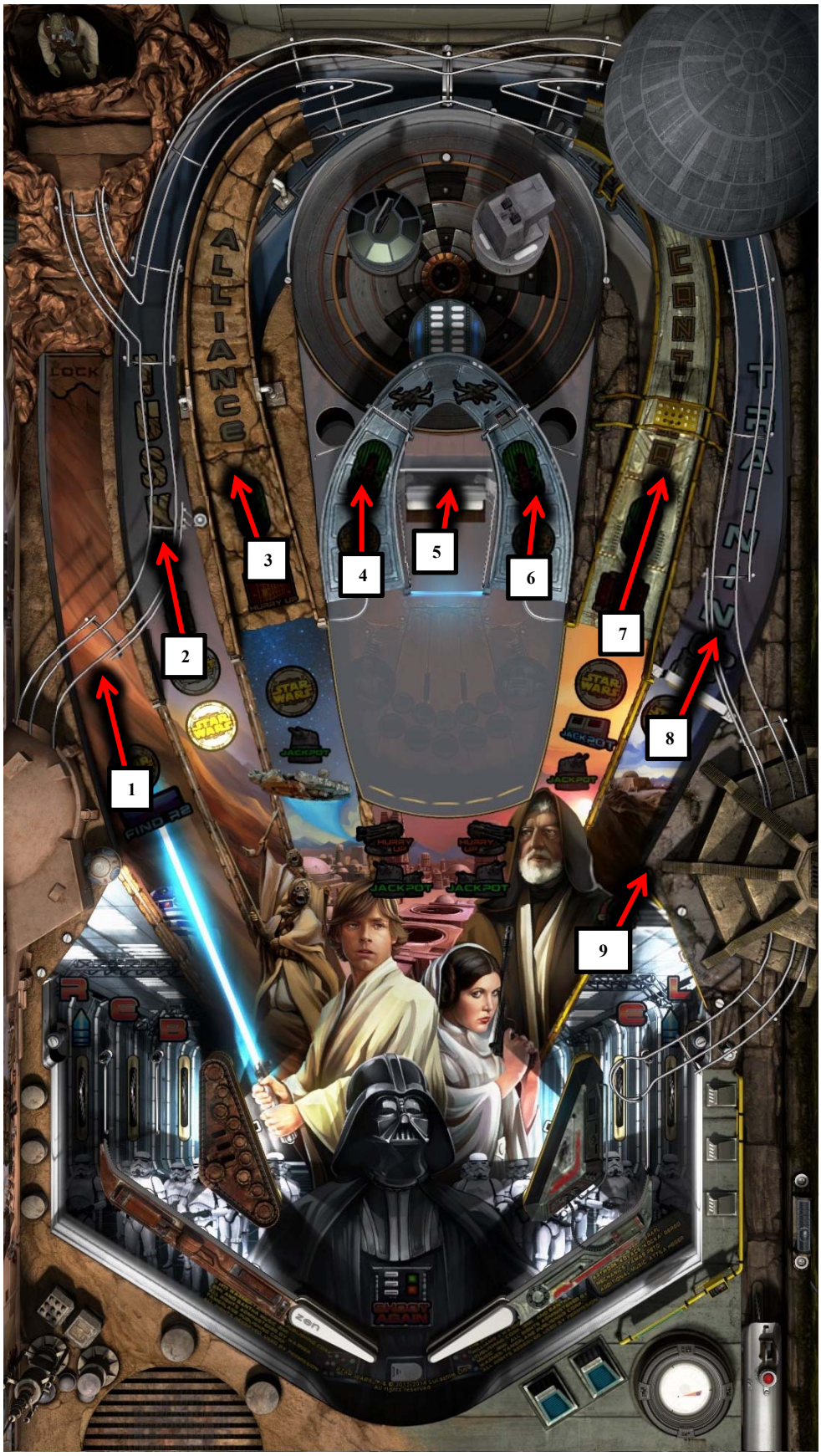


Star Wars: Episode IV – A New Hope Table Guide



By ShoryukenToTheChin



Key to Table Overhead Image –

1. Landspeeder Target/Sink Hole
2. Left Orbit
3. Alliance Ramp
4. Left Jump Ramp
5. Centre Target
6. Right Jump Ramp
7. Cantina Ramp
8. Right Orbit
9. Standalone Target

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 on the gameplay 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 license allowed Zen to produce Tables based on the Star Wars License. As of now Zen has been licensed to release 10 Star Wars Themed Tables but with more Tables possible in the future.

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

This Table is of course the Star Wars: Episode IV – A New Hope; which is a Table that pays homage to the iconic Film. The Artwork and Audio cues are spot on once again, adding that unique originality to the Table's Playfield.

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

Skill Shot -

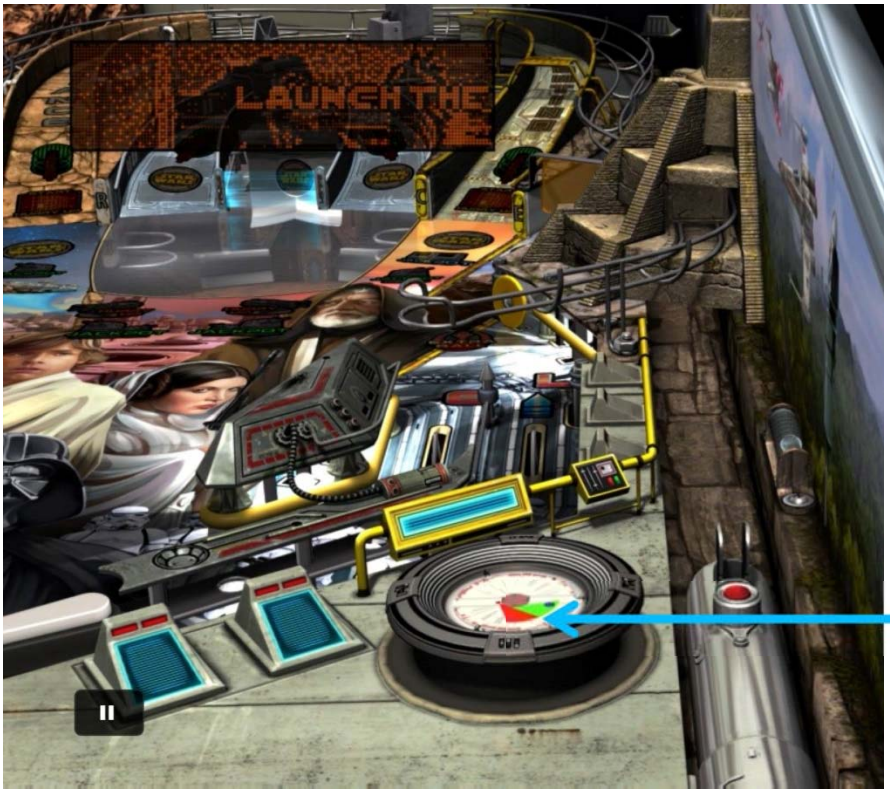
There are 6 possible Skill Shot requirements you must accomplish to be awarded with a Skill Shot, but only 1 can be activated. The 6 are represented by 6 different Lanes on the Tables Playfield as seen in the Image below -



