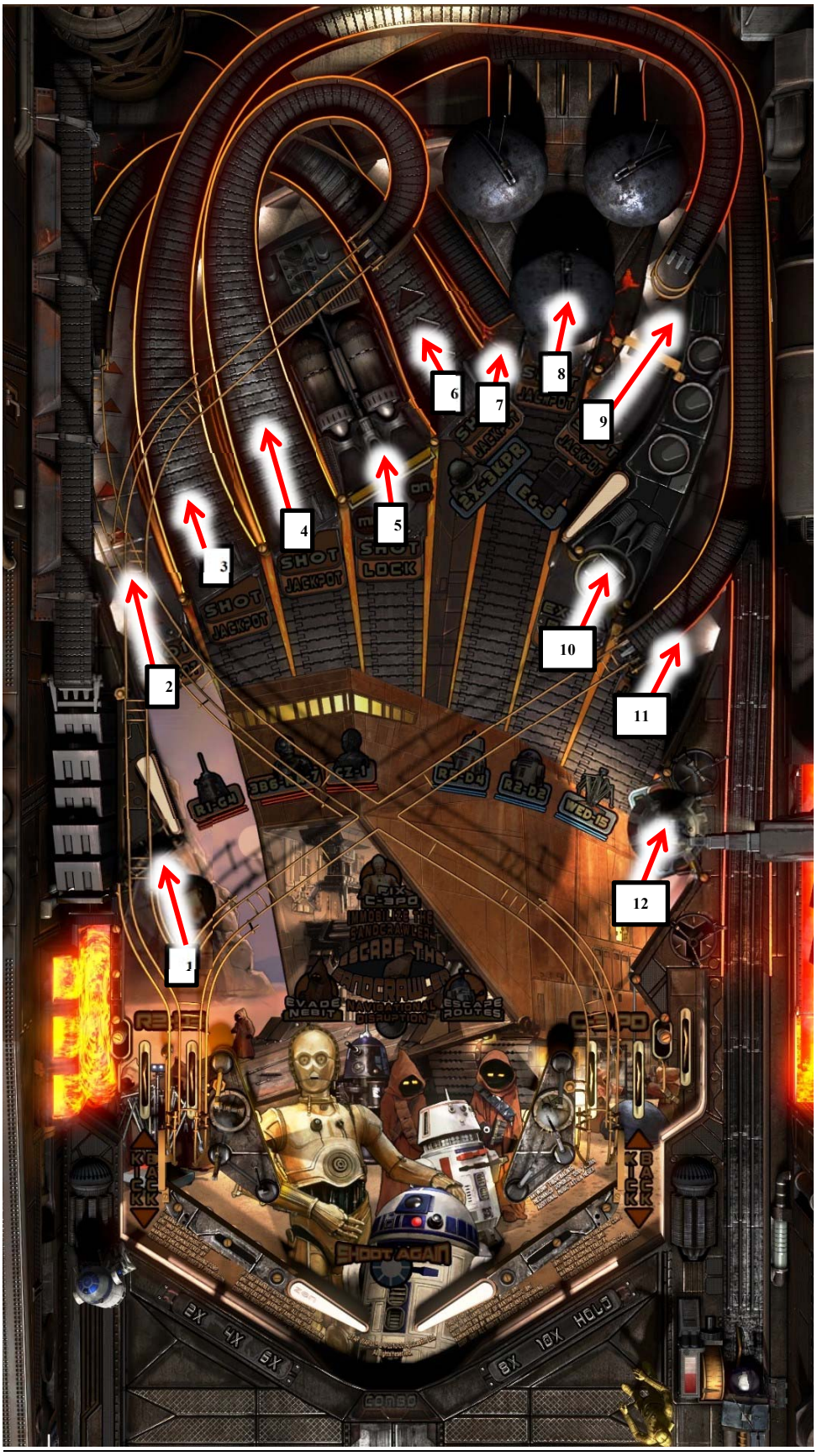


Droids Table Guide



By ShoryukenToTheChin



Key to Table Overhead Image –

1. Vari Target
2. R1-J4 Orbit ***Note* - *Every time you hit this Orbit; the diverter will change from the Bumpers to the left Inlane every other time during regular play. During the Missions, the diverter will be locked the appropriate place. ***
3. 3B6-RA-7 Ramp
4. CZ-1 Ramp
5. Mission Sink Hole
6. 2X-3KPR Ramp
7. Single Target
8. R5-D4 Orbit
9. EG-6 Orbit
10. R2-D2 Sink Hole
11. WED-15 Orbit
12. Magnet Targets

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 (PS4/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 licensed Zen to initially produce 10 Tables based on the Star Wars Universe.

The third batch of Tables was released in a 4 Pack; which included the Tables; Han Solo, Droids, Star Wars: Episode IV – A New Hope & Masters of The Force.

