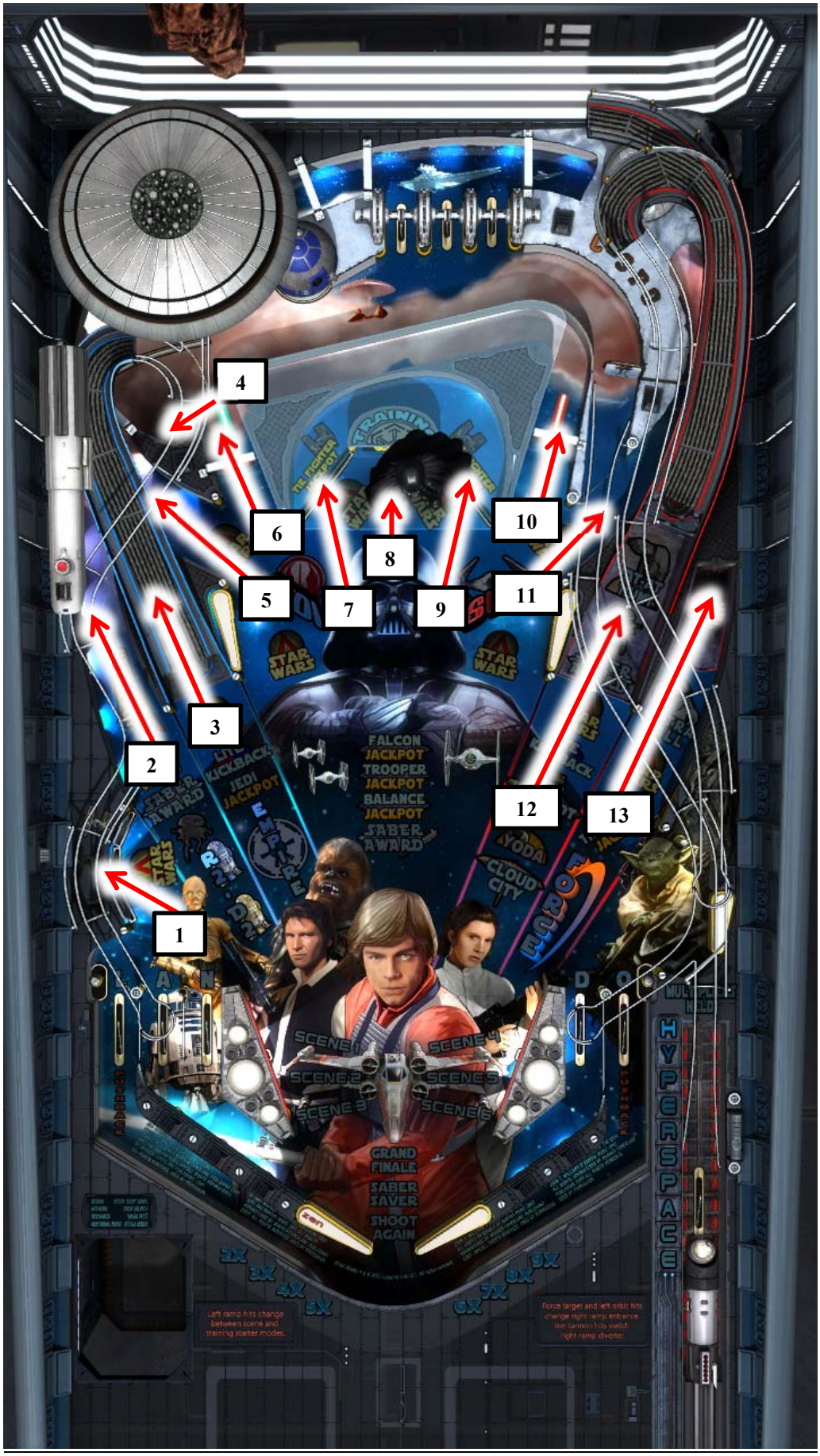
Star Wars: Episode V - The Empire Strikes Back Table Guide

By ShoryukenToTheChin



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

1. Tie Fighter Targets
2. Left Orbit

   Note – a Left Orbit (2) hit changes the Left Orbit diverter – either to the Left Sink Hole (4) or the Right Inlane

3. Left Ramp

   Note – hitting this will remove the Star Target (7) & Wars Target (9) to reveal Mini –Orbits in their place (These are the Training Mini – Orbits; explained later in the Guide under 'Jedi Training' Section).

   Hit the Ramp again to re-erect the Targets, as these are needed to start up one of the Table's many Movie Scenes (explained later in the Guide under 'Scenes' section) which are essentially the Table's Missions.*

4. Left Sink Hole
5. Jedi Cross - Orbit
6. Blue Lightsaber Mini – Orbit
7. Star Target
8. Vader Target
9. Wars Target
10. Red Lightsaber Mini – Orbit
11. Sith Cross - Orbit
12. Right Orbit/Ramp

    Note – Left Orbit (2) & Force Target (13) hits change the Right Orbit/Ramp (12) diverter – either to the…

    - ***Cloud City Spinner** (explained later in the Guide under 'Multiball Modes – Cloud City Multiball Mode' Section).*
    - ***'SKYWALKER' Multipliers** (explained later in the Guide under 'Raising the Multipliers' Section).*
    - ***Right Inlane.****

13. Force 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 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 Table's.