Before you launch the Ball from the Plunger you can select which of these Lanes will be the Skill Shot Target by using the Flipper Buttons. Once you have highlighted the Lane you wish to go for, simply launch the Ball out of the Plunger and then send the Ball round the flashing Lane before the Score Hurry Up (displayed on the Dot – Matrix reaches 0) this will then award you with the Skill Shot.

Hidden Skill Shot *1 Million Points* –

Instead of doing the above you could launch the Ball from the Plunger with just enough power to land into the Hidden Skill Shot behind the Jump Ramp/Centre Target setup–



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.

If done correctly you will be awarded with a Hidden Skill Shot –



Open/Closed Ramps – Alliance Ramp (3) & Cantina Ramp (7)

Hitting either the Landspeeder Target/Sinkhole (1) or Standalone Target (9) will result in Opening or Closing the Alliance Ramp (3) & Cantina Ramp (7). When opened your shots will go into the Bumpers and when closed your shots will build towards the activation of either the Alliance or Cantina modes (explained later in the Guide under 'Various Modes' section).

Opened –

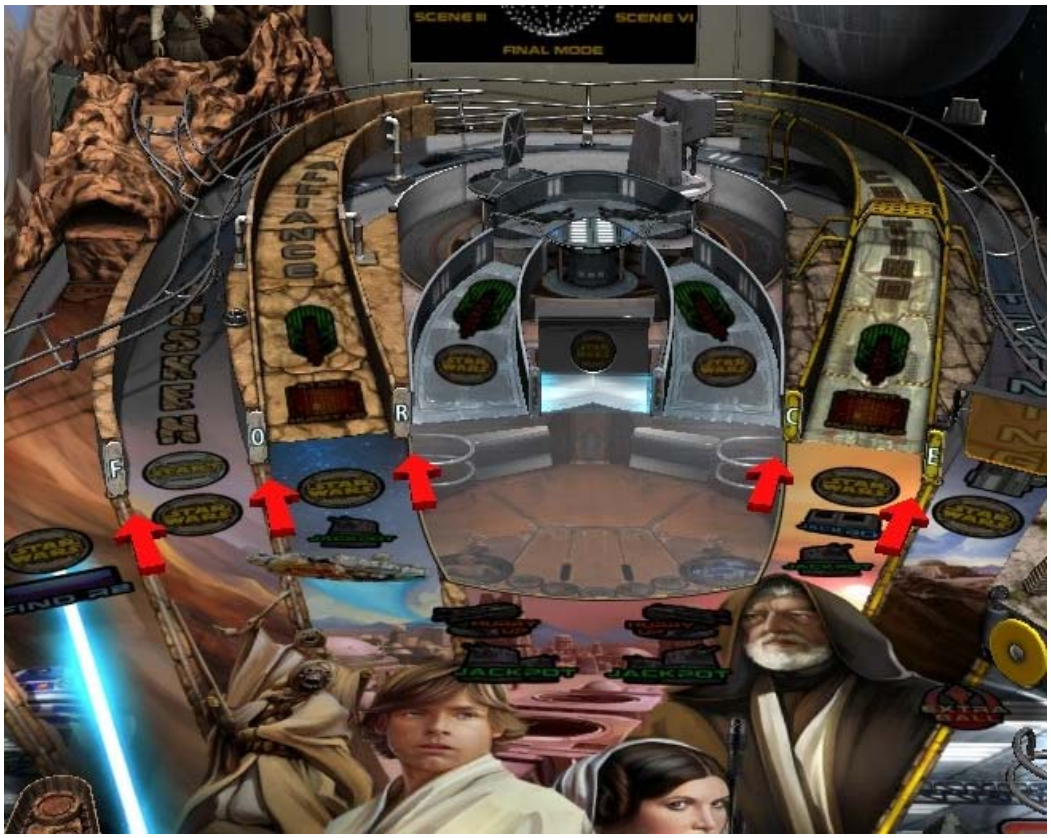


Closed –



Kick Back & Ball Save

To activate the Kickbacks on this Table simply hit the 5 'FORCE' Targets which are at the sides of the Lanes shown in the Image below –



This will activate the Left Kickback, repeat again for the Right Kickback.

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

Ball Save –

The Ball Save will activate in some Modes such as Multiball Modes like Endor Multiball etc.

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

Extra Balls

There are **5** Ways to achieve an Extra Ball – the Extra Ball is collected by hitting the Standalone Target (9) -



- ***Method 1***: *Completion of any 3 Scenes;* look later in the Guide at the Section titled 'Scenes' for information on how to complete them for this **Extra Ball**.

- ***Method 2***: *Cantina Mode;* **Extra Ball** Target in Cantina Mode, look later in the Guide at the Section titled 'Various Modes - Cantina Hurry Up Mode' for information on obtaining these for the **Extra Ball**.

- ***Method 3***: *Alliance Video Mode Award;* given as an award within the Alliance Video Mode, look later in the Guide at the Section titled 'Various Modes – Alliance Video Mode' for information on how acquire this **Extra Ball**.