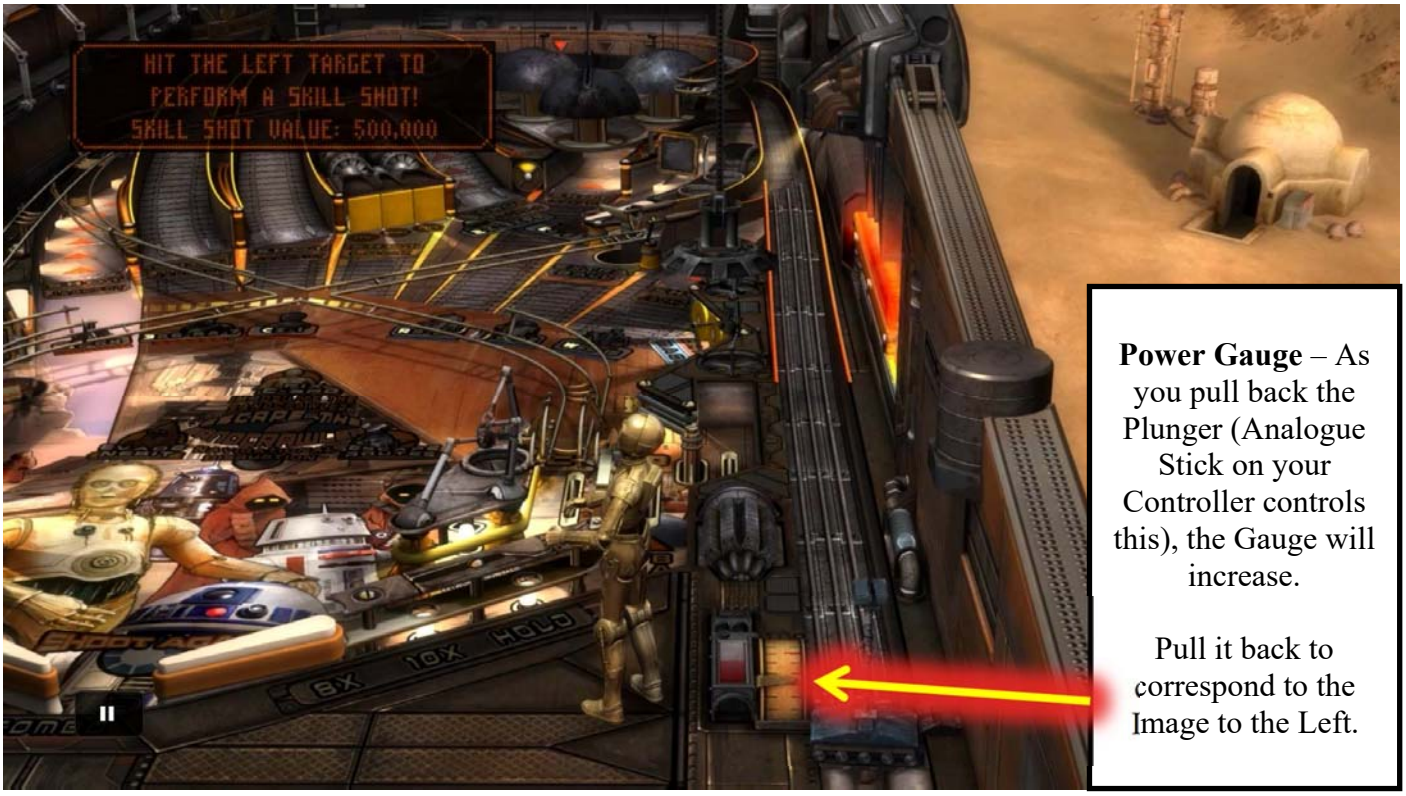
This Table is of course the Droids; which is a Table that pays homage to the 2 iconic Film robot/droids which are of course C-3P0 & R2-D2. The Artwork and Audio cues are spot on once again, adding that unique originality to the Table's Playfield.

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

Skill Shot -

There are 3 possible Skill Shot requirements you must accomplish to be awarded with a Skill Shot, but only 1 is active at a given time.