The first batch of Table's 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.

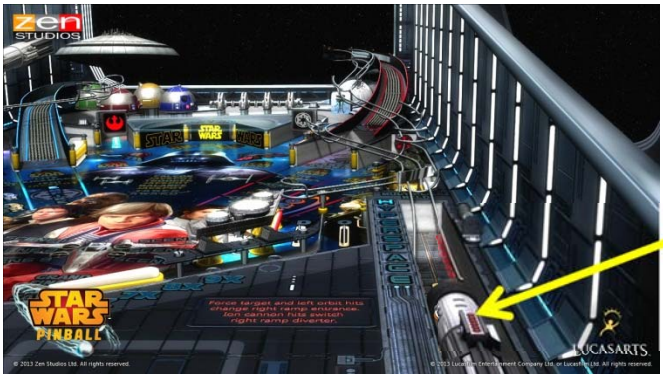
This Table is of course the Star Wars: Episode V - The Empire Strikes Back; it features breath-taking Artwork and various Audio cues ripped straight from LucasArts vast Library from the Star Wars Films themselves etc. It's a real treat to play such a Table as it contains the longest Rule Sheet in a Zen's history since so much is packed into it.

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

Skill Shot -

To collect a Skill Shot award you must launch the Ball from the Plunger at the right time, as to hit the Probe Spinner which is moving in an Up/Down motion.

You should try to release the Ball from the Plunger when the Probe Spinner is on its way Down, this way the Ball will hit the Spinner causing it to spin thus resulting in a Skill Shot award. The more it spins, the more Points you will amass from the Skill Shot –



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

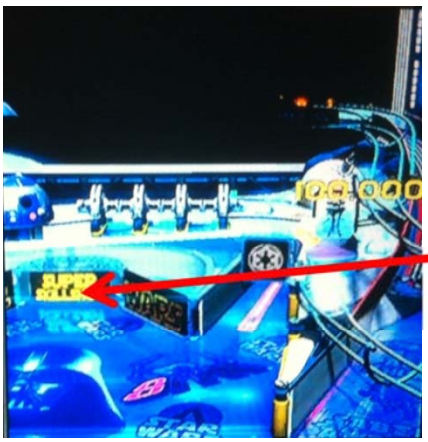
Pull it down as far as you can, then wait for the right moment to release it, make sure to release when the Probe Spinner is on its way down.

If done correctly you will gain a Skill Shot award –



Skill Shot Award – as you can see the Probe Spinner has been hit and is spinning, thus resulting in a Skill Shot award.

Super Skill Shot Award – Once you have collect a Skill Shot award you will have a short amount of time to hit the Vader Target (8) which will say 'SUPER SKILL SHOT' on it, this will award 1 Million Points.



Super Skill Shot – Vader Target (8)

Lightsaber Ball Return Mechanic

On the left side of the Table you will see a Lightsaber; this becomes active when the Ball passes through it by hitting various Targets, like for example when you sink the Ball into the Left Sink Hole (4) –



Lightsaber Return – Ball being returned

Now when it's being returned via the Lightsaber you are able to change which Inlane the Ball is going to returned to;

- Holding the ***Left Flipper Button*** – returns the Ball to the furthest Left Inlane ('N').
- Holding the ***Right Flipper Button*** – returns the Ball to the furthest Right Inlane ('D').

Note – Be Careful! As when you press a Flipper Button to choose the return route for the Ball, if pressed at the wrong time it can lead to Ball drains.