- ***Method 4***: *Luke Training Mode;* perform 5-way combo in the Training Mode, look later in the Guide at the Section titled 'Various Modes - Luke's Training Hurry Up Mode' for information on how to acquire this **Extra Ball**.

- ***Method 5***: *Tusken Mode Completion;* look later in the Guide at the Section titled 'Various Modes - Tusken Raider Mode' for information on how to complete this for the **Extra Ball**.

Raising the Multiplier



Simply hit the Ball round the Jump Ramps – Left Jump Ramp (4) & Right Jump Ramp (6), the Tie Fighter Notification Light will deactivate once you send the Ball up that Jump Ramp.
The Multiplier Level will advance to 2x Multiplier, repeat the above again to reach 3x Multiplier and so forth.

Now if the Bumpers are not lined up correctly with the Jump Ramps –



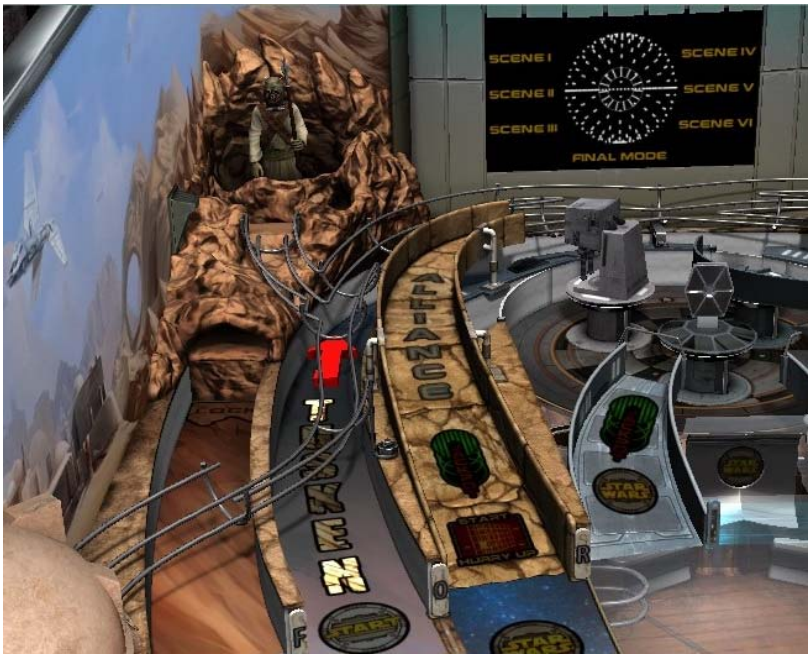
You will need to send the Ball into the Bumpers to rotate them; this is done by hitting either the Landspeeder Target/Sinkhole (1) or the Standalone Target (9), then hitting the Ball through the opened Alliance Ramp or Cantina Ramp a few times. More information can be found near the start of the Guide under 'Open/Closed Ramps – Alliance Ramp (3) & Cantina Ramp (7)' section.

***Note** – Multiplier Level resets upon draining the Ball.**

Various Modes

Tuskan Raider Mode –

First spell out 'TUSKEN' on the Left Orbit (2) by hitting the Ball round the Orbit a total of 6 times. –



Once done you will be taken to the Tusken Mini Playfield –



The goal here is for the Ball not to be hit by the Sand person; this is done by using the Flipper Buttons –

- **Left** Flipper Button – Rolls the Ball to the Left.
- **Right** Flipper Button – Rolls the Ball to the Right.

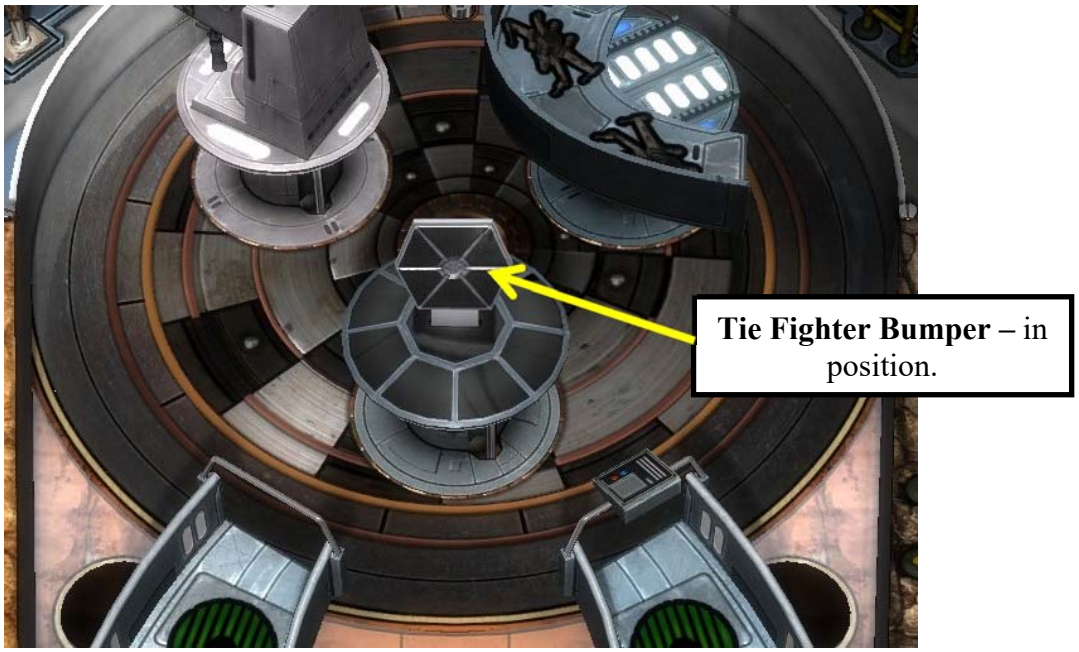
Completion of this Mode will reward you with 5 Million Points and will allow you to collect an **Extra Ball** at the Standalone Target (9).