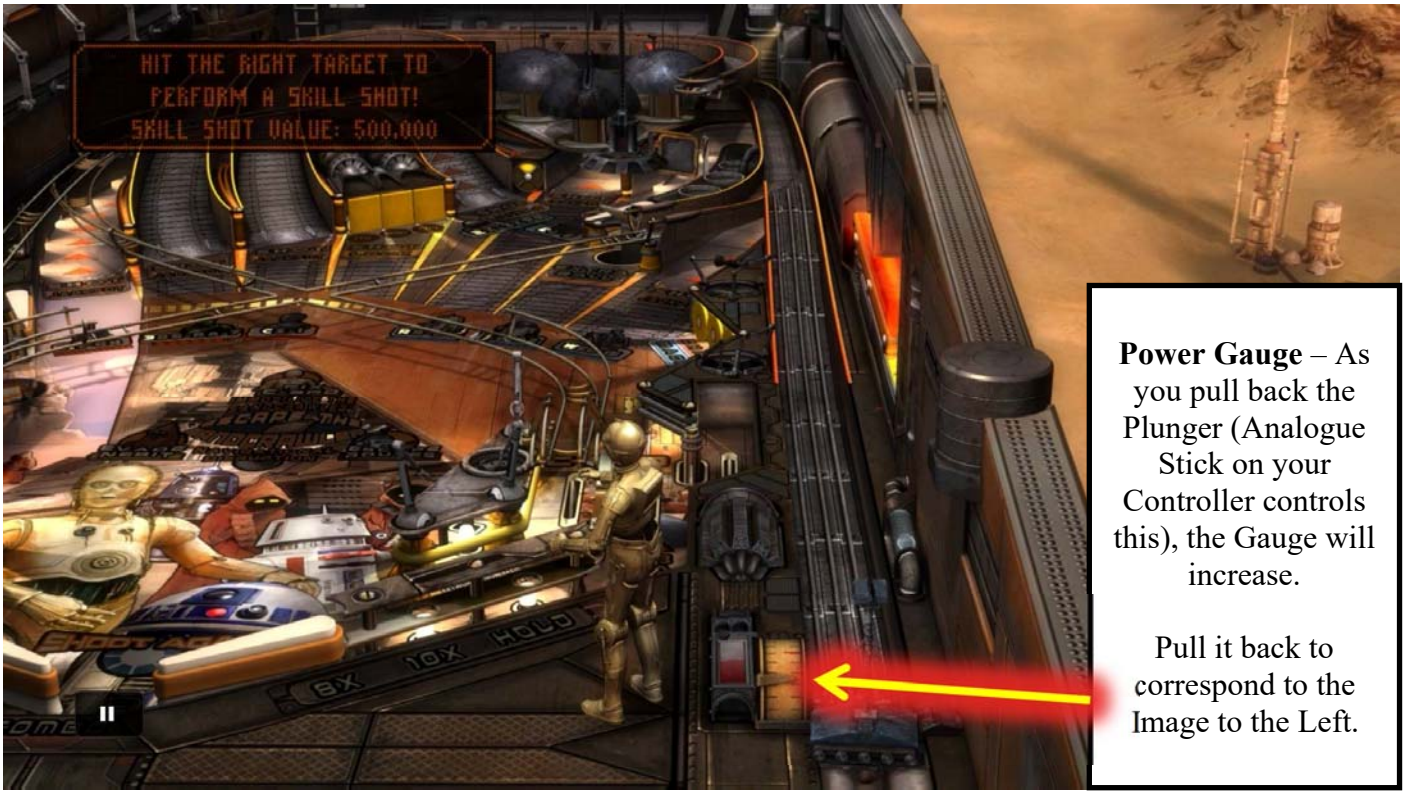
Left Bumper Rollover –



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

Pull it back to correspond to the Image to the Left.

Middle Bumper Rollover – ***Note – Pull back the Plunger just a bit less from if you were going for the Left Bumper Rollover.****



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

Pull it back to correspond to the Image to the Left.

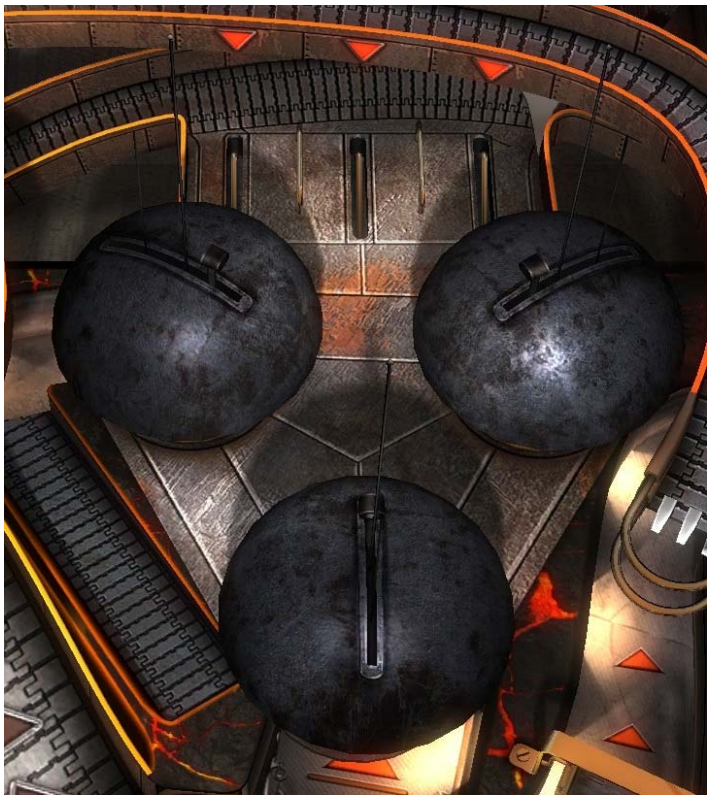
Right Bumper Rollover – ***Note – Pull back the Plunger just a bit less from if you were going for the Middle Bumper Rollover.****



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

Pull it back to correspond to the Image to the Left.

****Note* – *If you wish to raise the Skill Shot award value you will need to light up the 3 Bumper Rollovers within gameplay. Shown in the image below.*–**



Kick Back & Ball Save

To activate the Kickbacks you must light up all the letters for each side of the Table. Basically to activate the Left Kickback you must light up all of the Letters of ‘R2D2’, for the Right Kickback ‘C3PO’ –



Note - This Table doesn’t reset the Kickbacks earned if you lose a Ball

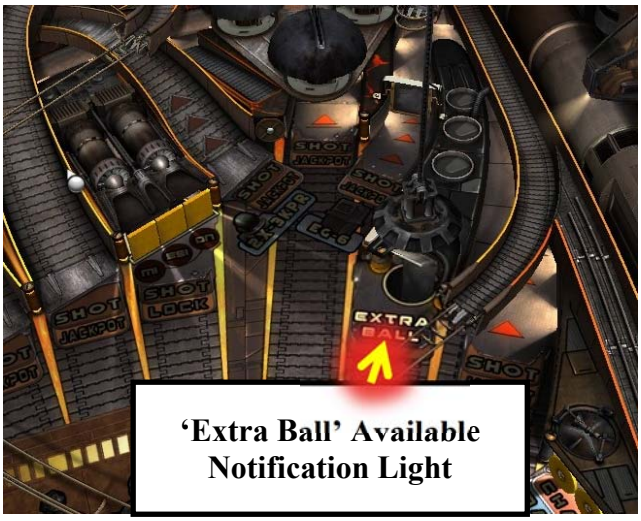
Ball Save –

The Ball Save will activate in some Modes.

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 – the Extra Ball is collected by hitting the R2-D2 Sink Hole (10) -



- ***Method 1***: *R2-D2 Random Award;* look later in the Guide at the Section titled 'R2-D2 Award' for information on how to complete them for this **Extra Ball**.

- ***Method 2***: *R2-D2 Mini Game Award;* look later in the Guide at the Section titled 'R2-D2 Mini Game' for information on obtaining this **Extra Ball**.

Note – The probability of gaining an Extra Ball is weighted by your Score and Ball Number.

Raising the Multiplier

To raise the Bonus Multiplier you will need to gain this as an award from the R2-D2 Sink Hole (10) via the R2-D2 random awards -



'Raise Bonus X' – this random award raises the Bonus Multiplier level.

