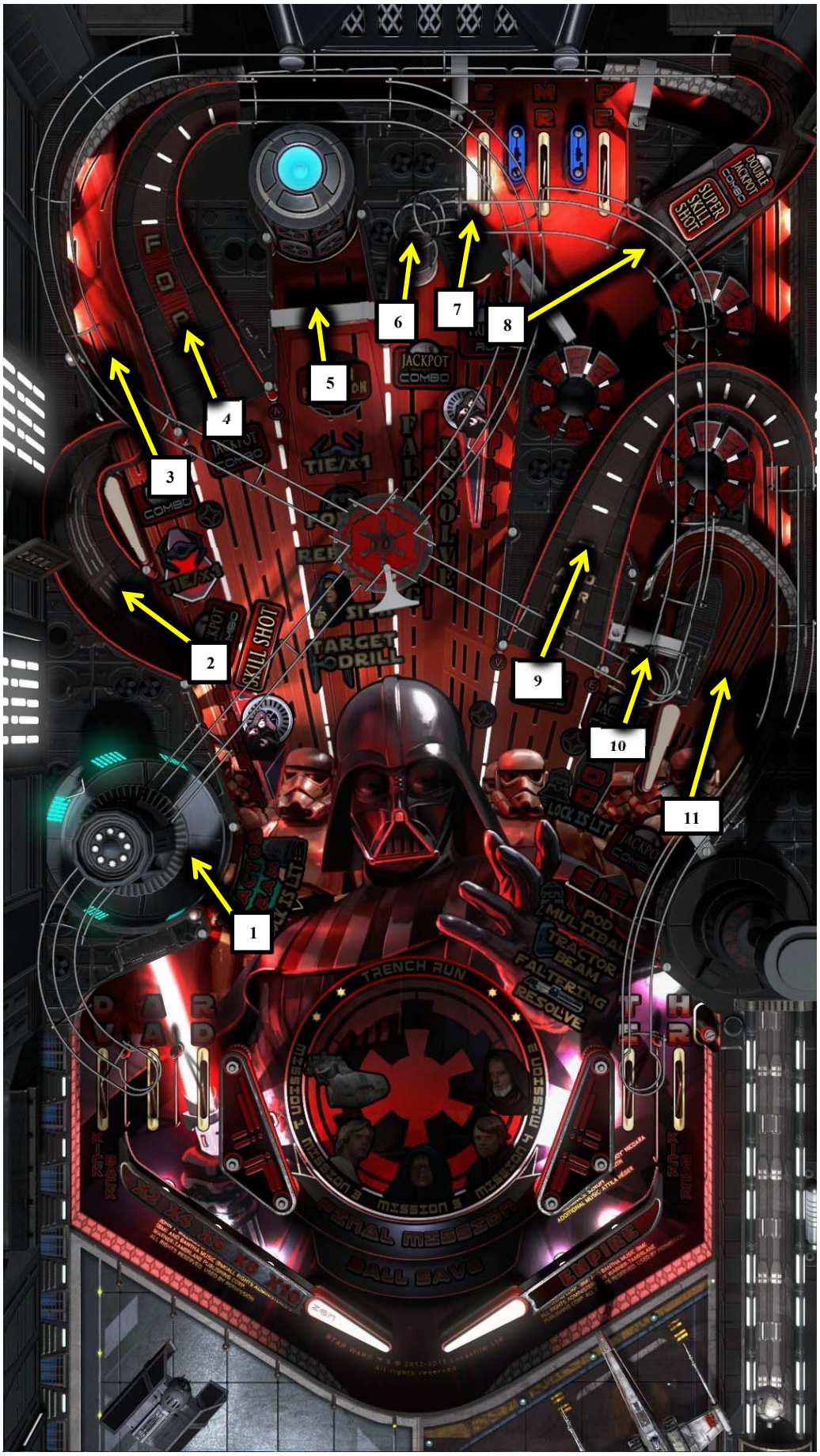
Darth Vader Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Tractor Beam Spinner
2. Rebel Ramp
3. Left Orbit
4. Force Ramp
5. Mission Rota Targets
6. Centre/VUK Lane
7. Trench Run Sink Hole
8. Base Ramp
9. Target Drill Ramp
10. Pod Mini – Orbit ***Note – be careful as hitting the Ball through this can lead to Ball Drains.***
11. Sith Turn Lane

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.

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.

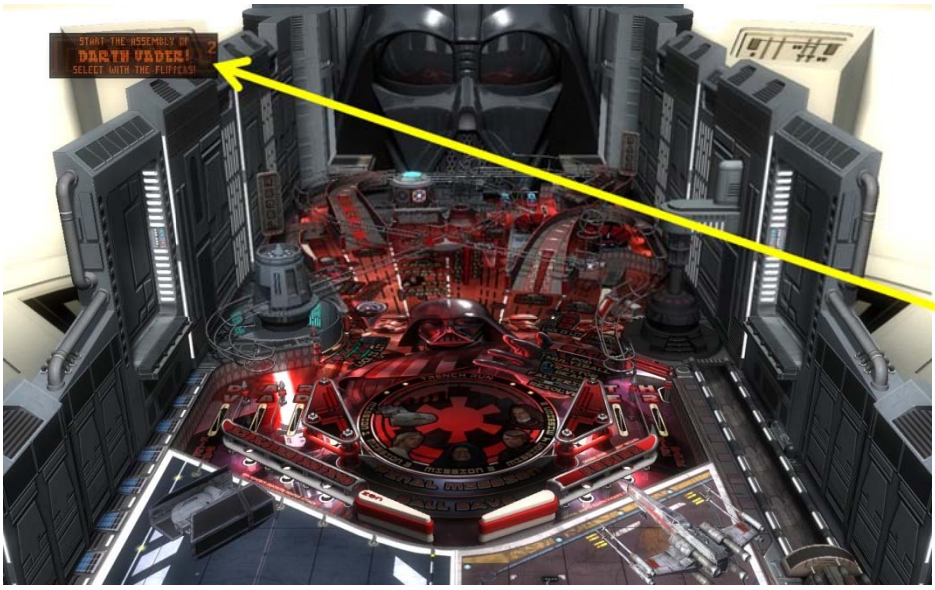
The second batch of Tables was released in a 3 Pack; which included such Tables as Darth Vader, Starfighter Assault & Star Wars: Episode VI – Return of The Jedi.

This Table is of course the Darth Vader; which is a Table which pays homage to many of the infamous Darth Vader's key moments in the Movies; it truly captures the feel of Darth Vader's character. 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.

The Assembly of Darth Vader Mode -

Every time you start a new game on the Darth Vader Table you will be given the option of starting up the mode known as 'The Assembly of Darth Vader' –