Escape Hurry Up Mode –

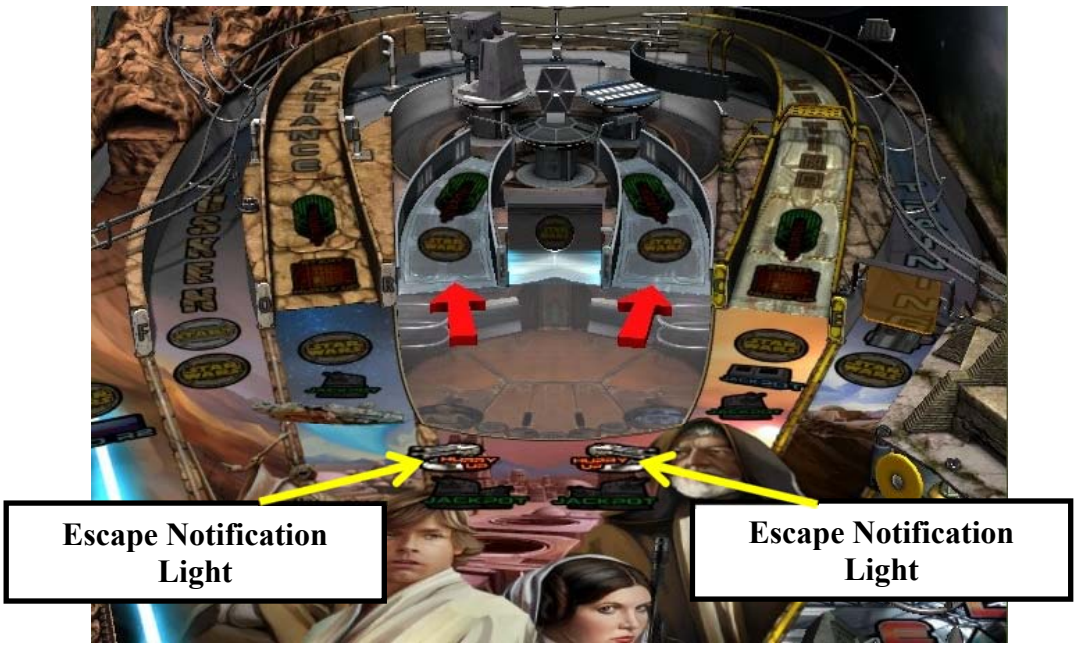
Activation –

You will need to send the Ball into the Bumpers to rotate them; this is done by hitting either the Landspeeder Target/Sinkhole (1) or the Standalone Target (9), then hitting the Ball through the opened Alliance Ramp (3) or Cantina Ramp (7) a few times until the Tie Fighter Bumper is in position. More information can be found near the start of the Guide under 'Open/Closed Ramps – Alliance Ramp (3) & Cantina Ramp (7)' section.

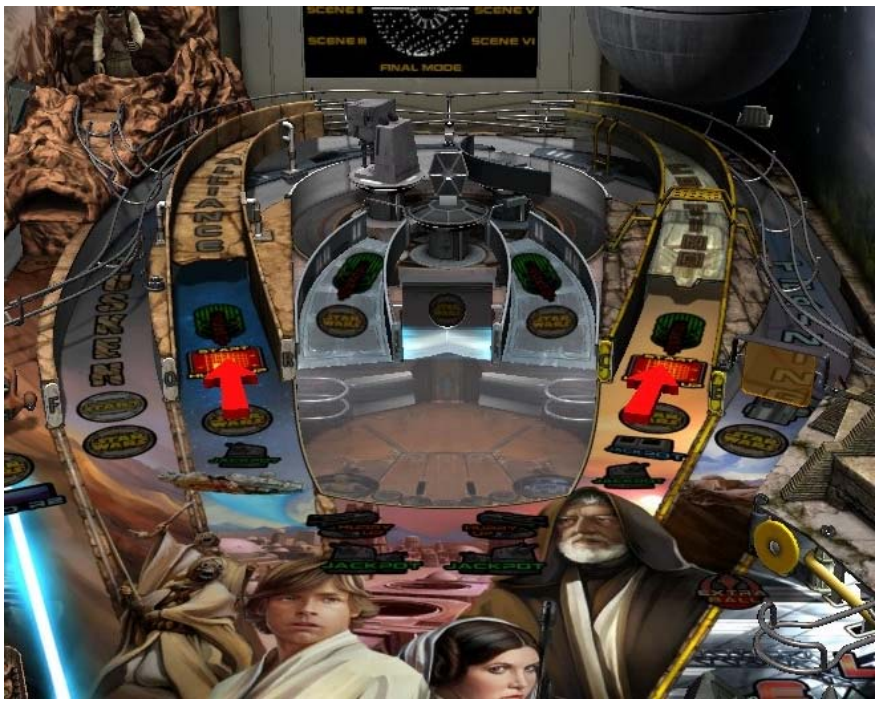
Tie Fighter Bumper in position –



You will see that the Escape Notification Light will be flashing under the Jump Ramps - Left Jump Ramp (4) & Right Jump Ramp (6) –



Send the Ball round the Jump Ramps - Left Jump Ramp (4) & Right Jump Ramp (6) to successfully light up the letters of 'ESCAPE'. After which the Escape the Death Star Mode will become available at the Alliance Ramp (3) & Cantina Ramp (7) –



<u>Escape the Death Star Hurry Up Mode -</u>

Once the above is done the Mode will begin and the Top Centre of the Tables Playfield will be transformed into a Battle Zone, Tie Fighter Mini - Playfield –



Hit the Ball up the Centre Ramp which replaces the <u>2</u> Jump Ramps, once in there use the <u>2</u> Flippers to shoot down the Tie Fighters which will result in Points awards. Repeat as many times as possible until the timer runs out.

Luke's Training Hurry Up Mode –

To start the Luke's Training Mode you will need to send the Ball around the Right Orbit (8) enough times to light all the Letters of 'TRAINING' –



Once you have done this the Mode will begin –



There are 10 Levels of this Mode; each of them harder than the last and the timer will reset after each Level is completed.

An **Extra Ball** can be acquired by performing a 5 way combo within the Mode. You collect the **Extra Ball** at the Standalone Target (9).