Split Dot - Matrix

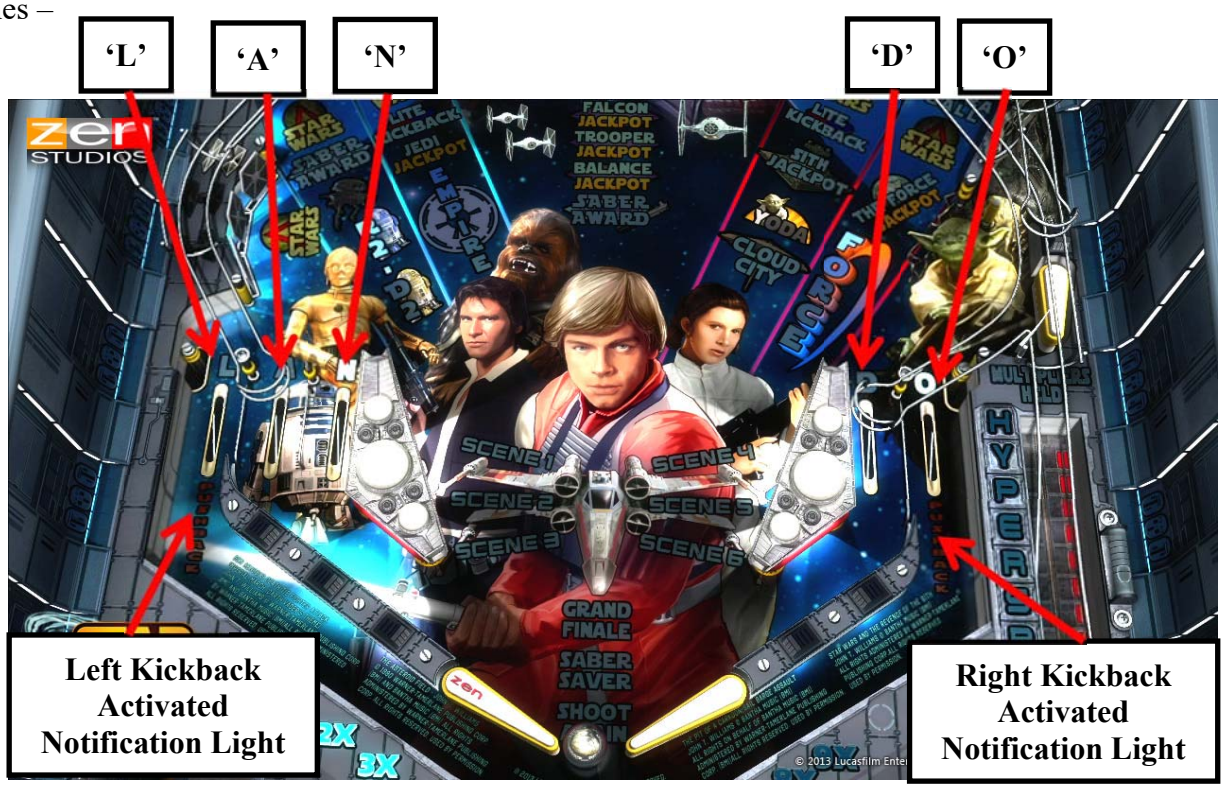
Split Dot – Matrix; as you can see this Dot – Matrix has a separate section to display information.



This Table features a unique split Dot – Matrix; which allows you to keep a better track of all the Modes you can have active at the same time (stackable Modes).

Kick Back & Ball Save

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



After you light all of the Letters a Hurry Up Mode will then begin; 2 Ramps will then have a 'LITE KICKBACK' Notification Light on them, you will need to hit 1 of those quickly as you have a short time frame to do so. If you manage to hit it then you will activate the corresponding Kickback, otherwise you will need to light all the Letters on the Rollovers again to retry -

An example of this can be seen in the below Image –



- Left Ramp (3); hitting this in time will activate the ***Left Kickback***.
- Right Orbit/Ramp (12); hitting this in time will activate the ***Right Kickback***.

Repeat the process after lighting up 1 of the Kickbacks to then attempt to activate the opposite Kickback by hitting the corresponding Ramp.

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

Ball Save – There are 2 Ball Save mechanics on this Table -

1. ***Ball Save*** – activates at the start of the Ball and on some Modes etc.

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

2. ***Saber Saver*** – this can be activated upon activating both Kickbacks, then repeating the process detailed on the above Page, to activate a Kickback to hit 1 of those Ramps and then finally repeating it again to hit the other Ramp. Upon doing that the Saber Saver will activate –



****Note – Saber Saver remains active until you lose the Ball.****

Extra Balls

There are **5** Ways to achieve an Extra Ball – the Extra Ball is collected by hitting the Force Target (13) -



- ***Method 1***: *Empire Award;* given as an Empire Award, look later in the Guide at the Section titled 'Empire Award' for information on obtaining these for the **Extra Ball**.

- ***Method 2***: *Training Mode Completion;* complete the Training Mode once, look later in the Guide at the Section titled 'Training Mode' for information on how to attain these letters for this **Extra Ball**.

- ***Method 3***: *Starting up all Force Hurry Up Modes;* look later in the Guide at the Section titled 'Path of The Force' for information on how to raise them for this **Extra Ball**.