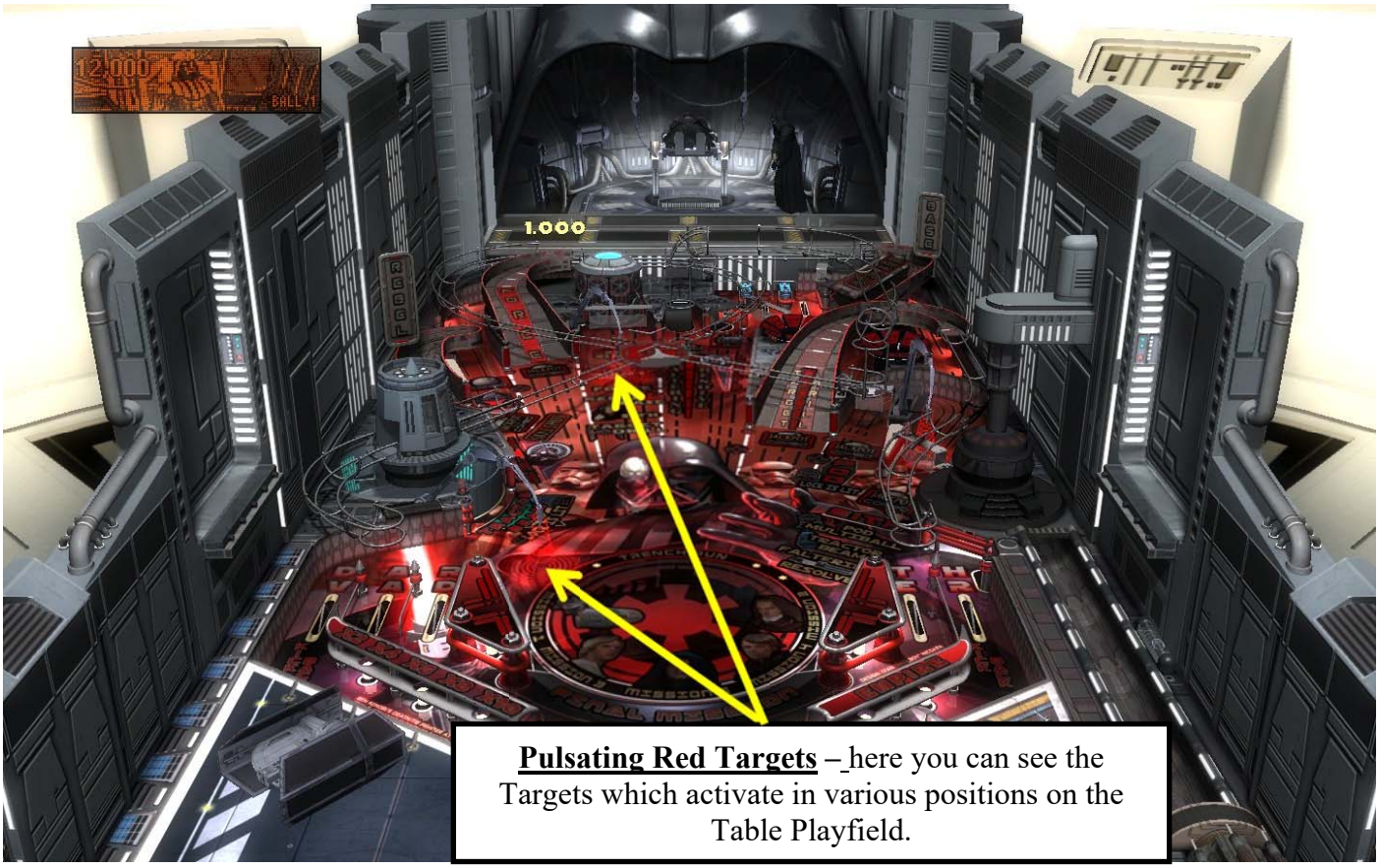


Start/Skip Mode – selecting whether to start or skip the Mode by: pressing the Flipper Buttons, the Dot – Matrix will then display either Start or Skip then press the 'Launch' Button to begin.

If you chose to start up the Mode –



You will then see various red pulsating Targets around the Table Playfield, simply hit the Ball towards them and you will be awarded with 1 Million Points.

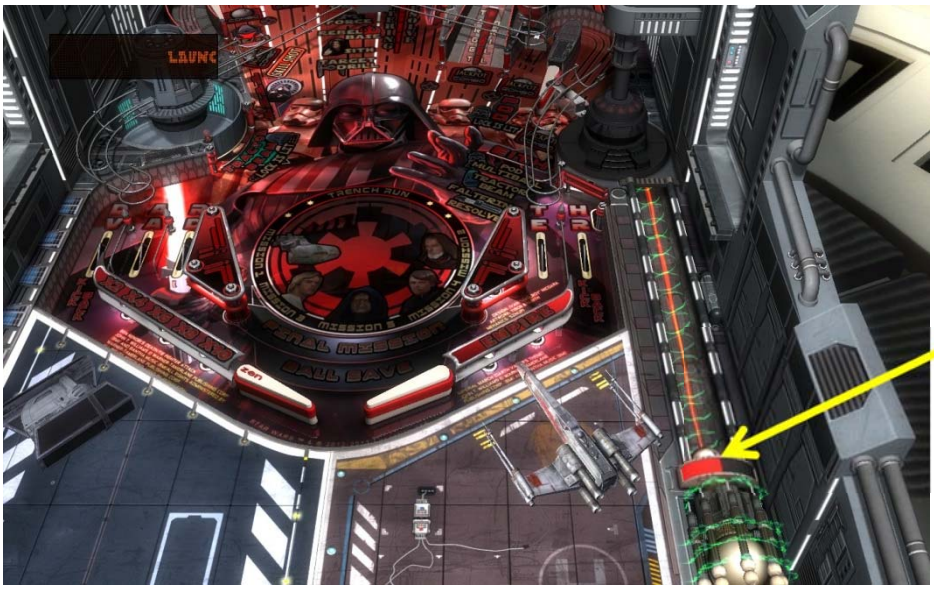


Pulsating Red Targets – here you can see the Targets which activate in various positions on the Table Playfield.

After this is done 6 times the Mode is completed and Darth Vader is fully assembled, you gain 10 Million Points for successful completion.

Skill Shot & Super Skill Shot ***Skill Shot awards 500,000 Points, whereas Super Skill Shot awards 1 Million Points*** **-**

To attain a Skill Shot award you must first position the Power Gauge for the Plunger at just 50% or more Power –



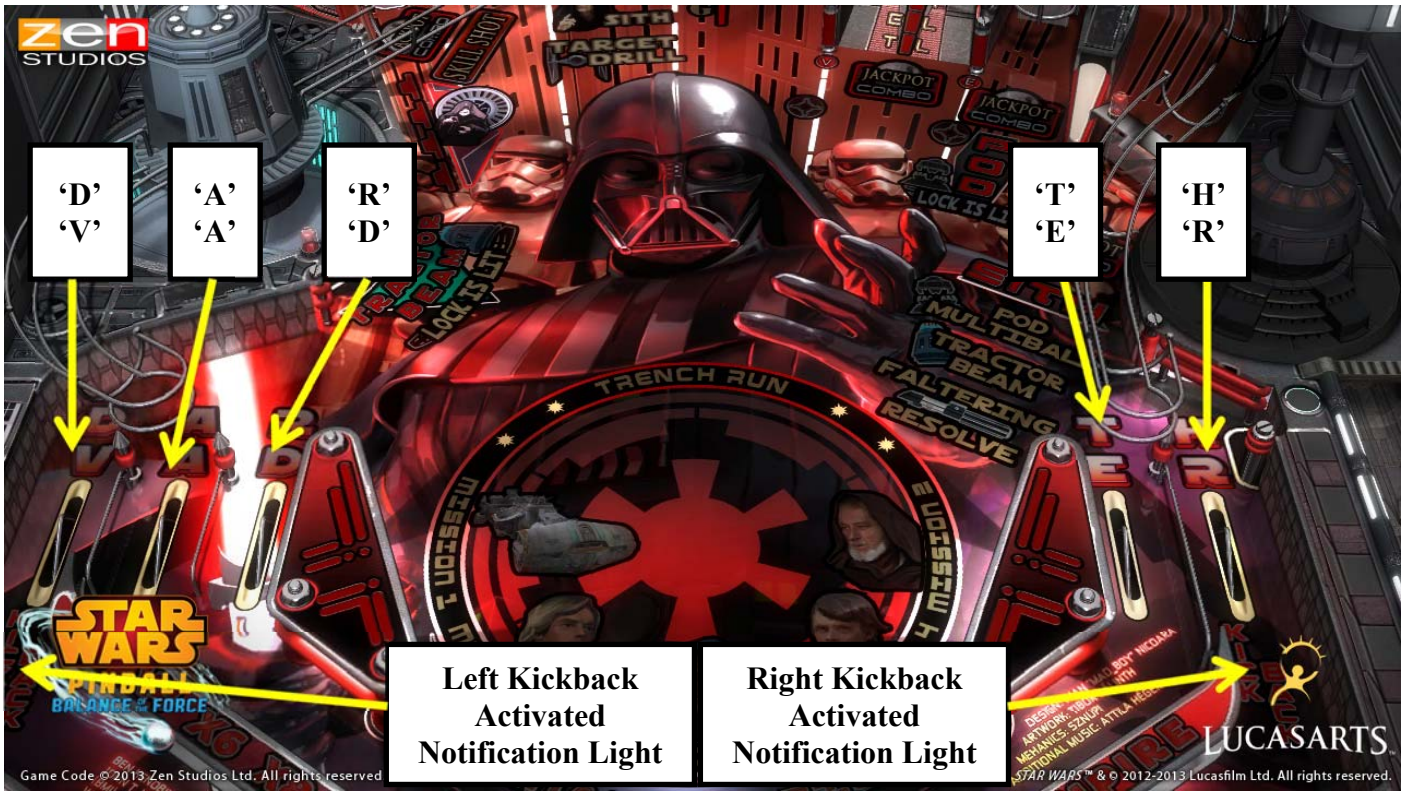
Power Gauge – As you pull back the Plunger (Analogue Stick on your Controller controls this) The Gauge will increase.

You need to launch the Ball when the Gauge is 50% or more full. 50% is ideal, but the more Power you launch with then the harder attaining the Skill Shot will be.

Once you release the Plunger the Ball will travel up the Launch Lane and roll across the Top Right Flipper at this point hit the Ball up the Rebel Ramp (2), this will score you a Skill Shot award if successful. Now to attain a Super Skill Shot you then need to hit the Ball up the Base Ramp (8) using the Top Left Flipper, doing so will award you with a Super Skill Shot.