Cantina Hurry Up Mode –

Hitting the Cantina Ramp (7) when it's closed will result in lighting a Letter of 'CANTINA' -



Repeat this process until all Letters are lit for the Cantina Mini – Game to start.



In this Hurry Up Mode you will have to hit the Greedo Target as many times as possible before the timer runs out. Greedo will randomly appear in 3 different places (Left Door, Middle Door & Right Door); you will need to move the Blaster and if Greedo is in front of it the Blaster will automatically fire at him. Don't take too long as he will only be at a given Door for a short time period before he moves to another. Left Flipper Button will move the Blaster to the Left, and the Right Flipper Button to the Right. The first hit awards you 25,000 and for each subsequent target hit the value increased by 25,000.

It's worth noting that you can attain an **Extra Ball** by hitting the Extra Ball Target which appears randomly –



You collect the **Extra Ball** at the Standalone Target (9).

Alliance Video Mode –

Hitting the Alliance Ramp (3) when it's closed will result in lighting a Letter of 'ALLIANCE' -



Repeat this process until all Letters are lit for the Alliance Video Mode to start. You have to find Lukes X – Wing before the timer runs out, using the 'Launch' Button to move forward and Flipper Buttons to move Left or Right -





If you find Luke's X – Wing then the Mode is complete and you are awarded 5 Million Points –



Otherwise the Mode will fail and you will have to repeat the above process to re-engage it.

An **Extra Ball** can be attained as a reward within this Mode. You collect the **Extra Ball** at the Standalone Target (9).

Multiball Modes

There are 4 Multiball Modes available on this Table;

Jawa Multiball *2 Balls* -

To activate this Multiball Mode you must hit the Centre Target (5) enough times to spell out 'SANDCRAWLER'.



Once achieved you will be able to gain access to the Reversed Mini – Playfield via the Centre Target (5) -

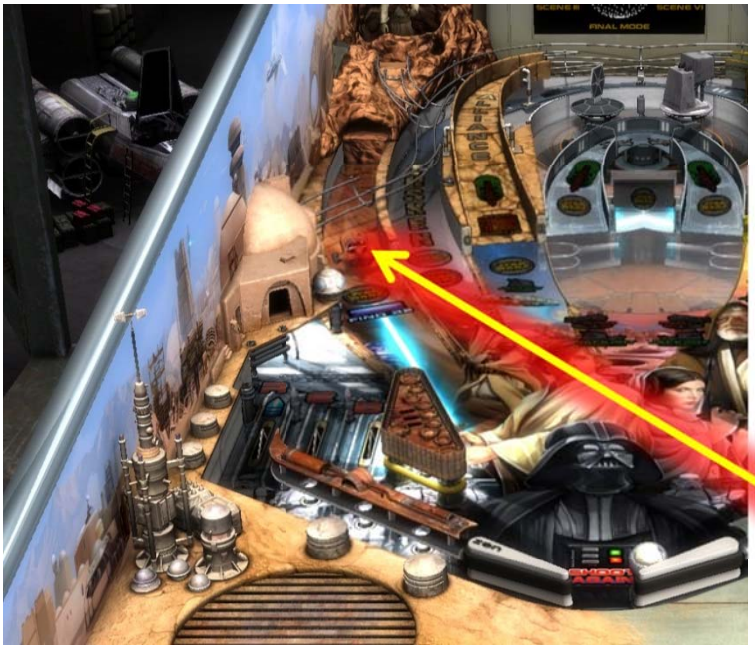


Now you have a short amount of time to hit all of the flashing Targets within the Mini – Playfield to start the Jawa Multiball Mode. If you manage to hit all of the Targets the 2 Ball Multiball will begin; hitting the Targets raise the **Jackpot** whereas hitting the C-3PO or R2-D2 Orbits will collect the **Jackpot**.

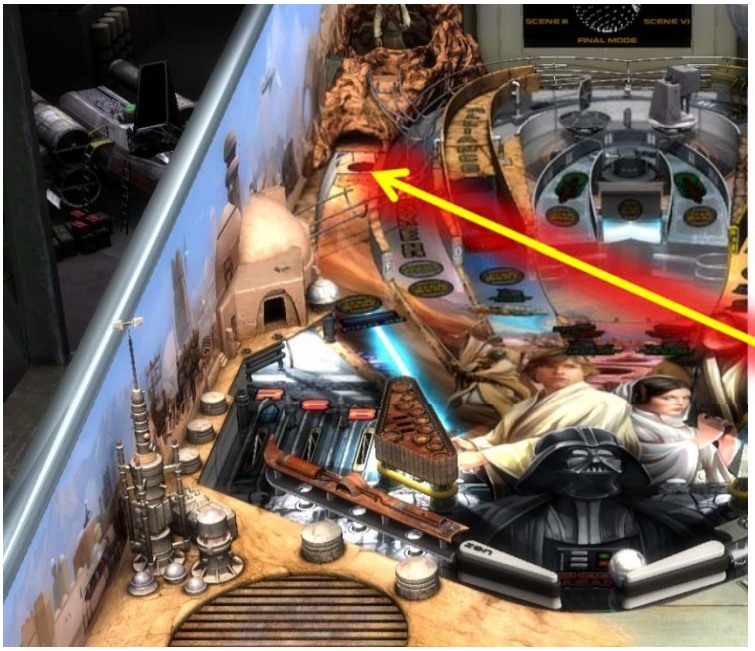
The Jawa Multiball will continue until the timer expires, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

Tatooine Multiball *4 Balls* -

You will first need to lock 3 Balls within the Landspeeder Target/Sink Hole. This is achieved by hitting the Landspeeder 3 times -



Till the Sink Hole becomes accessible -



Once done lock the Ball and repeat a further 2 times. Now the 4 Ball Multiball will begin; **Jackpots** are scored via the Cantina Ramp (7), the value of said **Jackpot** value corresponds to the height of the Landspeeders position.