More information on the awards available can be found in the section 'R2-D2 Award'.

Note – Multiplier Level resets upon draining the Ball, unless you have the 'Hold Bonus X' as this will not reset the Multiplier.

R2-D2 Award

Hitting the R2-D2 Sink Hole (10) when it's not lit, will award you one of many random awards –



- **EXTRA BALL** – collect by hitting the Ball into R2-D2 Sink Hole (10).
- **Hold Bonus X** – this will allow you to keep your Bonus Multiplier when you drain the Ball.
- **1 Million** – awards you with a Million Points.
- **Increase Perk** – randomly will increase one of the Droid Wizard Mode perks (more detail available at the Droids Hurry Up section of the Guide).
- **Raise Bonus X** – this raises the Bonus Multiplier Level to the next
- **10,000 Points** - awards you with a 10,000 Points. (each subsequent hit increase the Points awarded by 10,000 Points but it gets reset back to the initial 10,000 if you lose a Ball)

Various Modes

R2-D2 Mini Game –

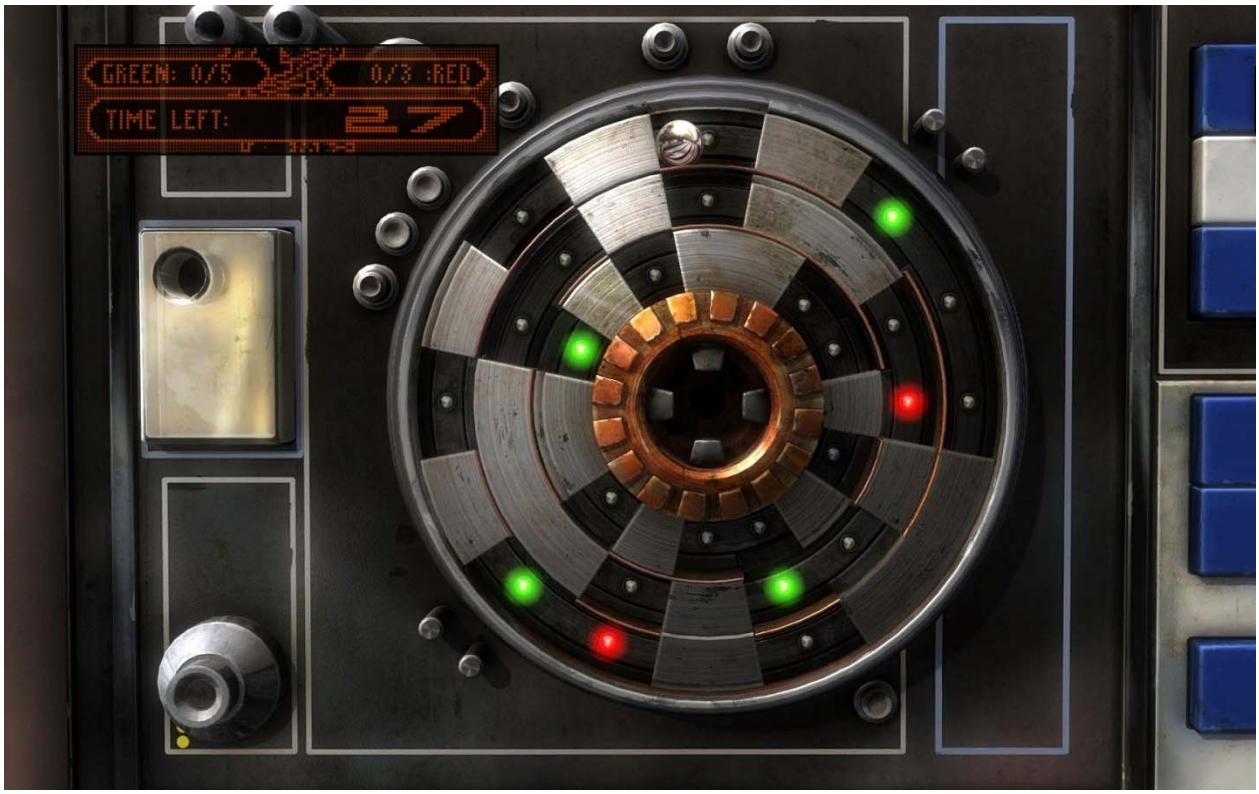
To gain access to this Mini Game you must hit the Bumpers 40 times as displayed in the Dot – Matrix while they are being hit. Then shoot the R2-D2 Sink Hole (10) to begin the Mini Game –



***Note** – the Mini Game is not available during Multiball Modes.**



Once you hit the Sink Hole, R2-D2 will then begin the Hack.



To complete this Mini Game you must hit all of the 5 Green Lamps within the time limit. Avoiding the Red Lamps as best you can because if you hit 3 Red Lamps, you fail the Mini Game.

The controls are as follows –

- The Flipper Buttons; these rotate the selected rings so that you can guide the Ball towards the Green Lamps within that ring.

- The 'Launch' Button; this changes the selected ring for rotation.

If you are successful you will be awarded with one of the following –

- **EXTRA BALL**

- **Ball Saver** activated

- **Mission specific**; like increasing the Mission timer if you complete the Mini Game within a Mission for example.