Kick Back & Ball Save

Kickback – To activate the Left Kickback you must light all of the 5 'DARTH' Rollovers on the In's & Outlanes –

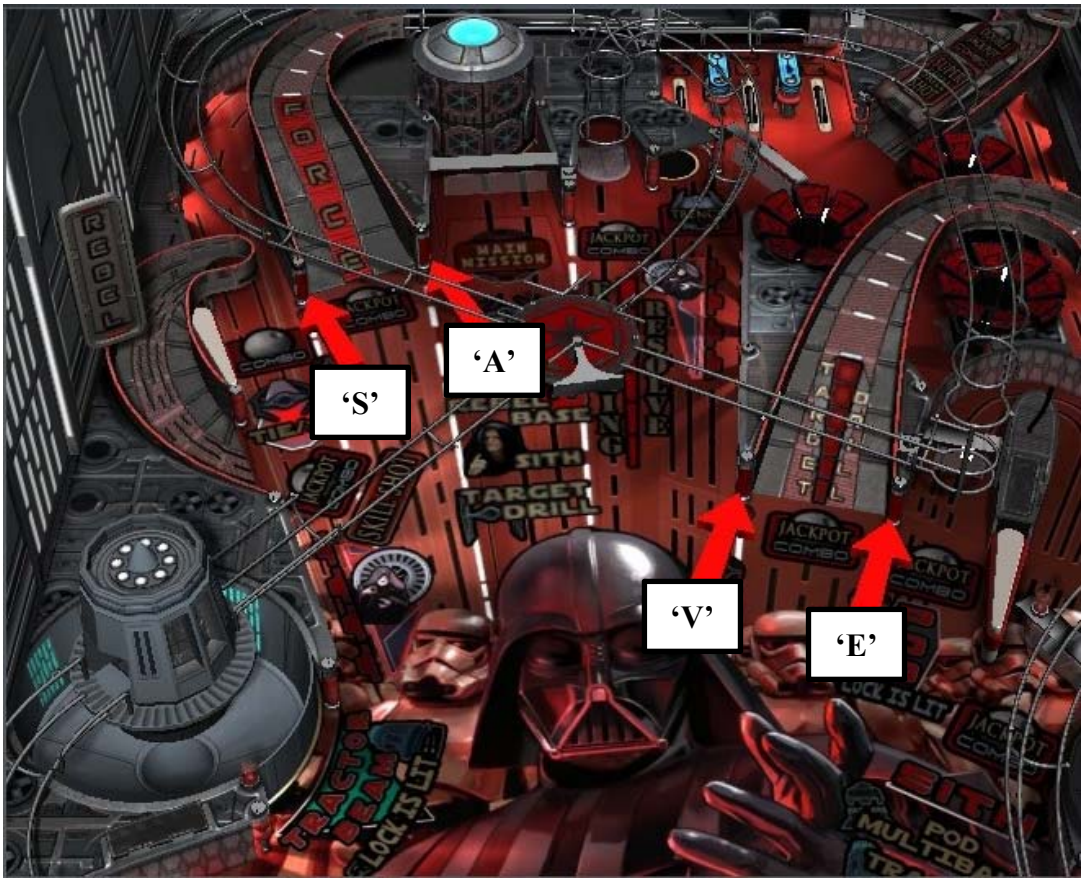


Now light all of the 5 'VADER' Rollovers to this time activate the Right Kickback.

Use the Flipper Buttons to alternate the Rollovers so that the Ball rolls over an unlit Lane.

Note - This Table doesn't resets the Kickbacks earned if you lose a Ball

Ball Save – you can activate the Ball Save mechanic on this Table by hitting the 4 'SAVE' Targets –



***Note** – Ball Save remains active until you lose the Ball or the Ball Save time limit runs out!**

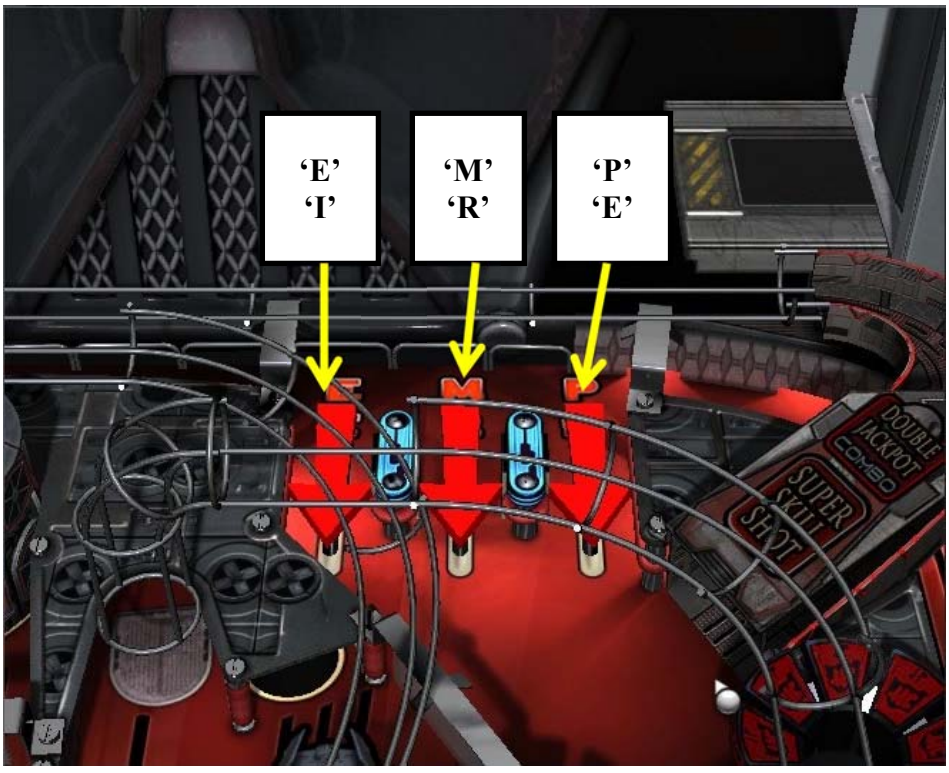
Extra Balls

There are **2** Ways to achieve an Extra Ball (2 Extra Balls per Game) on this Table –

- ***Method 1***: *Empire Award;* given as a Random Award for completing the 8 'EMPIRE' Targets, look at the Section titled 'Empire Award' later in this Guide for information on how to obtain this **Extra Ball**.

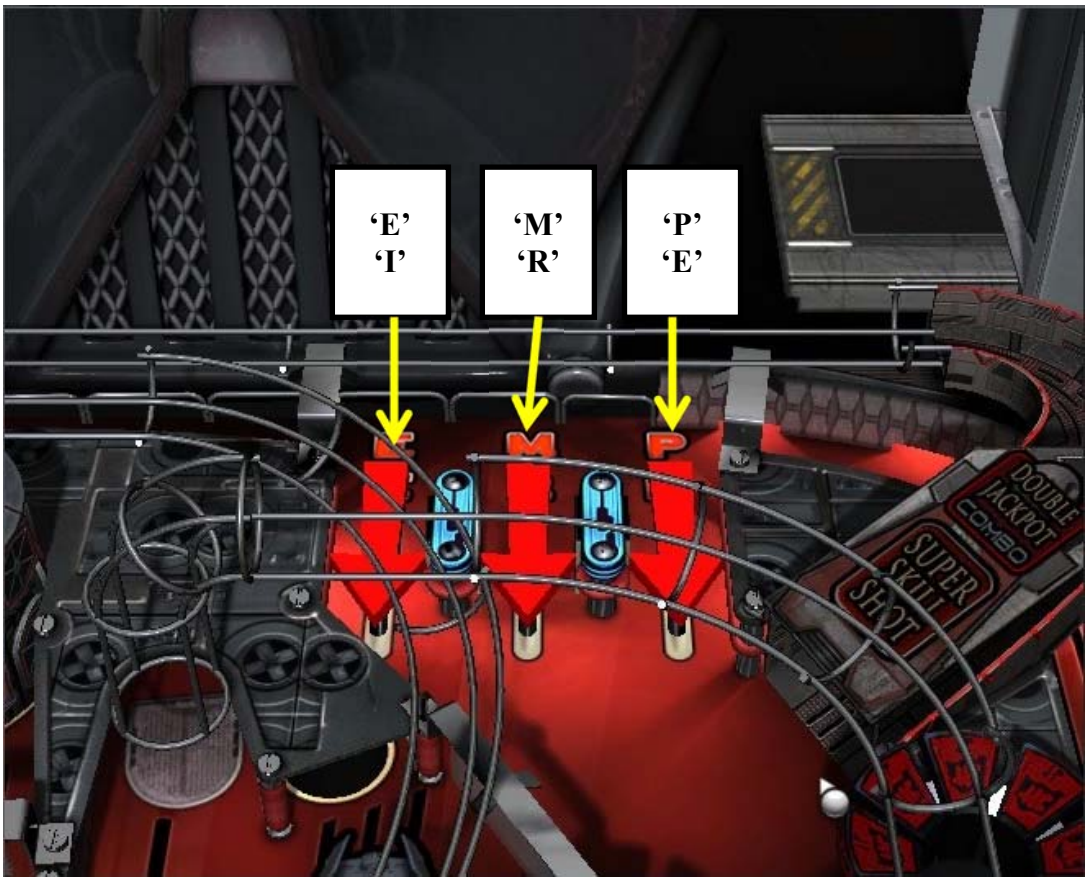


- ***Method 2***: *Max out the Multiplier;* look at the section titled 'Raising the Multiplier' just below this one for information on how to obtain this **Extra Ball**.