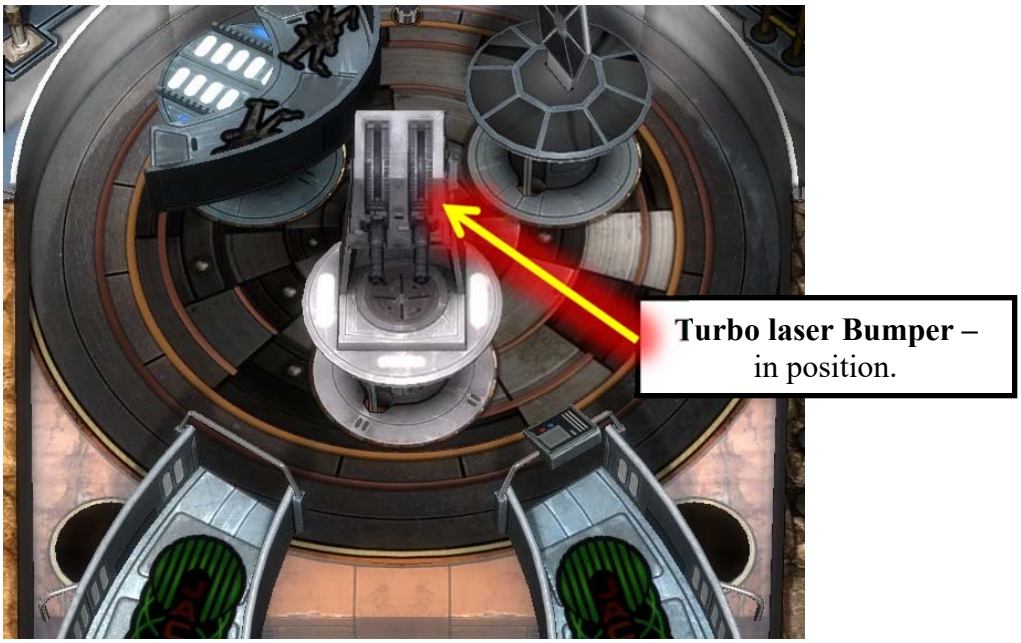
The Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

Turbolaser Multiball *3 Balls* -

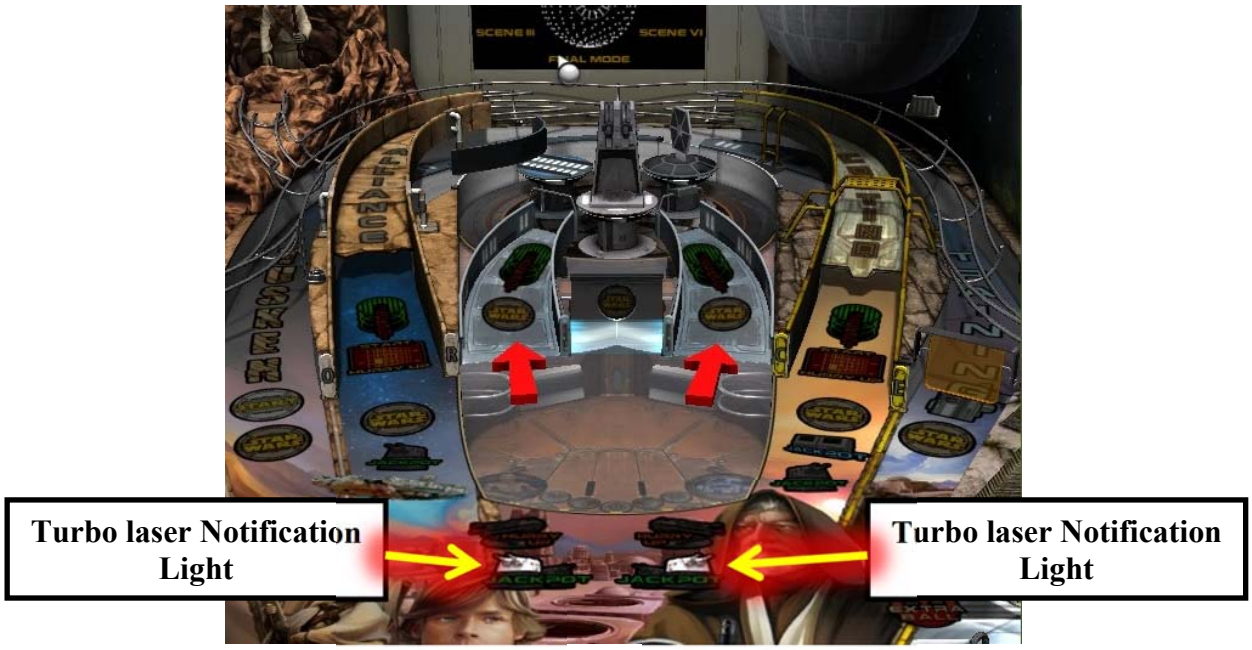
Activation –

You will need to send the Ball into the Bumpers to rotate them; this is done by hitting either the Landspeeder Target/Sinkhole (1) or the Standalone Target (9), then hitting the Ball through the opened Alliance Ramp (3) or Cantina Ramp (7) a few times until the Turbolaser Bumper is in position. More information can be found near the start of the Guide under 'Open/Closed Ramps – Alliance Ramp (3) & Cantina Ramp (7)' section.

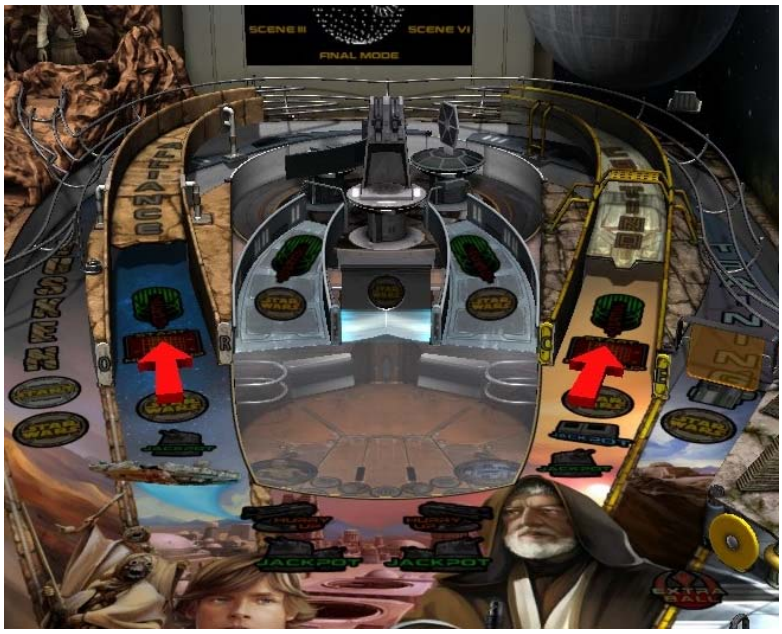
Turbolaser Bumper in position –



You will see that the Turbo Laser Notification Light will be flashing under the Jump Ramps - Left Jump Ramp (4) & Right Jump Ramp (6) –