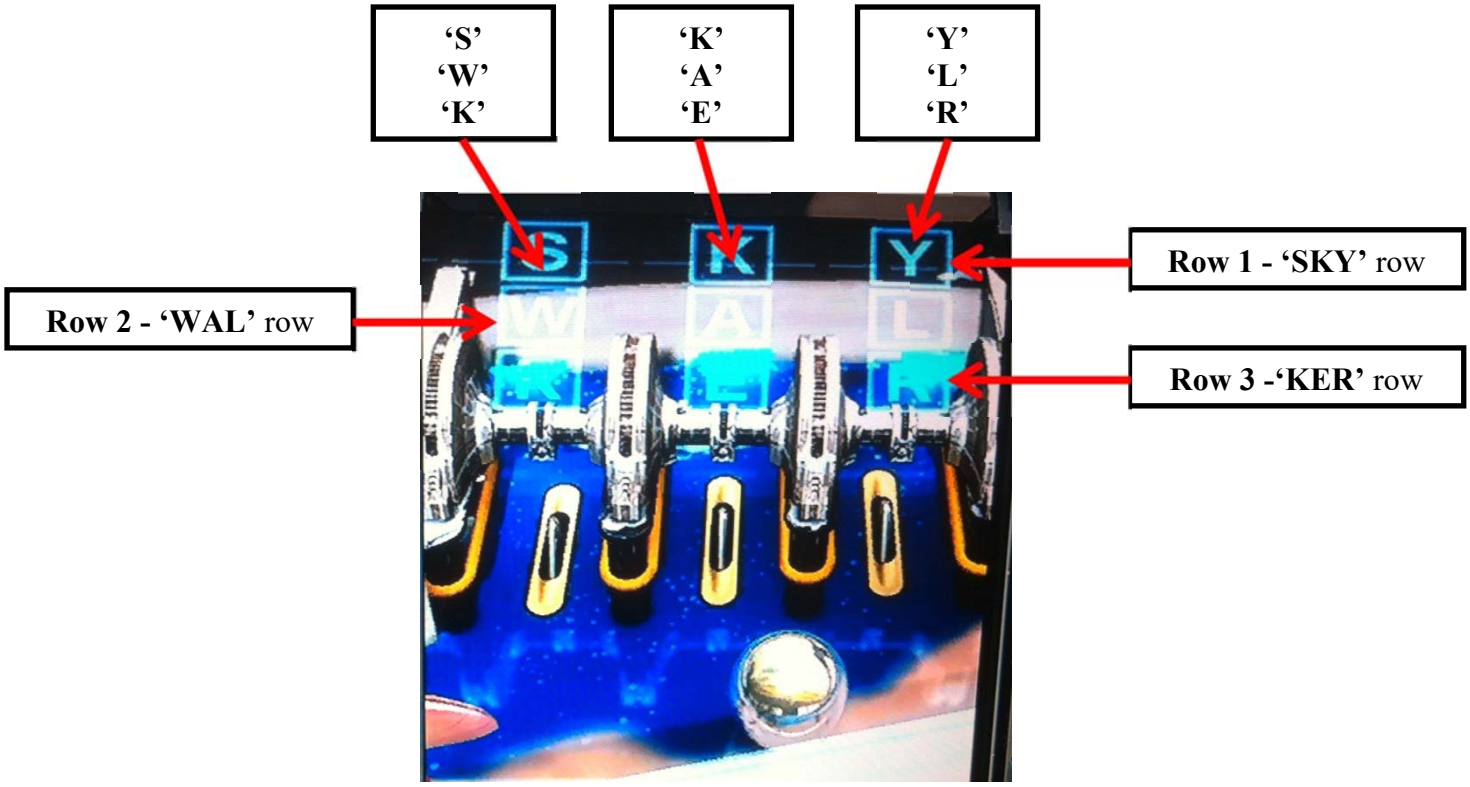
- ***Method 4***: *Completion of any 3 Scenes;* look later in the Guide at the Section titled 'Scenes' for information on how to complete them for this **Extra Ball**.

- ***Method 5***: *Maxing out the multiplier (9x);* look later in the Guide at the Section titled 'Raising the Multiplier' for information on how to raise them for this **Extra Ball**.

Raising the Multiplier

You can raise the Multiplier Level on this Table by making the Ball roll down the 'SKYWALKER' Multiplier Rollovers (located at the top centre of the Table's Playfield).

Every time you light up a row of 3 Letters for example 'SKY' on the 3 Rollovers, the Multiplier Level will advance to the next Level –

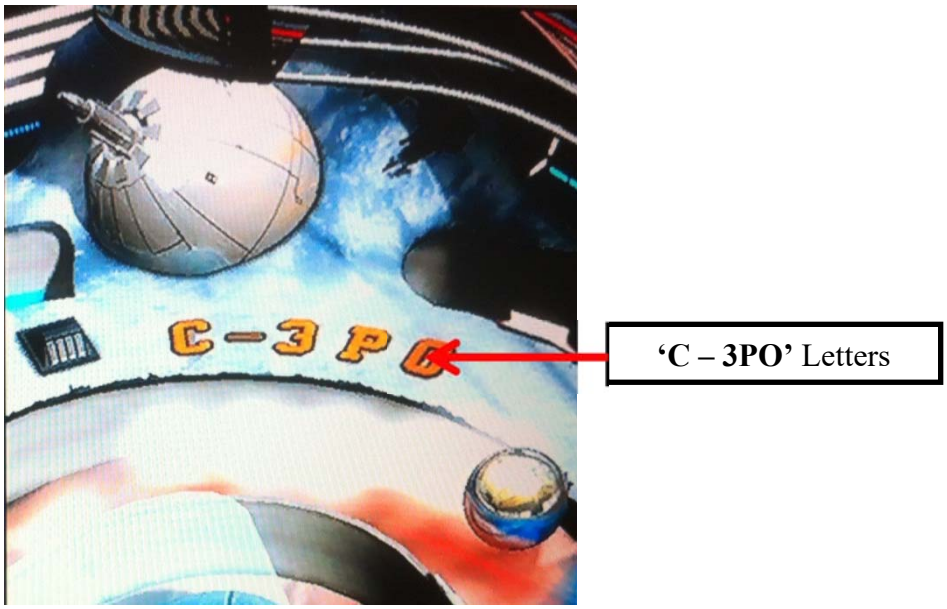


Upon lighting up a row of those the Multiplier Level will advance to 2x Multiplier, repeat the above again to reach 3x Multiplier and so forth.