Raising the Multiplier

You can raise the Multiplier Level on this Table by having the Ball roll down the 3 'EMPIRE' Multiplier Rollovers –



If you manage to gain the max Multiplier (10x Multiplier) you will be awarded with an **EXTRA BALL**.

Note – Multiplier Level resets upon draining the Ball.

Empire Award –

The Random Award mechanic is activated by hitting the 8 'EMPIRE' Random Award Targets (9) –



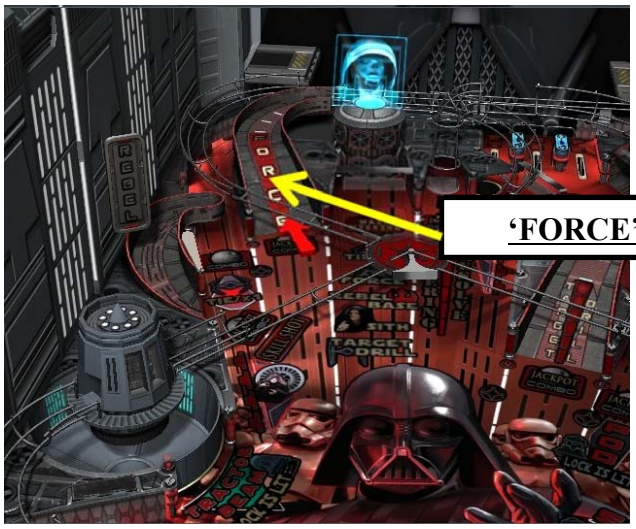
Empire Award – hitting all 8 of these Targets will result in you acquiring a Random Award; these can range from Point base awards like 5 Million Points to an **Extra Ball**.

Hurry Up Modes

This Table has 5 Hurry Up Modes –

Force Hurry Up Mode

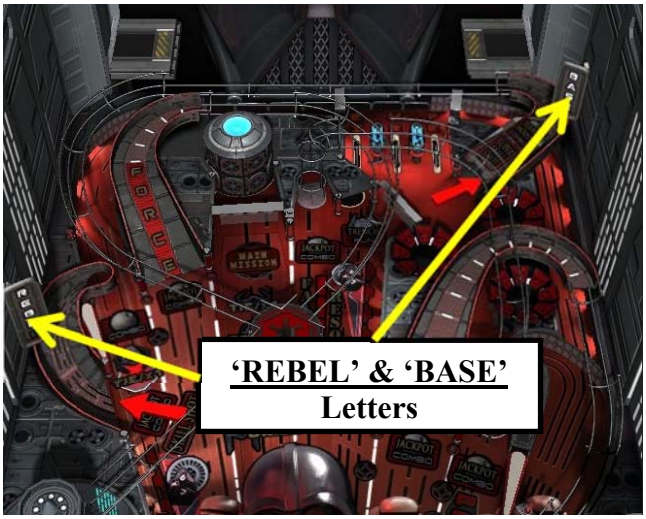
To start up this Hurry Up Mode you need to send the Ball up the Force Ramp (4) 5 times each time it will light a letter of 'FORCE' –



Once done the Force Hurry Up Mode will begin; the Goal here is to hit the flashing Ramps etc. After you have hit a certain amount a Jump Ramp will raise in front of the Mission Sink Hole (5), repeatedly hit that to attain information from the Rebel Officer. Every time you do so you will raise your Jackpot score. The Hurry Up Mode ends when the timer on the Dot – Matrix reaches 0.

Rebel Base Hurry Up Mode

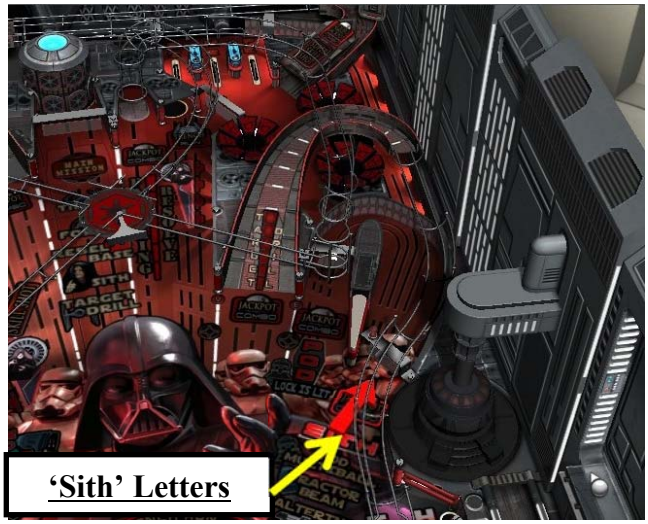
To start up this Hurry Up Mode you need to send the Ball up the Rebel Ramp (2) 5 times (each time lights a Letter of 'REBEL') and Base Ramp (8) 4 times (each time lights a Letter of 'BASE') –



Once this is achieved the Hurry Up Mode will begin; send the Ball up the 2 Ramps; Rebel Ramp (2) & Base Ramp (8) each time this is done the Jackpot will be increased.

Sith Hurry Up Mode

To start up this Hurry Up Mode you need to send the Ball up the Sith Turn Lane (11) 4 times each time it will light a letter of 'SITH'–

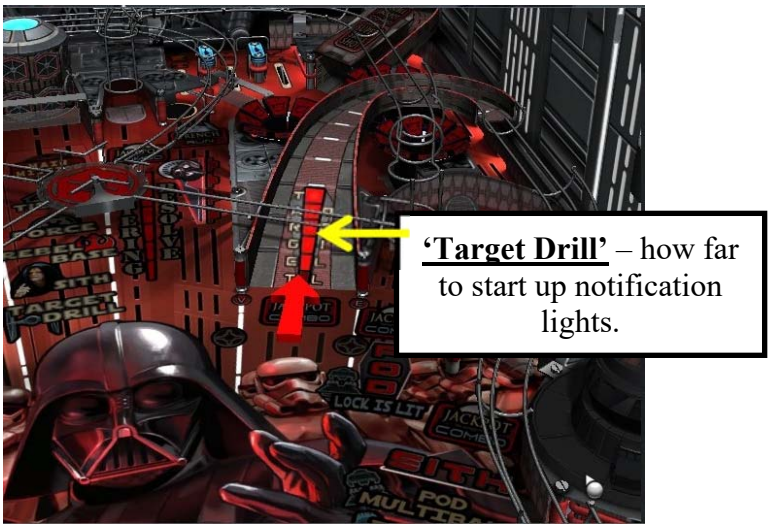


Once this is achieved a score countdown will be visible on the Dot – Matrix about 4 Million Points slowly decreasing. The Sith Turn Lane (11) will become more akin to a Right Orbit; hit the Ball up this to score whatever Points is displayed on the Dot – Matrix, and send it up the Base Ramp (8) to score double whatever Points is displayed.

This Hurry Mode is excellent for boosting your score fast.