Hit the Jump Ramps - Left Jump Ramp (4) & Right Jump Ramp (6) several times to successfully gain all Letters of ‘TURBOLASER’, after which the Alliance Ramp (3) & Cantina Ramp (7) will open –



Send the Ball through either of these opened Ramps to begin the Turbolaser Multiball Mode.

How to get Jackpots/Super Jackpots –

This is a 3 Ball Multiball –

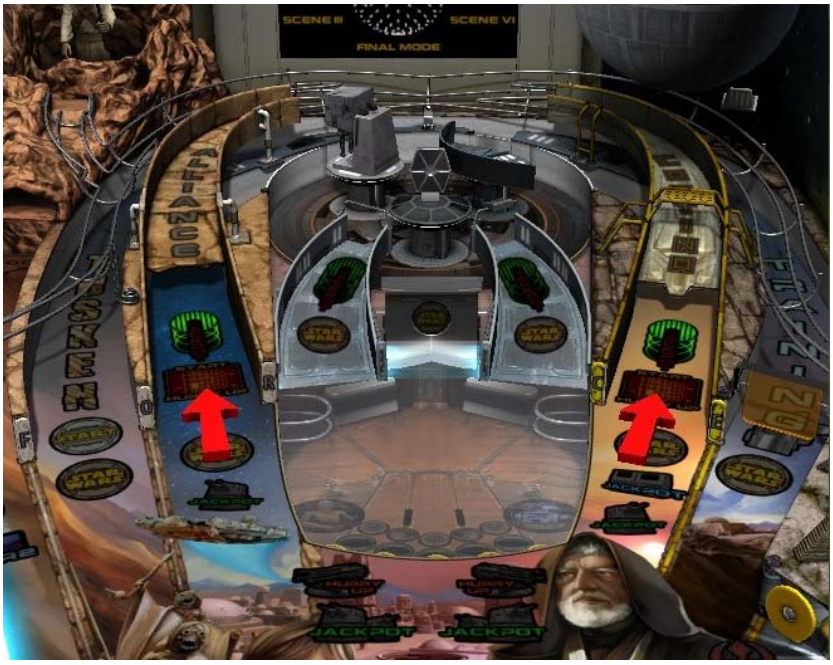


The Alliance Ramp (3) & Cantina Ramp (7) will open and if you send the Ball through either you will gain small **Jackpot** awards for each Bumper hit, now after a certain number of hits the Turbo laser will go offline this means you will now be able to acquire **Super Jackpot** awards via the Jump Ramps - Left Jump Ramp (4) & Right Jump Ramp (6) for a short time. After which just hit the Bumpers to bring down the Turbo laser again, rinse and repeat.

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.

Yavin Multiball **4 Balls** -

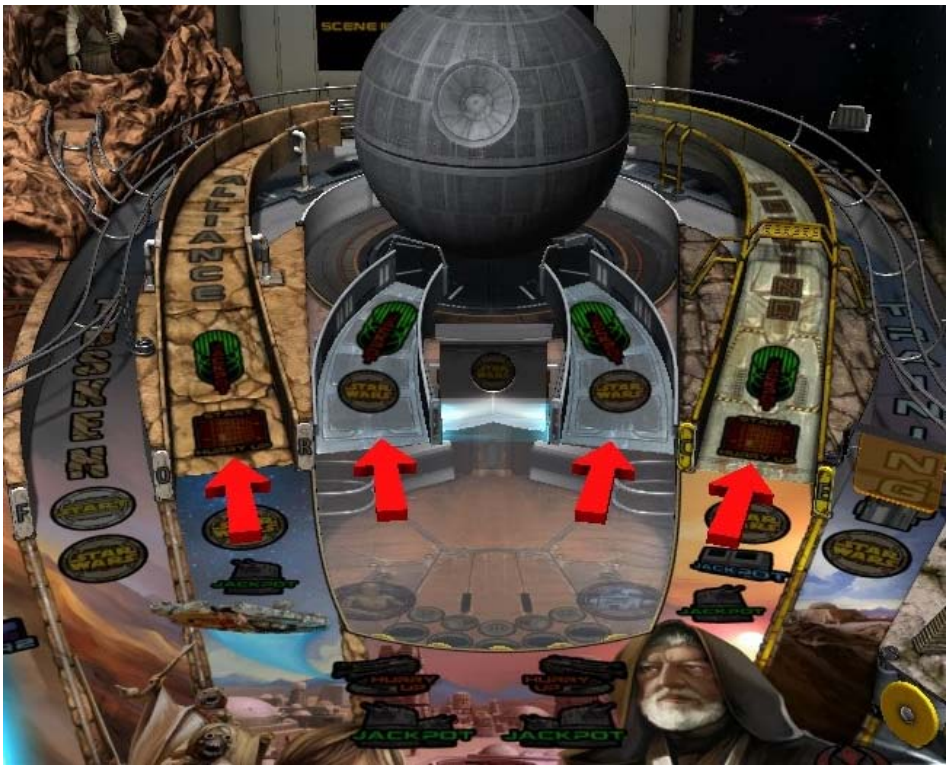
You will need to send the Ball into the Bumpers and hit them 40 something times to engage this Multiball Mode; gain access to the Bumpers by hitting either the Landspeeder Target/Sinkhole (1) or the Standalone Target (9), then hitting the Ball through the opened Alliance Ramp (3) or Cantina Ramp (7) a few times until you have hit the Bumpers enough times for the Death Star to be aligned. More information can be found near the start of the Guide under 'Open/Closed Ramps – Alliance Ramp (3) & Cantina Ramp (7)' section.