The max Multiplier Level is 9x Multiplier, reaching the max Multiplier will light up **'EXTRA BALL'** for collection by hitting the Force Target (13).

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

Assemble C-3PO



To assemble C-3PO you must make the Left Orbit (2) divert to the Right Inlane; this is done by first hitting the Ball through the Left Orbit (2) until it diverts towards the Right Inlane.

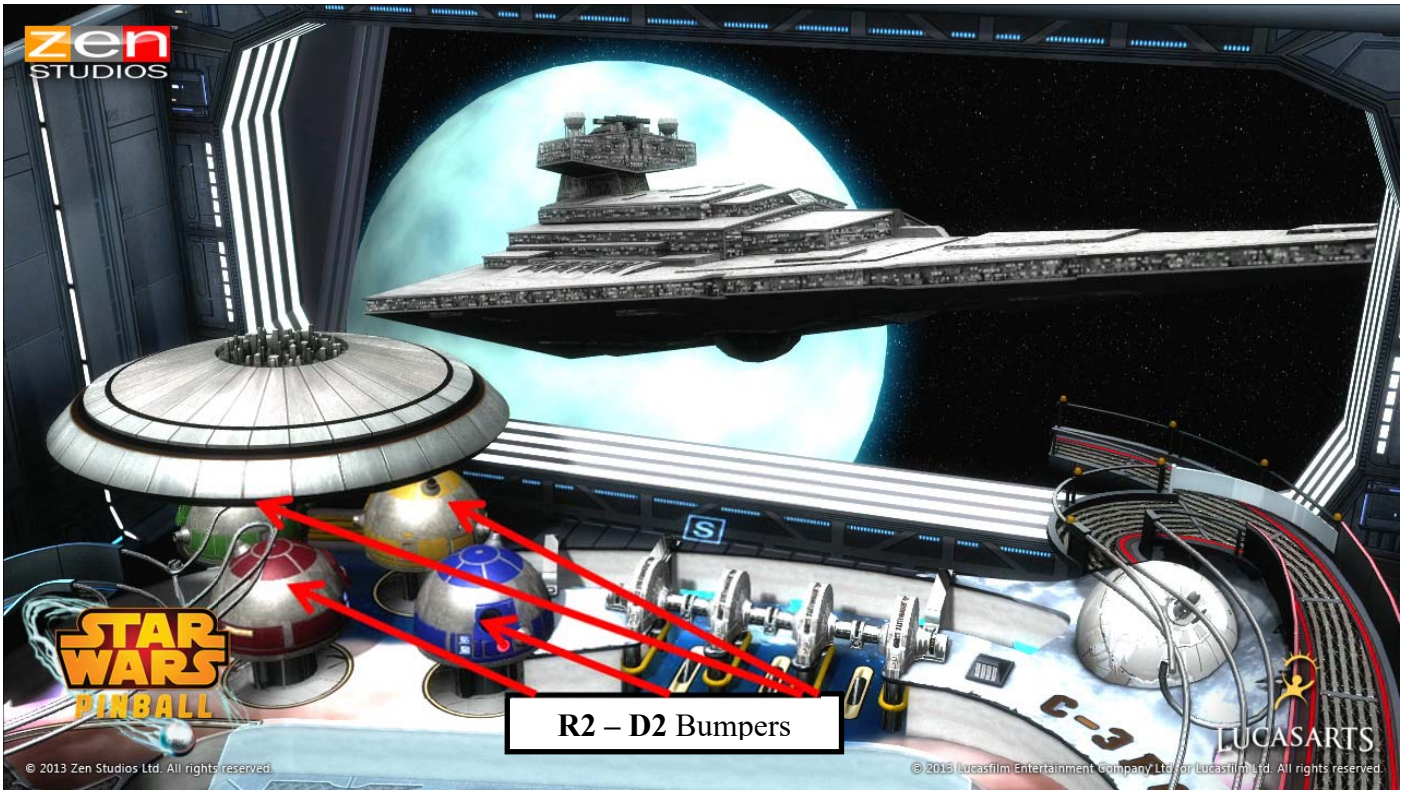
Now the score you get for completing the Letters is dependent on the elapsed time between 2 Letters as this gets added to the score attained from completing them.

R2-D2 Astro Bumpers -

To collect the letters of ‘R2 - D2’ you must make the Left Orbit (2) divert to the R2 - D2 Bumpers; this is done by hitting the Ball round the Left Orbit (2) until it diverts to the ‘R2 D2’ Bumpers.