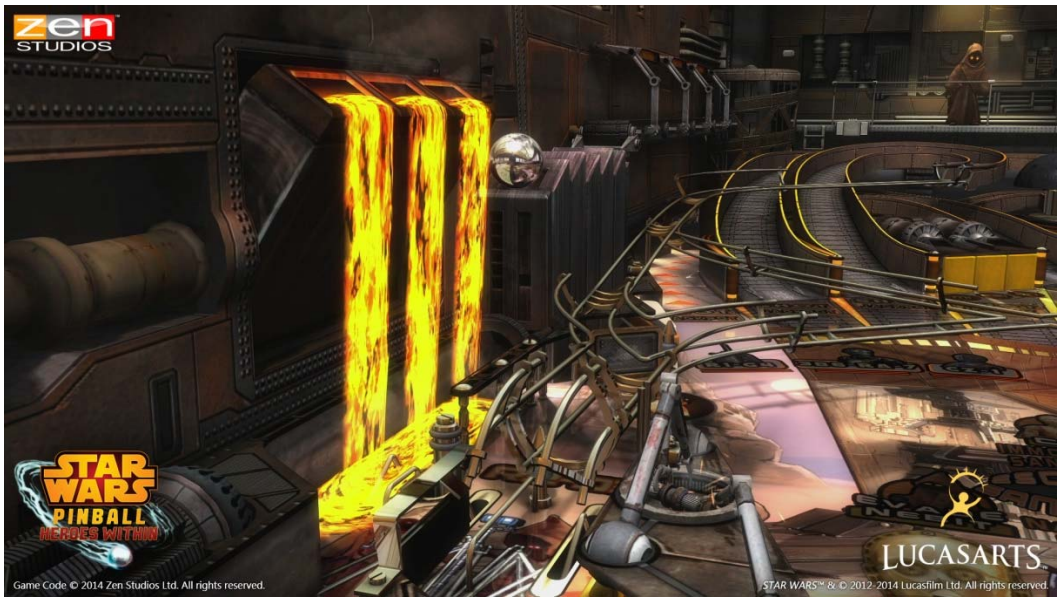
Multiball Modes

There are 3 Multiball Modes available on this Table;

Ore Processor Multiball **2 Balls** -

To start up this Multiball you will need to hit the Single Target (7) a total of 4 times. After which you will need to hit the Ball up the 2X-3KPR Ramp (6) so that it enters the Ore Processor. The Ramp will have Red Arrows repeatedly flashing on it. Now you will need to close the Smelter before the Ball exits the Ore Processor, this is done by repeatedly hitting the Vari Target (1) until the Smelter is 100% closed (progress is shown on the Dot – Matrix). Two clear shots are usually sufficient to close the Smelter.

The below shows the Ball just about to leave the Ore Processor, if you don't close the Smelter in time the Ball will fall into it and you will need to repeat the above process again to try again.



If you manage to close the Smelter in time the 2 Ball Multiball Mode will begin; hit the ball over the Lava Pits of the 2 Ramps – 3B6-RA-7 Ramp & CZ-1 Ramp to score **Jackpot** awards. To raise the **Jackpot** value simply hit the Vari Target (1) (this can also be raised during normal gameplay) –



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.

Magnet Crane Multiball *2 Balls* -

To start up this Multiball Mode you will need to charge up the Magnetic Crane first. This is done by lighting up all the ‘CHARGE MAGNET’ Lamps at the right bank of the Tables Playfield. Change which of the Lamps are lit within Slingshot hits, then hit the Ball towards to the Lamps to gain those Letters.



Once you have done that the Magnetic Crane will begin to move from the ‘CHARGE MAGNET’ Lamps up to the R2-D2 Sink Hole (10). Once it reaches there a small diverter will activate on the Sink Hole, if you then hit the Ball into the Sink Hole it will be grabbed by the Magnetic Crane.



Another Ball will be shot out from the Launch Lane, and the Crane will proceed with the locked Ball back to the right side of the Table Playfield and eventually drop the Ball into the Right Inlane thus starting the 2 Ball Magnet Crane Multiball Mode

Shooting the EG-6 Orbit within this Mode will cause the Droid to discharge, giving a greater score the more times you cause the Spinner to spin during the Mode.

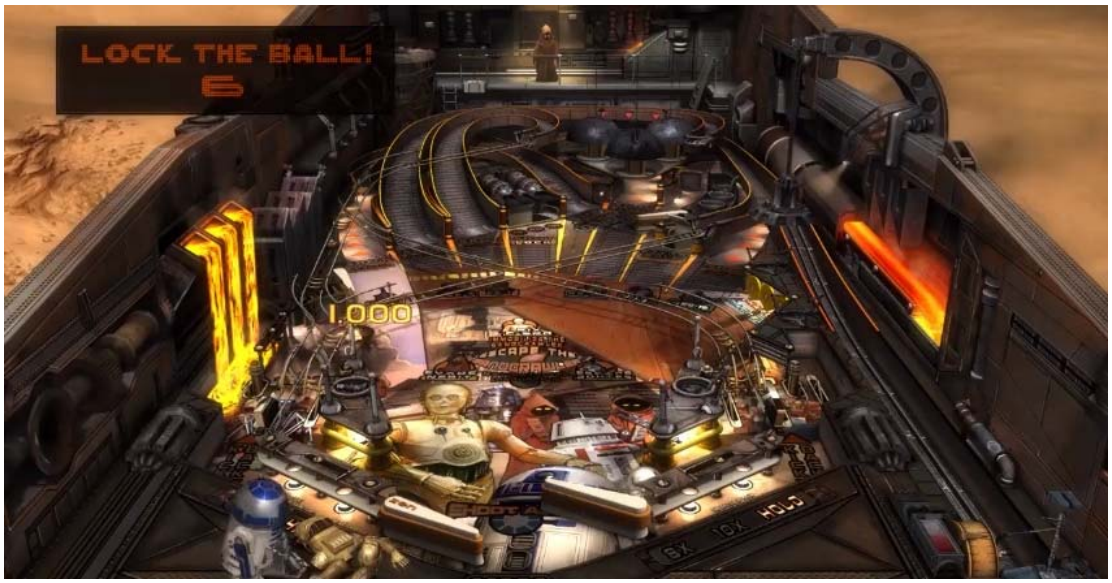


The Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

A Droid In Need Is A Droid Indeed Multiball *3 Balls* -

Activation –

Each time you complete a Mission you will have 10 or so Seconds to lock a Ball into the Mission Sink Hole (5) –



You only get the chance to lock a Ball every time you complete a Mission. Once you have locked 3 Balls the 3 Ball Multiball will begin.