Once done a 4 Ball Multiball Mode will begin –



Now these Lanes will be flashing – Alliance Ramp (3), Left Jump Ramp (4), Right Jump Ramp (6) & Cantina Ramp (7). Hitting either of these will award you with a **Jackpot**.



***Note** – you can raise the Jackpot value by rotating the Spinner via the Right Orbit (8).**

Now if you have claimed at least one **Jackpot** award and the Death Star's super laser is pointing at you. Claim a **Super Jackpot** award by sending the Ball up either of the Jump Ramps – Left Jump Ramp (4) or Right Jump Ramp (6).

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.

Scenes

To start a Scene you must first light all of the 5 'REBEL' Rollovers on the In's & Outlanes —



Once 'REBEL' is spelt out the Left Orbit (2) will engage the Scene selection process, simply send the Ball round it. –



***Note** – Each time you relight the 'REBEL' Rollovers during a scene, your Scene completion score increases by 5 Million. Furthermore, the base Scene completion score of subsequent scenes starts off with the completion score you achieved for the previous completed Scene**

Scene 1 – Diplomatic Mission *Timed*



Send the Ball round the Left Orbit (2) –



Now you will have a short amount of time to hit the Centre Target (5) before it reverts to the first part –



Repeat the above a further 2 times.

Now send the Ball through the Centre Target (5) to enter the reversed Mini – Playfield, here you will need to hit all of the Targets and then both of the C-3PO & R2-D2 Orbits. If you drain the Ball simply hit the Ball back into the reversed Mini – Playfield via the Centre Target, remember this Mission is timed.



Scene 2 – Not The Droids You Are Looking For *Timed*



Hit the Ball up the Cantina Ramp (7) a total of 3 times to perform the Jedi Mind Trick on the Stormtropper –



Now hit the flashing Jump Ramp - Left Jump Ramp (4) or Right Jump Ramp (6) a total of 5 times -



After which the Scene is completed.

Scene 3 – It's Too Big To Be A Space Station *Timed*



Now these Lanes will be flashing – Alliance Ramp (3), Left Jump Ramp (4), Right Jump Ramp (6) & Cantina Ramp (7) hit them all –



Now hit the flashing Jump Ramps - Left Jump Ramp (4) or Right Jump Ramp (6) a total of 3 times, each successful flashing Ramp hit resets the timer.



Finally hit the Bumpers 25 times, simply send the Ball through either of the opened Alliance Ramp (3) or Cantina Ramp (7) –



After which the Scene is completed.

Scene 4 – Aren't You A Little Short To Be A Stormtrooper *Timed*



You must first find Princess Leia's Cell; all of the Lanes will be flashing therefore hit each of them till you find her Cell –



Once you find Leia the Trash Compactor Mini – Playfield will appear on the Playfield. You will need to send the Ball into that Mini – Playfield via the Centre Ramp and then using the Flippers on the Mini – Playfield hit 10 Dianoga Drop Down Targets –



Close up view of the Trash Compactor Mini – Playfield –



As time goes on hitting the Dianoga will become harder since the Compactor Walls close in as time goes on, so it's best to do this part as fast as you can.

Finally send the Ball through either of the opened Alliance Ramp (3) or Cantina Ramp (7) to spin the Bumper area <u>10</u> times –



After which the Scene is completed.

Scene 5 – Master & Apprentice *Timed*



Hit either of the Orbits – Left Orbit (2) or Right Orbit (8) to distract the Stormtrooper –



You will now have a short time frame to hit both of the Jump Ramps – Left Jump Ramp (4) & Right Jump Ramp (6) before the Stormtrooper wises up, if that happens you must repeat the task of hitting an Orbit.



After the above Obi-Wan will come face to face with Darth Vader –



You need to hit the Spinner via the Right Orbit (8) to gain Force focus, the other Lanes will add time to the timer. The Scene is completed when the Force focus reaches 100%.

Scene 6 – You May Fire When Ready *3 Ball Multiball & Timed*



Upon this Scene beginning the Tie Fighter Mini – Playfield will be present at the Top of the Tables Playfield; you will also have a 3 Ball Multiball –

Note* - *that you have to have a minimum of 2 Balls in play in this Scene, otherwise you will have to repeat the above process again if you wish to re-enter this Scene again.



The Goal is to send the Balls into the Tie Fighter Mini – Playfield and using the Flippers hit 7 Tie Fighters before the time runs out, each Tie Fighter that is successfully hit will add more time to the timer.

When you get down to a couple of Tie Fighters left, Darth Vader's Tie Advanced will get in on the action.



Since its flying above the Playfield, you will need to send 2 Balls into the Tie Fighter Mini – Playfield to hit Vader's Tie Advanced. Once you get him and all the other Tie Fighters the Death Star will move into position.



Shoot 2 Balls into the Death Star's super laser via the Jump Ramps – Left Jump Ramp (4) & Right Jump Ramp (6). You will need to time the shots correctly and remember you're on a timer.

1 Ball locked into the Death Star's super laser –



Finally hit the Ball which is locked to complete the Scene –



Wizard Mode – The Death Star *4 Ball Multiball & Timed*

Once you beat all **6** Scenes, light all of the 5 'REBEL' Rollovers on the In's & Outlanes once more then hit the Ball through the Left Orbit (2). The Wizard Mode – The Death Star will then begin.



You will be given a 4 Ball Multiball; this Wizard Mode is in 2 Phases.

1. **Phase 1**: hit the flashing Lanes - till the Death Star moves to its centre position



2. **Phase 2:** once the Death Star moves into position hit the 4 flashing Lanes, the Death Star will begin spinning and progressively get faster as you hit the Lanes in succession. Continue till the Death Star explodes. Usually takes about 17 or so hits at the Death Star. Remember you have to do this within the time limit otherwise the Wizard Mode will fail.



Note – Failure to complete the Wizard Mode within the time limit will result in a Table 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 -

"That's no Moon!"

Yours
ShoryukenToTheChin