Target Drill Hurry Up Mode

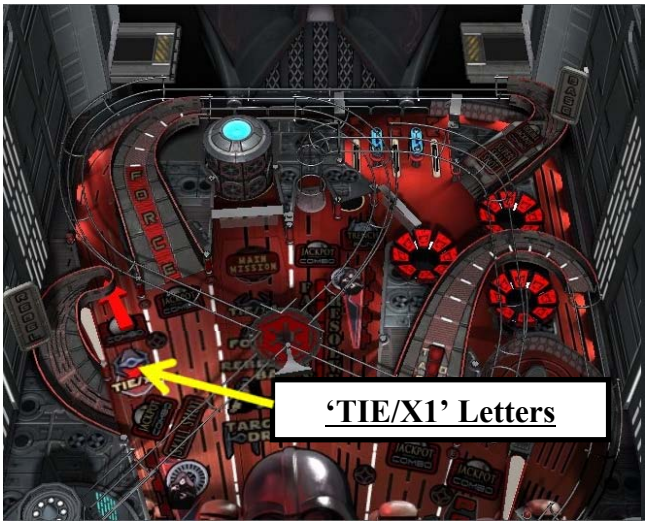
To start up this Hurry Up Mode you need to send the Ball up the Target Drill Ramp (9) 6 times –



Once the above is achieved the Hurry Up Mode will begin; you are required to hit the flashing Lane in order to attack with the TIE/X1, for each Target that is destroyed your Jackpot will increase.

TIE/X1 Hurry Up and Trench Mode

To start up this Hurry Up Mode you need to send the Ball round the Left Orbit (3) 5 times, each time lighting up a letter of 'TIE/X1' –



Once this is achieved you will need to hit the Bumpers several times, once this is done the Trench Run Sink Hole (7) will light up and once you hit the Ball into this you will be taken to the Trench Run Playfield, to begin the Trench Run Mode –



In this Mode you need to shoot down as many X – Wing Starfighters as possible; using the Flipper Buttons to steer the TIE/X1 and 'Launch' Button to shoot. Remember you will need to steer pass obstacles, if you hit one you take damage which you are given 5 or so Health Points. If your Health goes down to '0' or the Timer expires the Mode is ended.

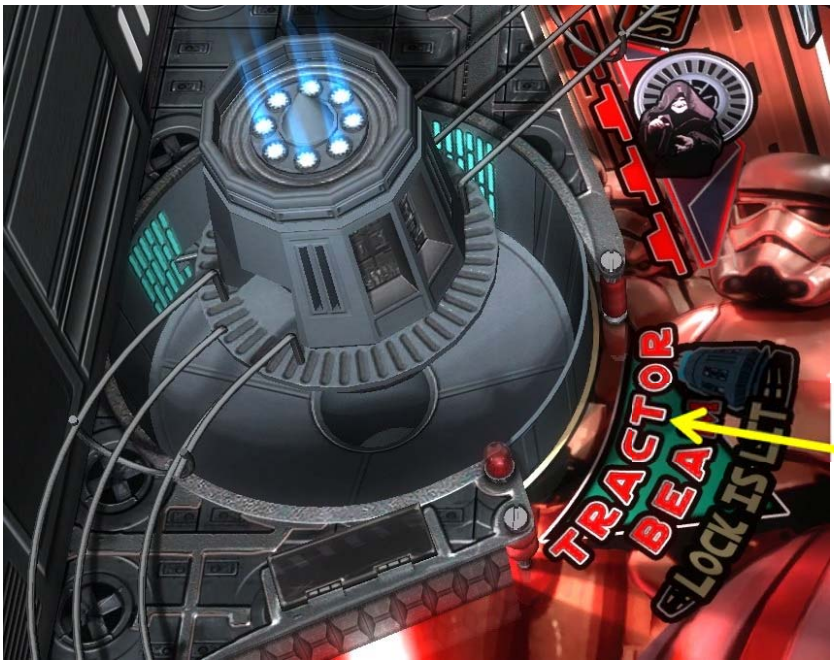
***Tip** – instead of rapidly pressing the 'Launch' Button to shoot, simply hold onto the Button as it will continue to shoot and you can just concentrate on dodging the obstacles.**

Multiball Modes

There are 3 Multiball Modes available on this Table;

Tractor Ball Multiball Mode **3 Balls** -

To start up this Multiball Mode you must first lock 3 Balls into the Tractor Beam Spinner (1); this is done by first sending the Ball into the Spinner multiple times, as each Spin will light a Letter of 'TRACTOR BEAM' –



'LOCK' Notification Lights – each time the Ball round the Spinner, 1 of them will be lit.

Once done you will be able to lock 1 Ball into the Tractor Beam Spinner (1), repeat the above process a further 2 times to lock another 2 Balls and upon doing so the Multiball Mode will begin.

Once the Multiball Mode begins you will be able to collect **Jackpot** awards by hitting the flashing Ramps etc. or you can gain a **Double Jackpot** by sending a Ball into the Tractor Beam Spinner (1) and then through a Flashing Ramp etc.

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.

Pod Multiball Mode **3 Balls** -

To start up this Multiball Mode you must first lock 3 Balls into the Pod Mini - Orbit (10); this is done by first sending the Ball through the Mini – Orbit 3 times, as each time will light a Letter of 'POD' –



'LOCK' Notification Lights – each time the Ball round the Pod Mini – Orbit (10), 1 of them will be lit.

Once done you will be able to lock 1 Ball into the Tractor Beam Spinner (1), repeat the above process a further 2 times to lock another 2 Balls and upon doing so the Multiball Mode will begin.

Once the Multiball Mode begins shoot the Mission Roto Targets (5) to collect a **Jackpot** award, then hit it up the flashing Ramp etc. to collect a **Double Jackpot**.

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.

Faulting Resolve Multiball Mode **2 Balls** -

To start up this Multiball Mode you must hit the Centre/VUK Lane (6) a total of 6 times -



Centre/VUK Lane (6) – hit 6 times to engage the Multiball Mode, below shows a set of lights which represents how many times you have hit this.

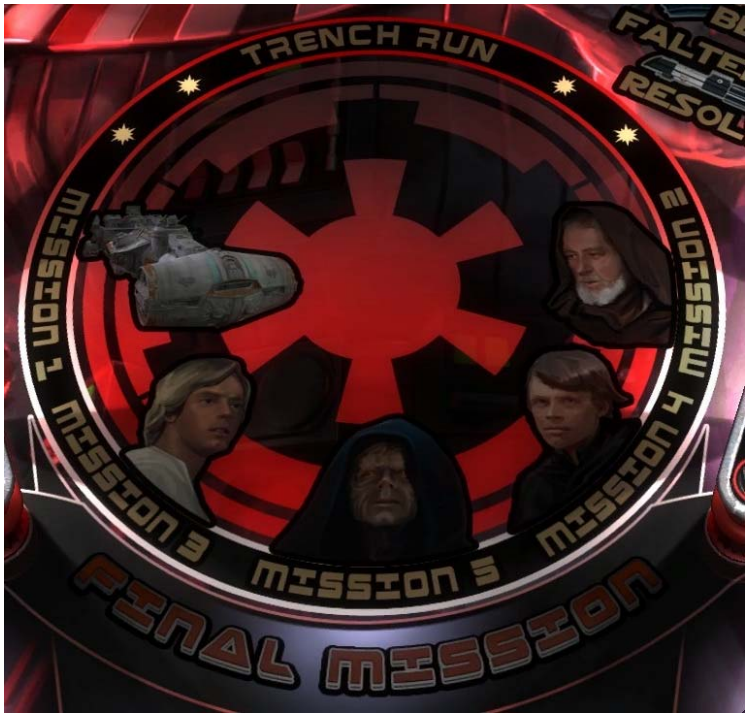
Upon which the Multiball Mode will begin –



As you can see in the above Image each of the Balls have been lit up; the Blue Ball is the Light Side and the Red Ball is the Dark Side. The Balls can change colour dependant on what flashing Lanes you hit; Sith Turn Lane (11) will change the Ball to the **Dark Side**, whereas the Centre/VUK Lane (6) will change it to the **Light Side**. You can then score Jackpot awards by continuing to hit the flashing Lanes with the Red or Blue Ball.