Multiball Mode -

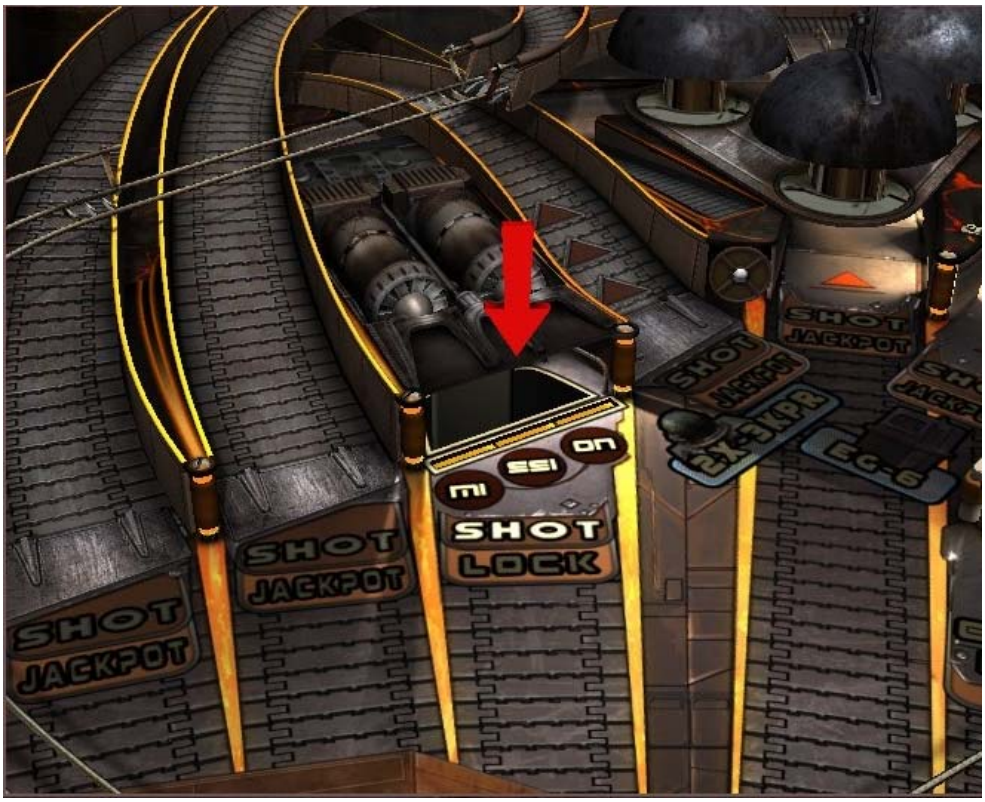


The Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

Note – the purpose of this Multiball is not to score Jackpots, but to give you a further opportunity to try and build your Droid Perks up before playing the Wizard mode (refer to the Droids Hurry Up section below).

Missions

To gain access to the below 5 Missions you will need to first hit all 3 of the Mission Targets in front of the Mission Sink Hole (5). Once done you just have to sink the Ball into the Sink Hole and select which Mission you wish to play. This is done by using the Flipper Buttons to cycle through the uncompleted Missions and the 'Launch' Button is used to select the Mission.



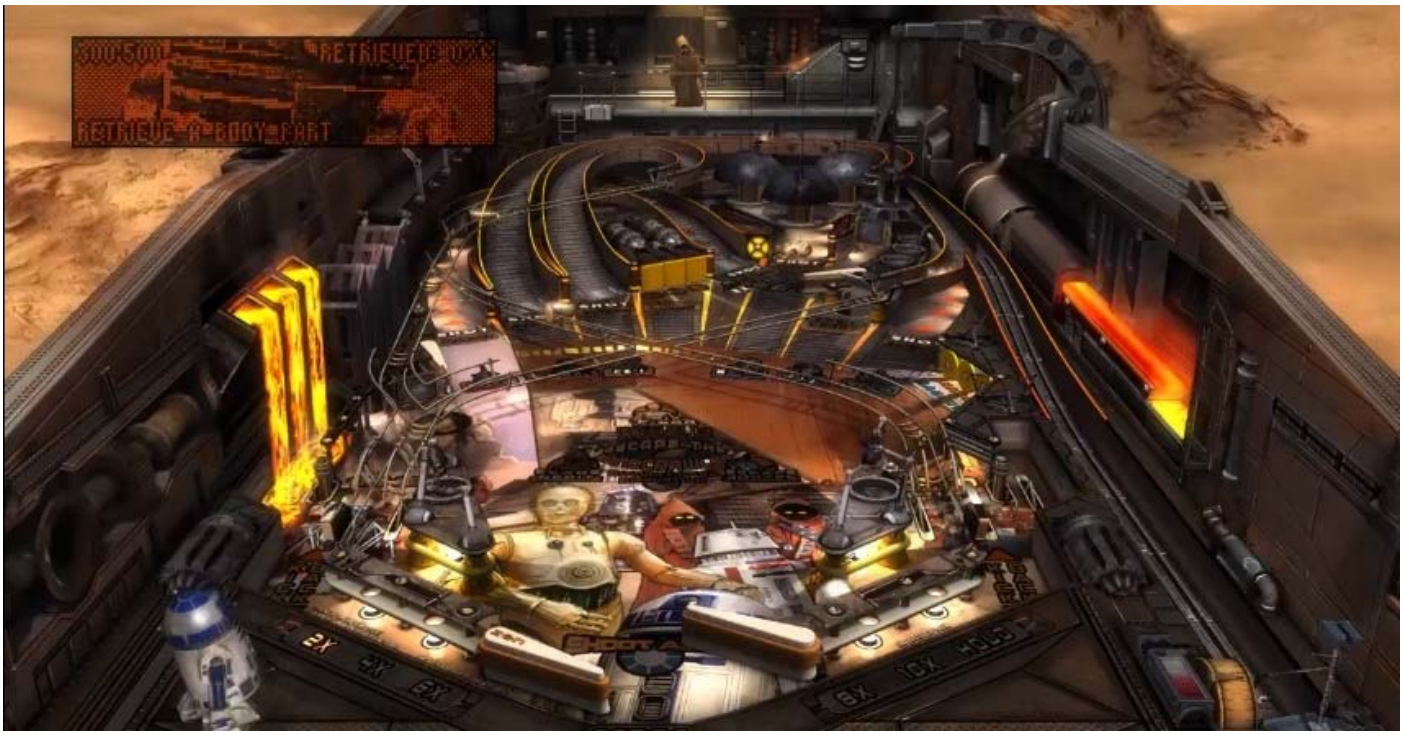
***Note** –each of the Missions saves your progress if the timer runs out or if you lose a Ball. For example, Mission 1 requires you to retrieve all 6 of C3PO's body parts and drop each one of them off into the R2-D2 Sink Hole (10). There is no timer on this one, but let's say you retrieved 3 of the parts and the Ball drained. Once you start up the Mission again, you will start from where you left off need (only need to retrieve the remaining 3 parts).*