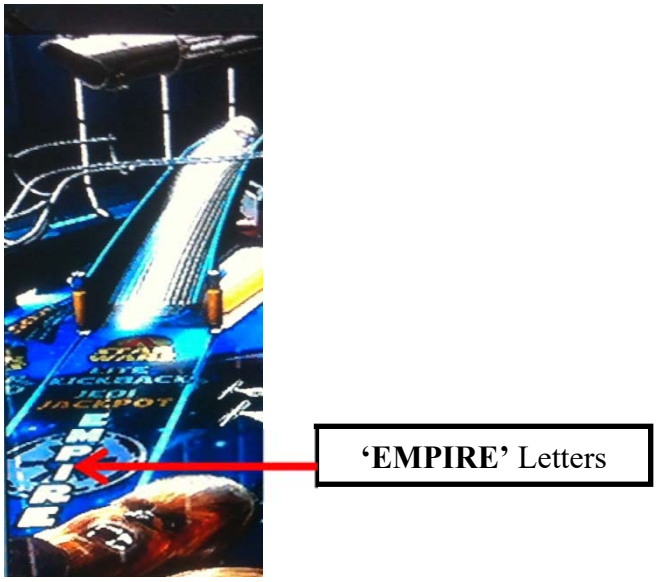
Collect the Letters of ‘R2 - D2’ with shots around the Left Orbit (2); Each time you send the Ball around the Left Orbit (2) a Bumper will be added to the Mode with a certain value dependent on how many times it was hit with that Ball –



Once you collect the entire ‘R2 - D2’ Letters the Mode will start and the 4 Bumpers will be worth the previous values before starting the Mode.

Empire Awards –

To claim an Empire Award you must first hit the Ball up the Left Ramp (3), each time it will light up a letter of 'EMPIRE' which can be seen just below the Ramps entrance –



After successfully hitting the Left Ramp (3) a total of 6 times thus lighting 'EMPIRE' the Trap Door will raise in the Middle of the Table's Playfield –



Hit the Ball into this Trap Door to gain access to the Awards Screen on the Dot – Matrix; once you have done that you will have a short amount of time to select one of the Characters, you can cycle through the Characters by pressing either of the Flipper Buttons on your Controller.

When you wish to select a Character press the 'Launch' Button on your Controller, otherwise when the time runs out the Game will select for you.

The Awards given can range from Points to lighting up **EXTRA BALL** at the Force Target (13) etc.

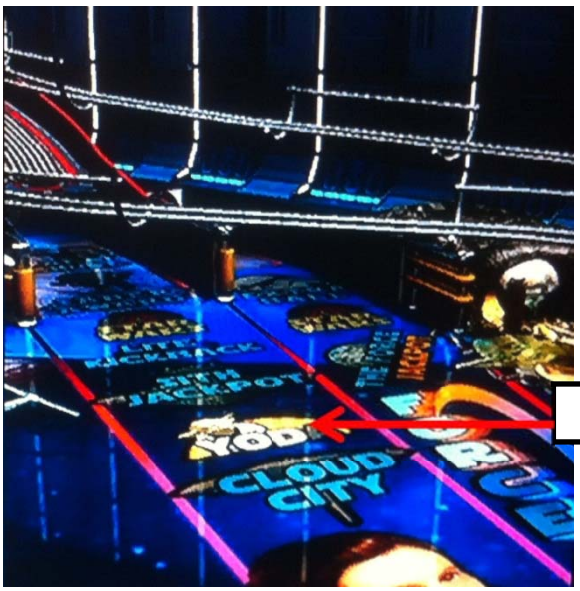
Yoda's Hideout *Tied to the Wizard Mode (After all 6 Scenes are completed!) -

Note – this Mode is connected to the Grand Finale which occurs after completion of the 6 Scenes.

To find Yoda's Hideout you first need to light up all the 4 Letters of 'YODA'.

You first need to make each of the 'YODA' letters flash. You do this by resetting the Right Orbit/Ramp (12) Diverter to the Orbit position. If the Diverter is set to the Ramp, then you need hit the Left Orbit (2) or Force Target (13) once. If it's already set to the Orbit, then you need to hit the Left Orbit (2) or Force Target (13) twice. This will make 1 of the 'YODA' letters flash. Now just hit the Right Orbit (12) to collect that Letter.

You need to rinse and repeat this process 3 more times to be able enter Yoda's Hideout.



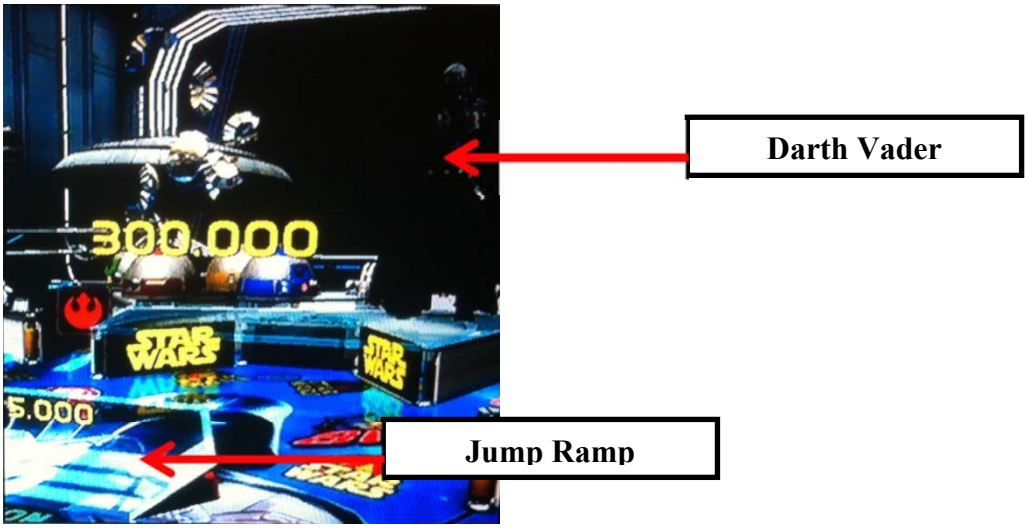
Each time you successfully find Yoda, you will get the chance to choose a specific ability which will actively affect the Grand Finale (Wizard Mode).

