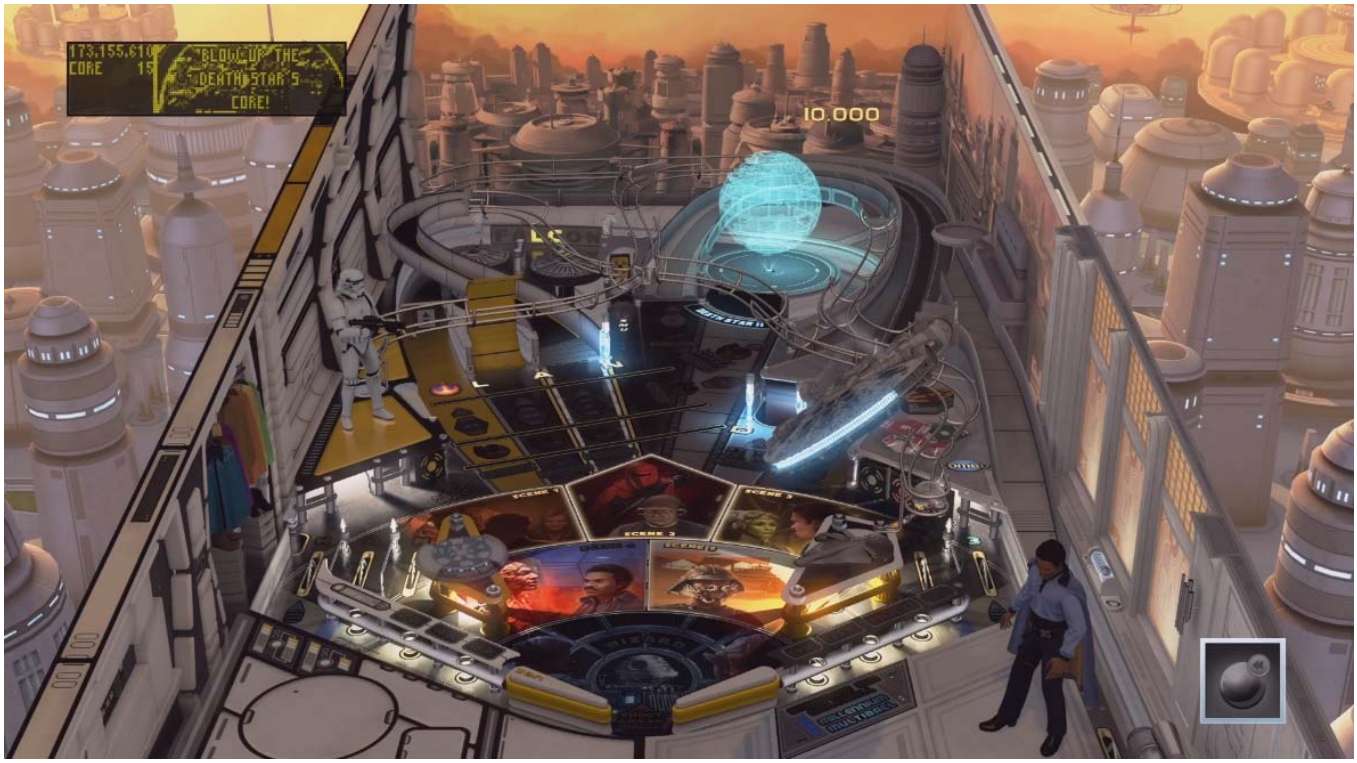
Act 3 -

Hit 4 flashing Lanes. Each Lane will be flashing 1 at a time, once that Lane is hit then another will begin flashing.



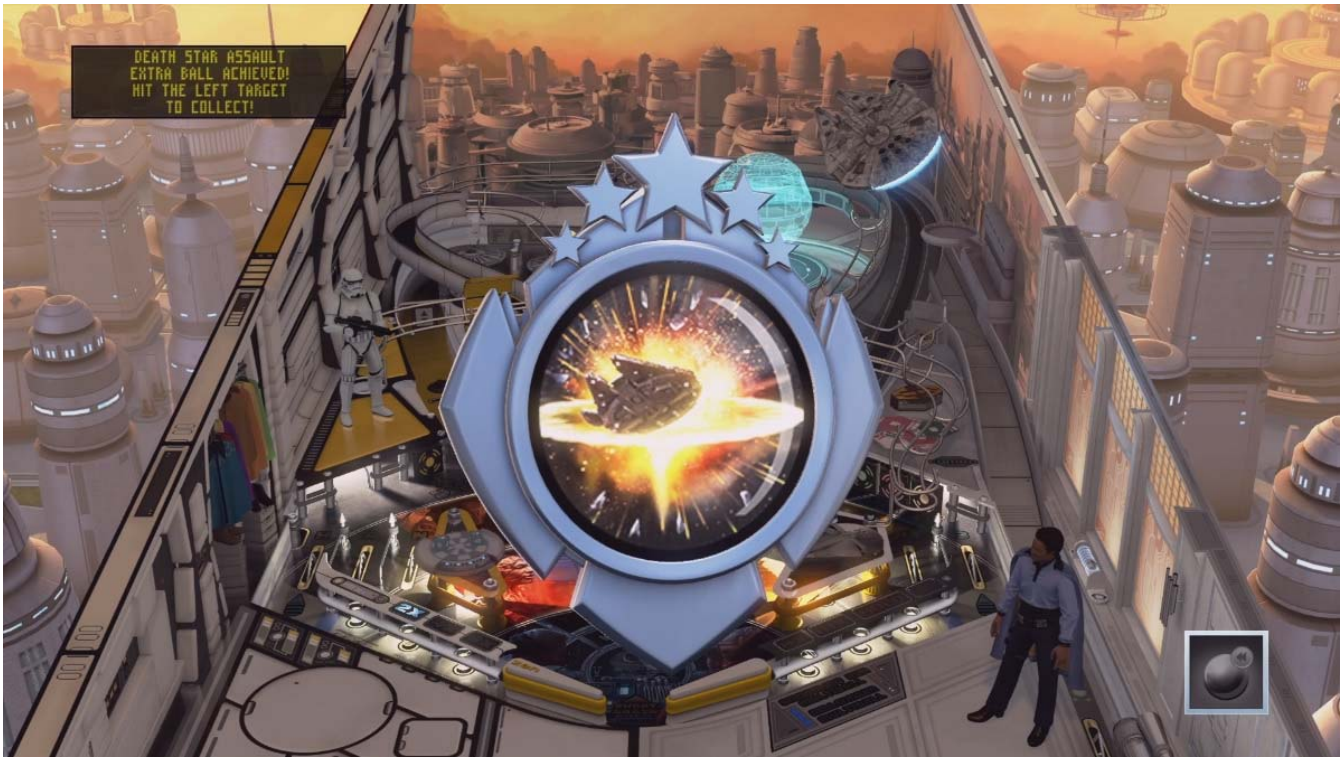
Act 4 -

Again, sink the Ball into the Falcon Sink Hole (7) to complete the Wizard Mode.



Act 5 (4 Ball Celebratory Multiball)-

At this stage, the Wizard Mode is completed & an **Extra Ball** will be available for collection.



A Celebratory 4-Ball Multiball begins; hit the flashing Lanes to gain **Jackpot** awards.



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, Thomas Crofts (without his help this guide wouldn't have been possible!), Captain B. Z., Deep, 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 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; any feedback would be greatly appreciated -

"This guide will take good care of you. You won't get a scratch."

Yours
ShoryukenToTheChin