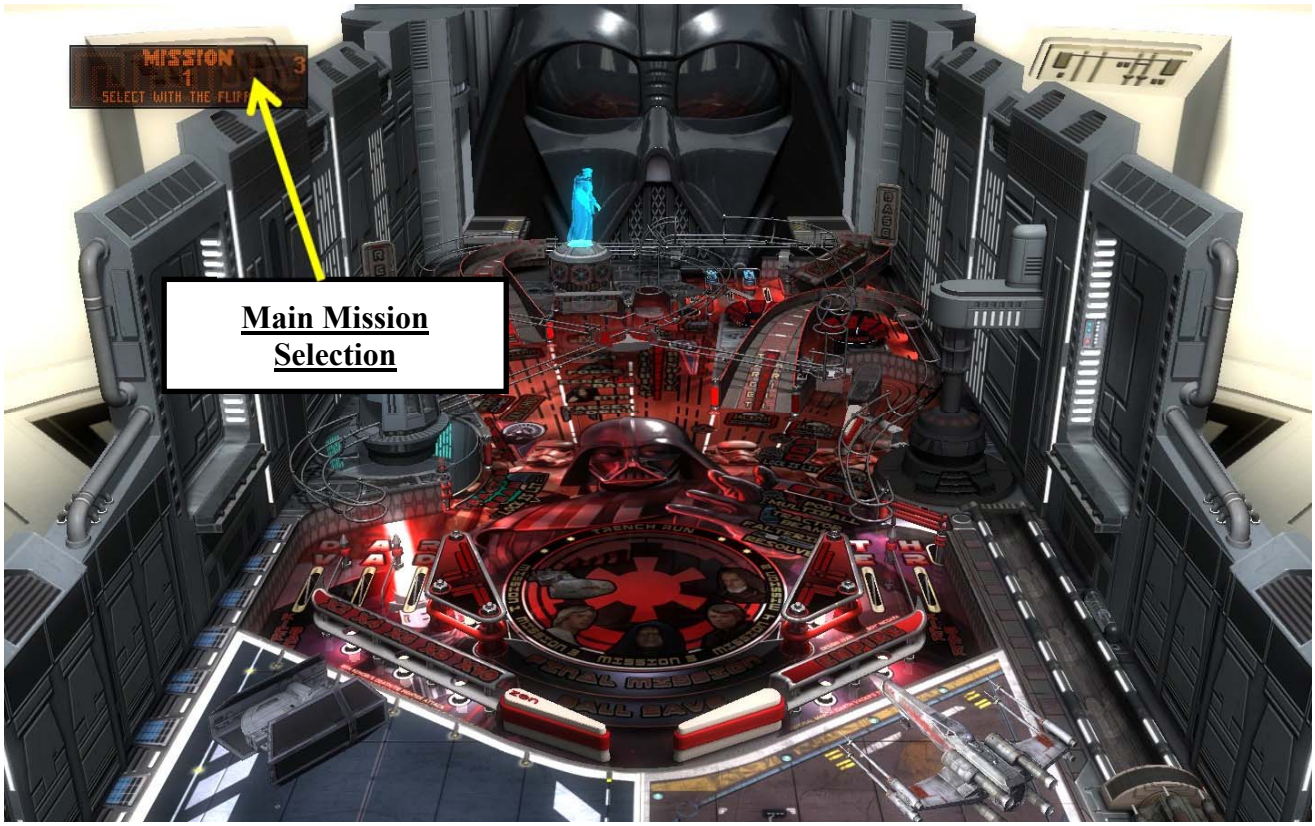
The Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

Main Missions



To start up a Main Mission you will need to hit the Mission Rota Targets (5) a total of 6 times;

The Dot – Matrix will then display the Main Missions; you can cycle through the Missions by pressing the Flipper Buttons and when you want to select a Mission you can press the 'Launch' Button or wait for the timer to reach 0 –



I will now explain in detail on how to complete each of the 5 Council Missions on the next **Page**…..

Mission 1 –



This Mission has 3 Phases which are as follows –



1. ***Timed*** 2 Lanes will begin to flash, you need to hit both and then hit the Centre/VUK Lane (6). This needs to be repeated a further 2 times to proceed to the 2nd Phase.

2. ***Non Timed*** You will then need to repeatedly hit the Ball into the Tractor Beam Spinner (1) until you are able to light up the Notification Lights which spell out 'TRACTOR BEAM'.

3. ***Timed – 30 Seconds*** Hit the Force Ramp (4) then hit the Jump Ramp (located in front of the Mission Rota Targets (5)) to hit the Hologram. Repeat a further 2 times, and once this is done the Mission is completed.

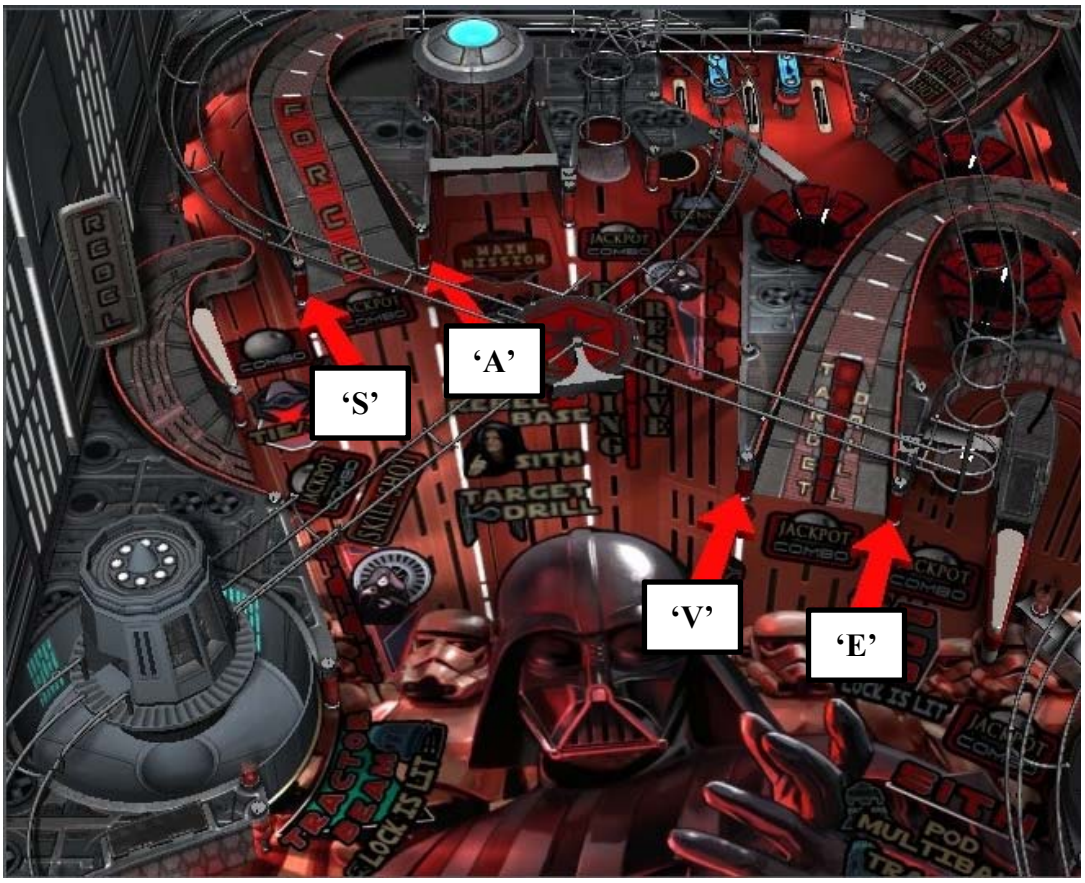
Mission 2 –



This Mission has 2 Phases which are as follows –



1. ***Timed – 95 Seconds*** Hit the 2 Flashing Lanes and then hit the Ball at the Flashing ‘SAVE’ Target to lock it –



Repeat this process a further 2 times; remember that all 3 Balls must be locked on the flashing ‘SAVE’ Targets to enable you to progress to the final part of this Mission.

The Mission will automatically fail if you do either – Time runs out which leads to the Ball’s exploding or you lose 1 of 3 Balls in play. You will then have to repeat the above process again if you wish to re-enter this Main Mission again.