These abilities are as follows –

- ***Force Speed***; adds 15 Seconds to the Grand Finale Wizard Mode.
- ***Force Jump***; adds a special Jackpot in the Grand Finale Wizard Mode.
- ***Force Rush***; increases the Jackpot Value in the Grand Finale Wizard Mode.
- ***Lightsaber Throw***; adds a Jackpot Lane to the Grand Finale Wizard Mode.

Vader Frenzy ***60 or so Seconds**** **-**

To start the Vader Frenzy you must hit the Vader Target (8), each time you will collect a Letter of 'VADER' and upon collecting all of the 5 Letters the Frenzy will begin –



Darth Vader will then appear on the Table's Playfield; the goal is to hit the Ball at him using the erected Jump Ramp (located at the Centre of the Table's Playfield), each time you do that Vader will crush the Ball and you will be awarded some Points.

Repeat this as many times as you can within the time limit.

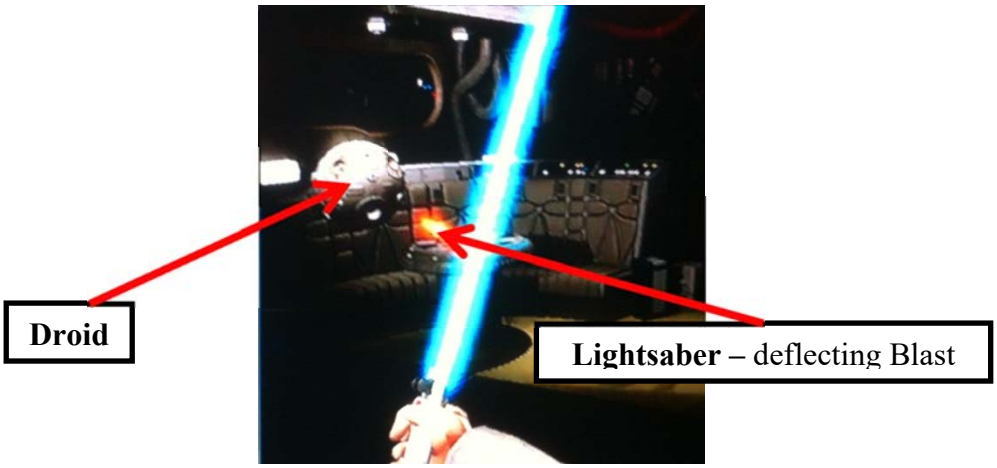
Jedi Training -

First you must hit the Left Ramp (3) to retract the Star Target (7) & Wars Target (9) so that the 2 Training Mini – Orbits can be accessed –



Now hit the Ball through those Mini – Orbits; each time it will light a Letter of 'TRAINING' and when it has been fully lit the Jedi Training Mode can be accessed via the Vader Target (8) which will now say 'JEDI TRAINING' on it.

Once you hit that you will be taken into a First Person View Mode –



The Goal here is to deflect the Blasts from the Droid using you Lightsaber; this is done by moving the Lightsaber to block the Blasts path –

- To move ***Left*** – hold the Left Flipper Button, this will deflect Blasts directed to the **Left**.
- To deflect a **Centre** blast – hold the 'Launch' Button, this will deflect Blasts directed to the **Centre**.
- To move **Right** - hold the Right Flipper Button, this will deflect Blasts directed to the **Right**.

You are given 5 retries before the Mode ends; within that you must successful deflect 5 Blasts.

Upon completion of a Training Mode you will light **'EXTRA BALL'** at the Force Target (13), hit that to claim it.

Lightsaber Hurry Up Mode -

Hitting either of the Spinners on the Blue Lightsaber Mini – Orbit (6) & Red Lightsaber Mini – Orbit (10) will display 2 Lightsabers crossed being filled up on the Dot – Matrix.