A Droid In Need Is A Droid Indeed Multiball lock; as explained in the above Page, every time you complete a Mission you have the chance to lock a Ball into the Mission Sink Hole (5) towards starting this Multiball Mode. Once 3 Balls have been locked it begins.

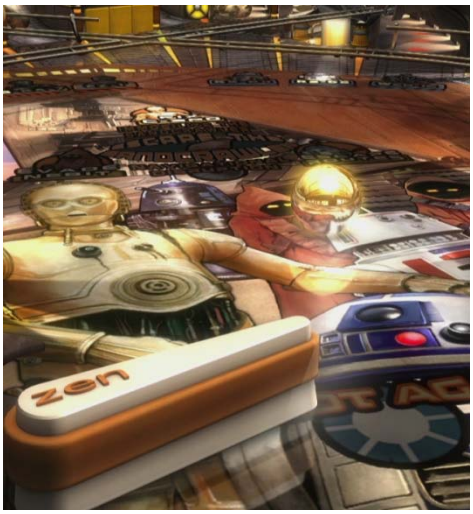
Mission 1 – Fix C-3PO *Non - Timed*



You must collect C-3PO's body parts which have been scattered across the Tables Playfield. There are 6 body parts that you have to collect, they are collected by hitting the flashing Lane –



After going through a flashing Lane the Ball will glow Gold in colour to show that you are carrying a body part –



Hit this Golden Ball into the R2-D2 Sink Hole (10) to successfully collect that body part –



Repeat the steps a further 5 times to complete this Mission.

Mission 2 – Navigational Disruption *Non - Timed*



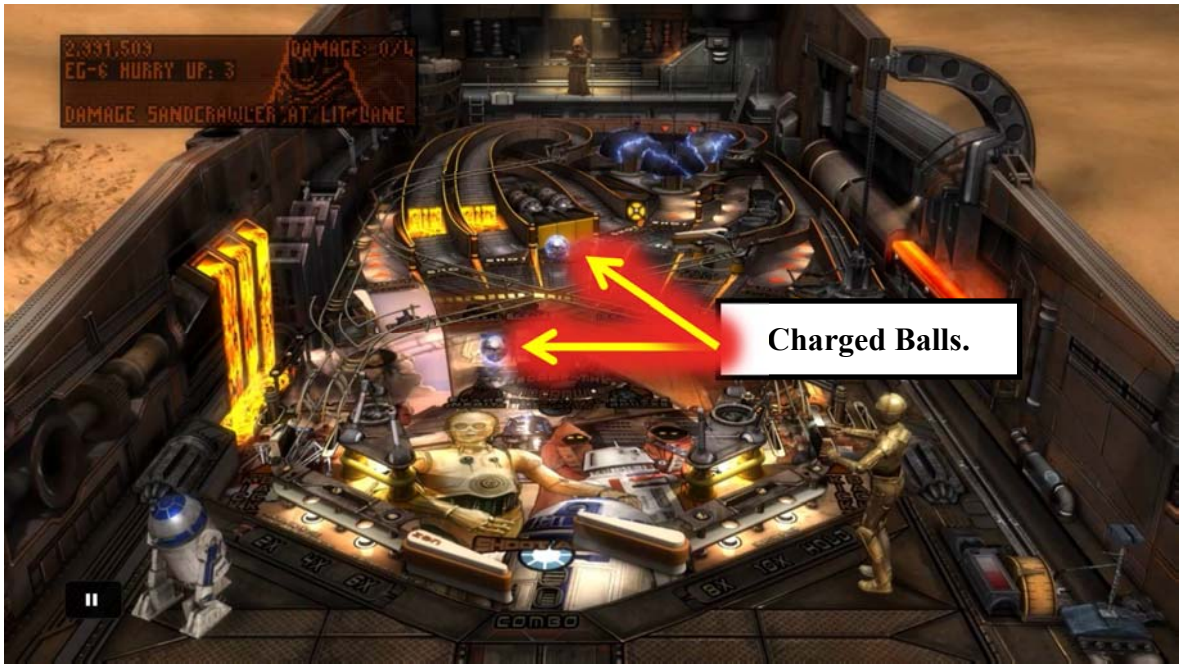
This Mission is a 2 Ball Multiball; you first need to hit a Ball up through the RJ-J4 Orbit (2) so that it bounces around the Bumpers causing Nebit to shoot his Blaster and charge up the Bumpers.