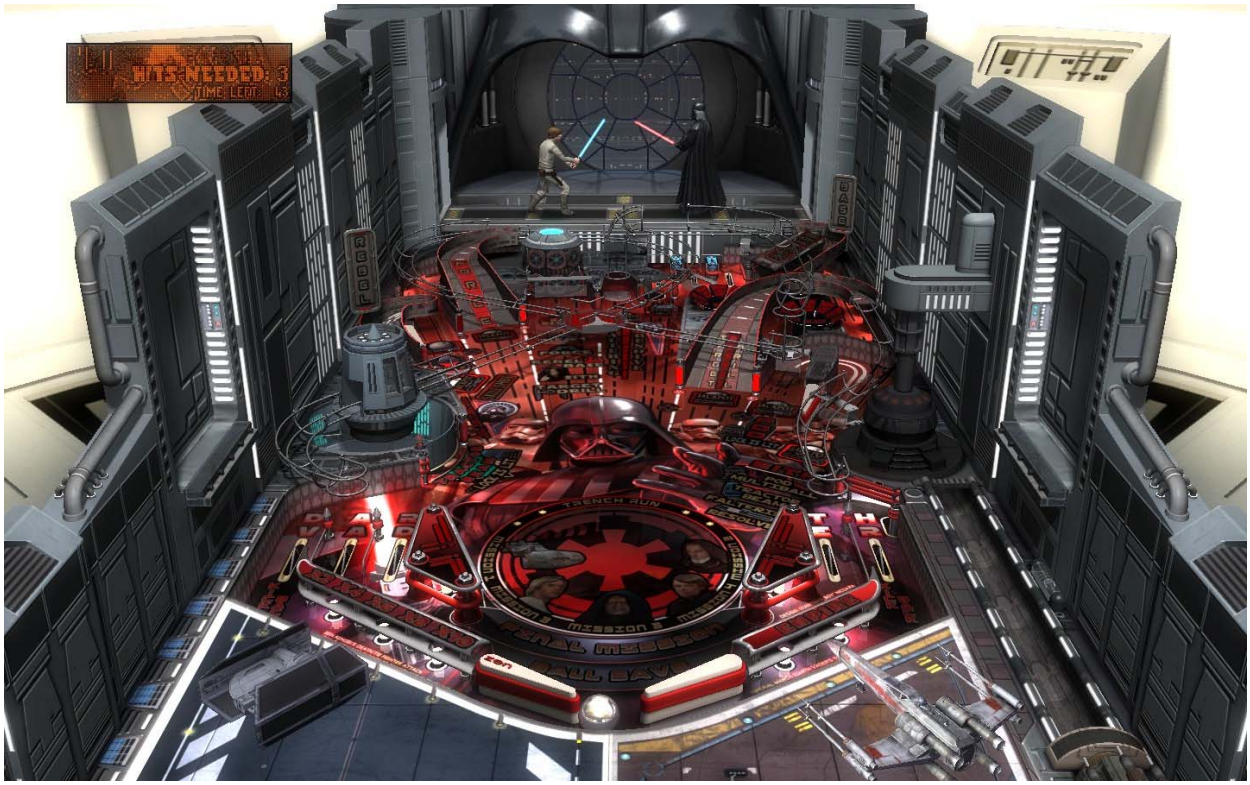
2. You will then need to hit all of the flashing Lanes. After that, you need to destroy your remaining Balls by hitting the ‘SAVE’ Targets. This will defeat Obi Wan and complete the Mission.

In this Phase of the Mission, all of the Lanes are lit and you just need hit each one once. Once all of the lit Lanes have been hit, you then need to hit the ‘SAVE’ Targets to destroy the remaining Balls to complete the Mission. There is no timer for this Phase, so you can take your time.

Mission 3 –

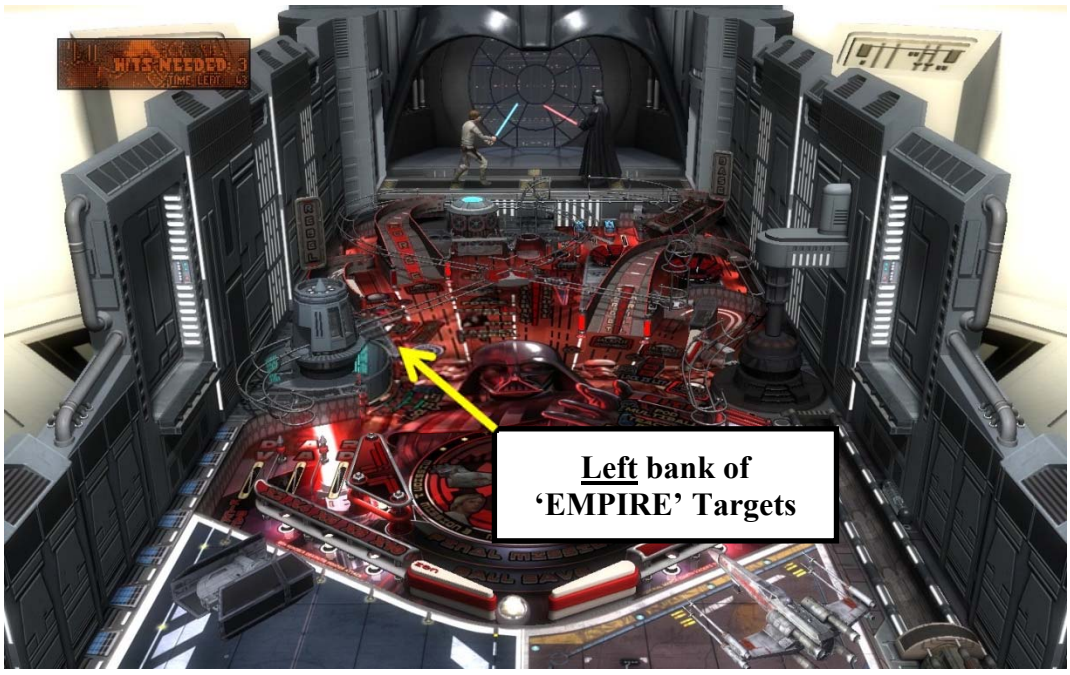


You will need to hit Luke Skywalker 3 times to complete this Mission –

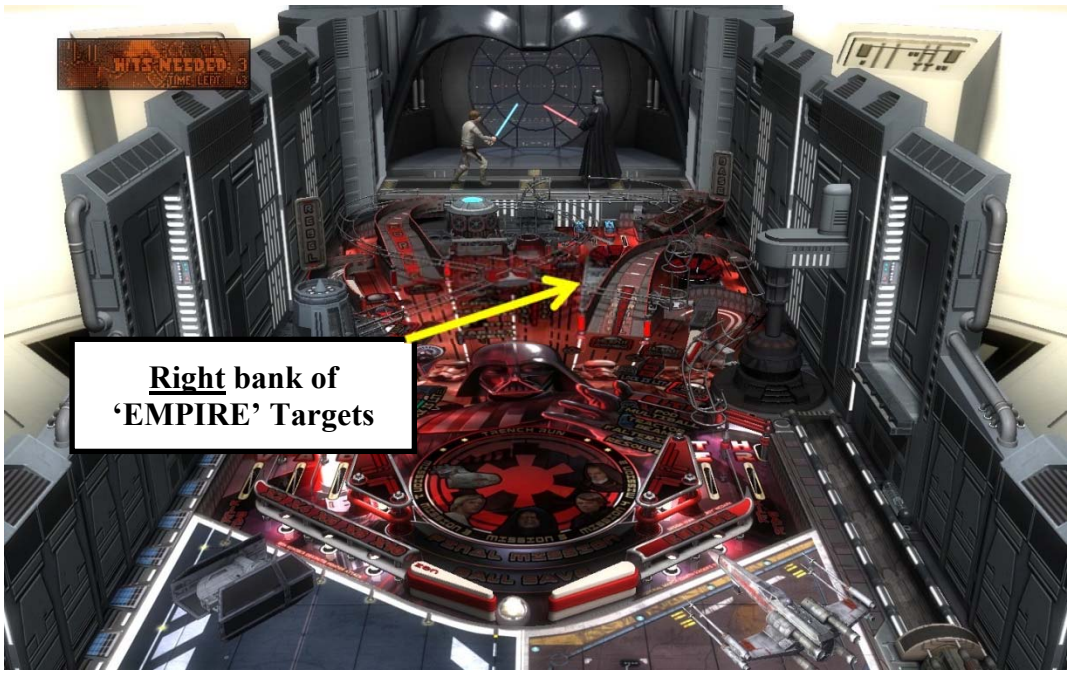


Simply follow these Steps –

1. Hit the Ball through the Flashing Sith Turn Lane (11) then with a late Shot with the Top Right Flipper hit the Left bank of ‘EMPIRE’ Targets –



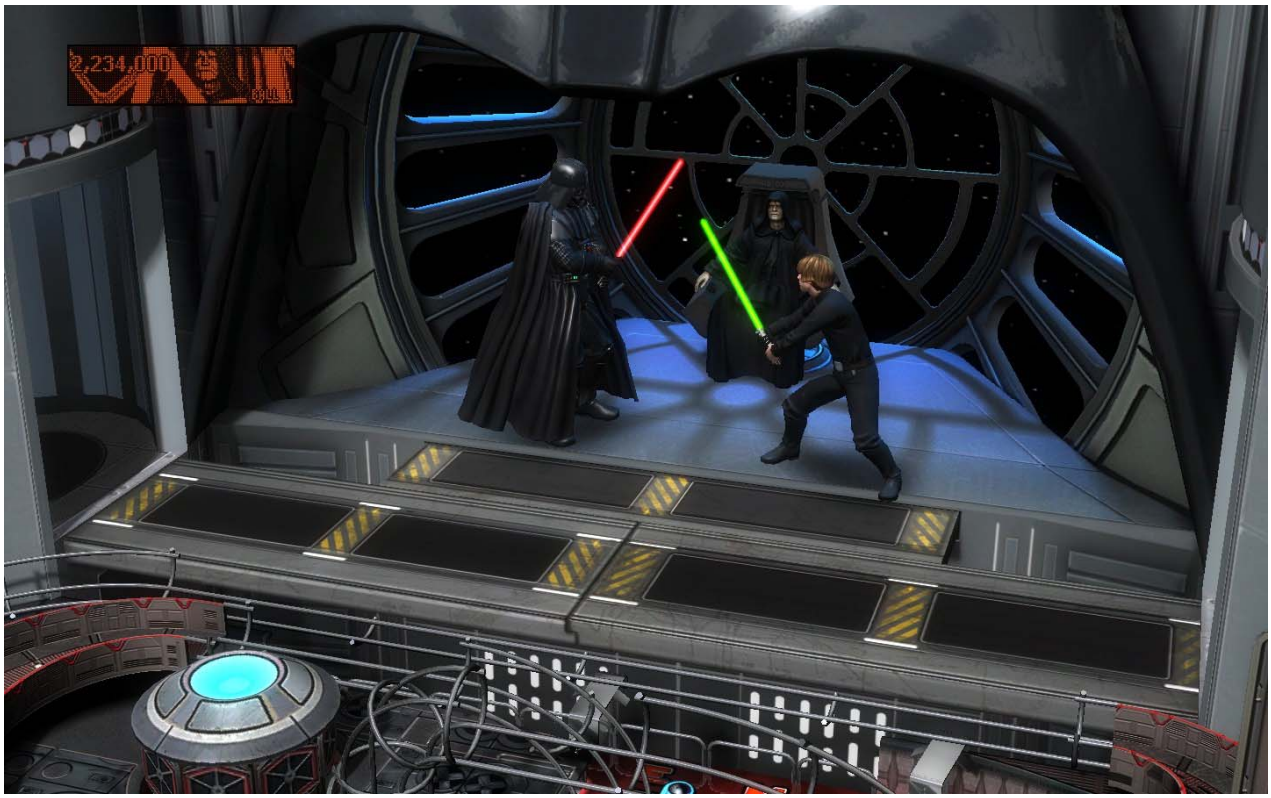
After you have done that send the Ball up the Rebel Ramp (2) then with a late shot with the Top Left Flipper hit the Right bank of ‘EMPIRE’ Targets –



2. Now once you have done that a Red Pulsating Target will appearing on the Table Playfield; hit that to engage the Force Grip Mini – Game, the objective here is to move the Ball with the Flipper Buttons either it be Right or Left then finally pressing the ‘Launch’ Button to throw the Ball at Luke.

What you want to do is to press the ‘Launch’ Button when Luke is looking away from the Ball and you see the words ‘SHOOT NOW!’ displayed on the Dot – Matrix. If you press the ‘Launch’ Button at the right time you will hit Luke, now you will need to repeat the above 2 Steps a further 2 times to successfully complete the Mission.

Mission 4 –



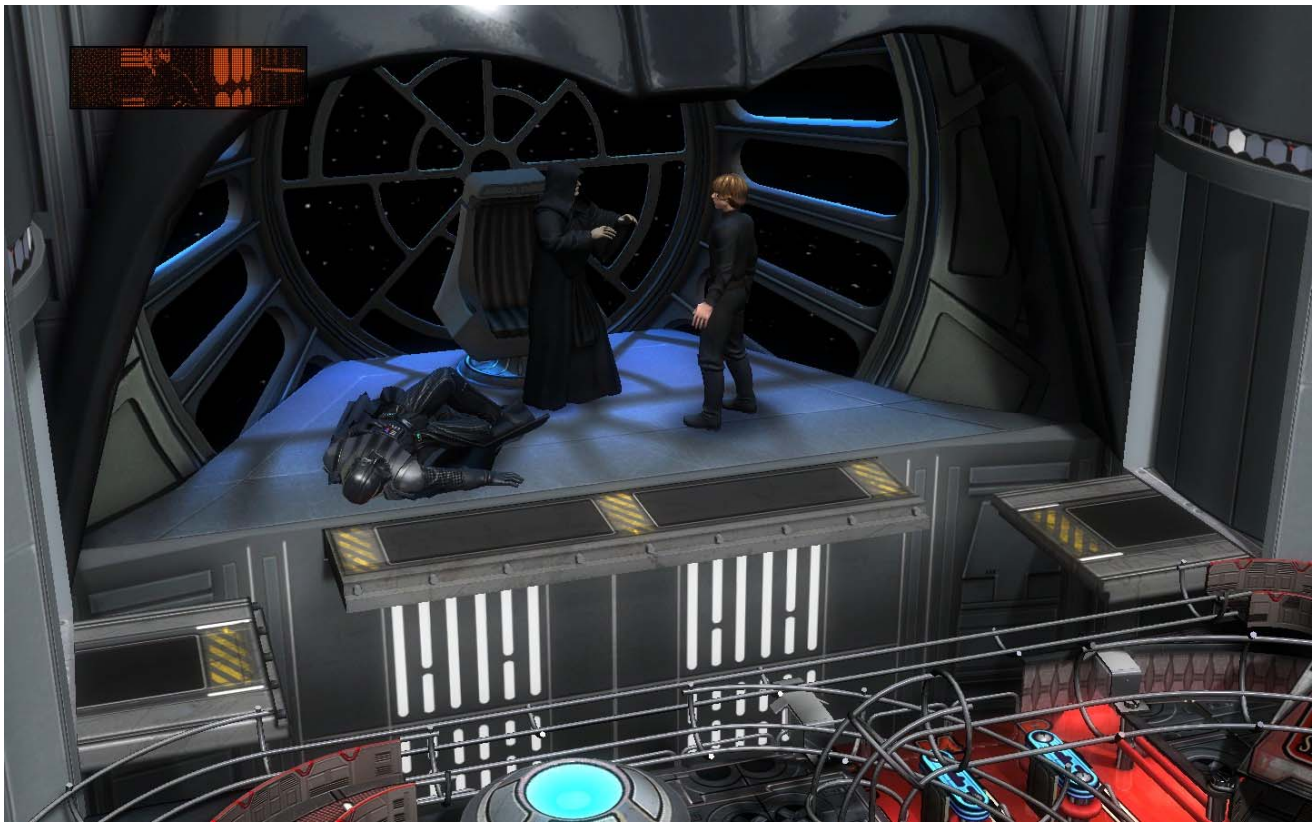
This Mission requires you to complete 6 Tasks –



1. Hit the 2 flashing Lanes.
2. Hit the Mission Rota Targets (5), 2 times.
3. Hit the 2 flashing Lanes.
4. Hit the Mission Rota Targets (5), 2 times.
5. Hit the Ball through the Pod Mini – Orbit (10), 3 times.
6. Hit the Ball through the Centre/VUK Lane (6), 3 times.

Upon completion of the 6th Task the Mission is completed.

Mission 5 –



This Mission requires you to do a set of Combo shots, its not that hard once you get the timing down –



This Mission is in 2 Stages –

1. ***Timed – 95 Seconds***

   Complete a 3 Hit Ramp Combo –

   - Force Ramp (4)
   - Rebel Ramp (2)
   - Base Ramp (8)

   Now send the Ball into the Trench Run Sink Hole (7)

   Repeat the above a further 2 times to move onto the 2nd Stage of the Mission.

2. Now for this Stage you will need to raise enough Power for Darth Vader to save Luke Skywalker, this is achieved by following this process –

   - Hit the Ball up the 2 flashing Ramps – Force Ramp (4) and Target Drill Ramp (9).
   - Now hit the Ball through the Left Orbit (3) or Sith Turn Lane (11) to allow the Ball to hit the Bumpers, each hit will raise the Power level of Darth Vader.

   Repeat this until you max out the Power level of Darth Vader, upon doing so the Mission will be successfully completed.

Wizard Mode (Final Mission)

Completion of the above ***5 Main Missions & start-up of the Trench Run Mode*** (to find out about this Hurry Up Mode look earlier in the Guide; Hurry Up Modes – TIE/X1 Hurry Up and Trench Mode) is required to allow access to the Wizard Mode (Final Mission) –

To start up the Final Mission simply hit the Mission Rota Targets (5) a total of 6 times.

The Final Mission is a 4 Ball Multiball where you need to hit all the flashing Lanes, after you hit all the Lanes you then need to lock all of the remaining Balls into the Trench Run Sink Hole (7). Each Lane you hit is worth 6 Million Points, and completion of the Final Mission nets you a 50 Million Point completion bonus.

******Very Important!****** If you go down to 1 Ball you will lose the Final Mission, thus your Main Mission etc. progress will reset requiring you to do all those again to re-attempt the Final Mission.

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, snakeman07, 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 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, Jedi

"You don't know the power of the Dark Side!"

Yours
ShoryukenToTheChin