***Note** - The Mission will continue as long as you have a minimum of 2 Balls in play. Once you lose 1 of the Balls will have to restart the Mission to re-enter.**



If the Ball comes out of the Bumper area before the Bumpers become charged simple send the Ball back through the RJ-J4 Orbit (2). Once the Ball is charged you will have to hit one of the four Lanes –

- 3B6-RA-7 Ramp (3)
- CZ-1 Ramp (4)
- 2X-3KPR Ramp (6)
- R5-D4 Orbit (8)



Once you hit a Lane you will then need to send the charged Ball back up that Lane to damage the Sandcrawler once –



***Note** - that if you hit the Ball up the 3B6-RA-7 Ramp (3) or CZ-1 Ramp (4) too weak it will drop into the Lava and that Ball, if charged, will lose its charge. Thus you will need to repeat the above process to charge the Ball up again, as well as hit the Lane again that you were trying to hit a second time for example.**

Once you have hit all 4 flashing Lanes with a charged Ball twice, the Sandcrawler will be damaged sufficiently and the Mission will be completed.

Mission 3 – Evade Nebit *Timed*



This Mission requires you to evade the capture of Nebit. This is done by hitting the flashing Lanes –



You will have to hit 6 sets of 3 flashing Lanes a total of 6 times to complete this Mission. Each time you hit a set the timer will reset.

The shots for each set, that has to be hit in sequence, are as follows –

1.

- R5-D4 Orbit (8)
- EG-6 Orbit (9)
- 3B6-RA-7 Ramp (3)

2.

- WED-15 Orbit (11)
- 2X-3KPR Ramp (6)
- CZ-1 Ramp (4)

3.

- RJ-J4 Orbit (2)
- WED-15 Orbit (11)
- 2X-3KPR Ramp (6)

After completing the 3rd set, you will have to repeat sets 1-3 again to complete the Mission.

Mission 4 – Escape Routes *Timed*



The mission requires you to find the Droid with the information needed to escape.



To complete the Mission, you will need to find 4 Droids to collect the information you need. All of the Lanes will be flashing initially, but only one of the Lanes contains the Droid with the information. Keep on hitting the flashing lanes until you find the Droid you're looking for. Be quick because you get 30 Seconds to find each of Droid. Once you found the Droid, the timer will reset and you will need to repeat the above sequence a further 3 times to complete the Mission.

Mission 5 – Immobilize The Sandcrawler *Non - Timed*



In this mission you will need to send the Ball through the RJ-J4 Orbit (2) for the Ball to hit the Bumpers to gain a Bomb Ball so that you can immobilize the Sandcrawler -



Usually 5 hits to the Bumpers will be enough to launch one of the Bomb Balls.



Hit the Bomb Ball quickly into the Mission Sink Hole (5) before the timer runs out as you will only have a short amount of time before the Bomb Ball explodes –



Repeat the above steps a further 2 times to complete the Mission.

Wizard Mode – Escape The Sandcrawler
Multiball & Timed

Once you complete all 5 Missions, the Wizard Mode will become available at the Mission Sink Hole (5). Hit all 3 of the Mission Targets in front of the Mission Sink Hole (5), and then sink the Ball to begin the Wizard Mode.

***Tip** – Remember to build up the Droid Perks through the Hurry Ups before starting the Wizard Mode as these various perks will help you to gain a huge score.**

Droid Hurry up –

Completing the Droid Hurry Up's will grant you various perks within the Wizard Mode. Each of the Lanes on the Table Playfield has a Droid assigned to them. To gain said perks, you will need to repeatedly hit any given Lane until you light up all the Letters of that Droids name and to begin the Hurry Up. Once started, that Lane will begin to flash and you will only have a short amount of time to hit the lane to raise that Droids perk level to the next. The max Droid perk level is 7.



Droids –

RJ-J4



RJ-J4 Orbit (2); this perk will increase the number of Balls given in the Wizard Mode.

3B6-RA-7



3B6-RA-7 Ramp (3); this perk will increase the number of Super Droid Jackpots in the Wizard Mode.

CZ-1



CZ-1 (4); this perk will increase the number of Jackpot Lanes in the Wizard Mode.

2X-3KPR



2X-3KPR Ramp (6); this perk will increase the escape time value in the Wizard Mode.

R5-D4



R5-D4 Orbit (8); this perk will increase the Jackpot value in the Wizard Mode.

EG-6



EG-6 Orbit (9); this perk will increase the Multiplier value in the Wizard Mode.

WED-15



WED-15 Orbit (11); this perk will increase the basic escape time in the Wizard Mode.

***Note** – Throughout a game, the Droid Perk levels will not be reset even after playing through Wizard Mode. **

The Wizard Mode - Escape The Sandcrawler

Once the Wizard Mode begins it will let you know what Perks have been collected/activated for the Wizard Mode –



The Wizard Mode is a reward mode where you are given a Multiball which will have infinite Ball Saver. The goal here to score as many **Jackpots/Super Jackpots** within the time limit –



You can add more time to the timer by hitting the Ball into the Mission Sink Hole (5) but of course you have to remove the 3 Targets in front of it first –



Once the timer expires the Table will reset.

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Cloda, 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 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; any feedback would be greatly appreciated -

"I'm so confused"

Yours
ShoryukenToTheChin