Now if you keep hitting the Spinners those Lightsabers on the Dot – Matrix will eventually get filled up, when they do the Lightsaber Hurry Up Mode will automatically begin –



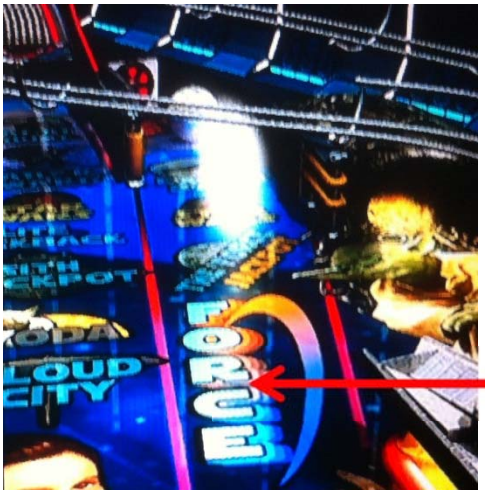
'SABER AWARD' Notification Light example

You will see the 'SABER AWARD' Notification Light being lit up on a Lane; follow the Ball through that Lane to get the Ball into the Left Sink Hole (4) which will in turn give out High Score awards, you will then see the 'SABER AWARD' Notification Light being lit up on another Lane like the Right Orbit/Ramp (12) as well as the Trap Door opening up with the 'SABER AWARD' Notification Light being lit up beneath it.

The Saber Awards remain available until the time runs out.

Path of The Force *Force Hurry Up Modes*-

Hitting the Force Target (13) causes a Letter of 'FORCE' to light; the Goal is to hit that enough times to light all of the Letters up –



Once that is achieved a random Force Hurry Up Mode will begin, of which there are 6 –

- ***Cloud City Spinner Hurry Up Mode*** – This requires you to constantly hit the Ball into the Cloud City Spinner, you may need to change the diverter on the Right Orbit/Ramp (12) so that the Ball travels to the Spinner (***Left Orbit (2) & Force Target (13) hits change the Right Orbit/Ramp (12) diverter)***.

- ***Use The Force Hurry Up Mode*** – Hitting the Force Target (13) will gain a Jackpot award until the time expires.

- **Star Wars Frenzy** – Hitting the lit Lanes etc. will score Jackpot awards.

- ***AT – ST Rush Hurry Up Mode*** – Hit the R2 – D2 Bumpers to score points.

- ***Tie Fighter Ambush Hurry Up Mode*** – Hit the Tie Fighter Targets (1) (this can be done by hitting the Force Target (13) then as the Ball rolls down the Lower Top Right Flipper you hit it towards the Targets) while within the time limit. The more you hit the greater the score attained will be.

- ***Probe Hunting*** – Hitting the Probe Spinner (look back very earlier in the Guide under 'Skill Shot' section to see where this is located etc.) will award you with 1 Million Points then for every other hit within the time limit the award will increase by 1 Million Points.

  To hit the Target you will have to make sure that either the Left Orbit (2) or Right Orbit/Ramp (12) is being diverted towards the Probe Spinner–

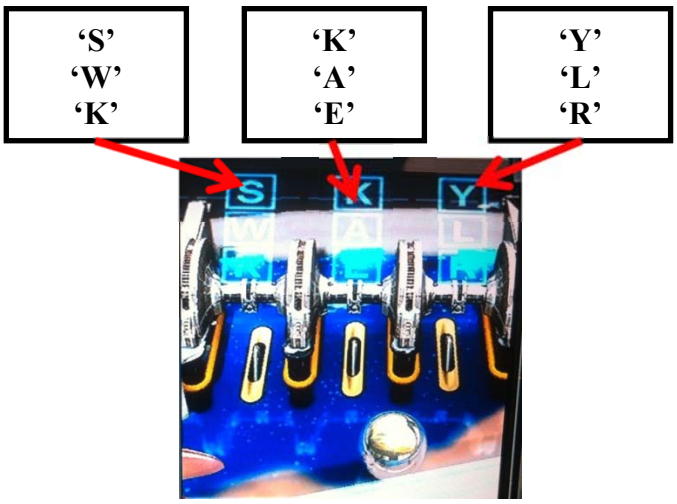
  - ***Left Orbit (2)*** – Left Orbit (2) hits change the Left Orbit Diverter.

  - ***Right Orbit/Ramp (12)*** - Left Orbit (2) & Force Target (13) hits change the Right Orbit/Ramp (12) Diverter.

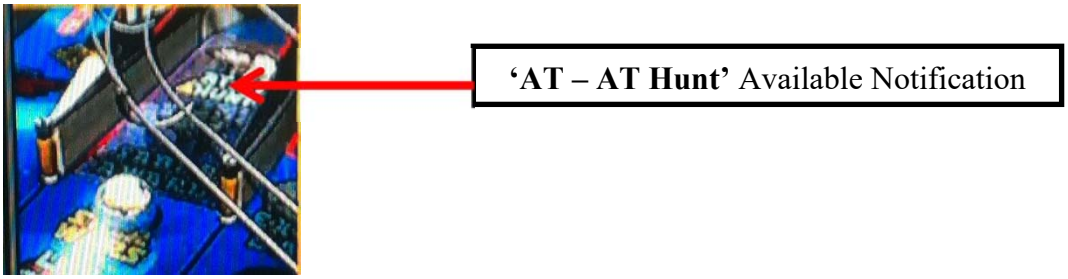
Starting all of these 6 will make an **'EXTRA BALL'** available to collect at the Force Target (13)

AT – AT Hunt Mode -

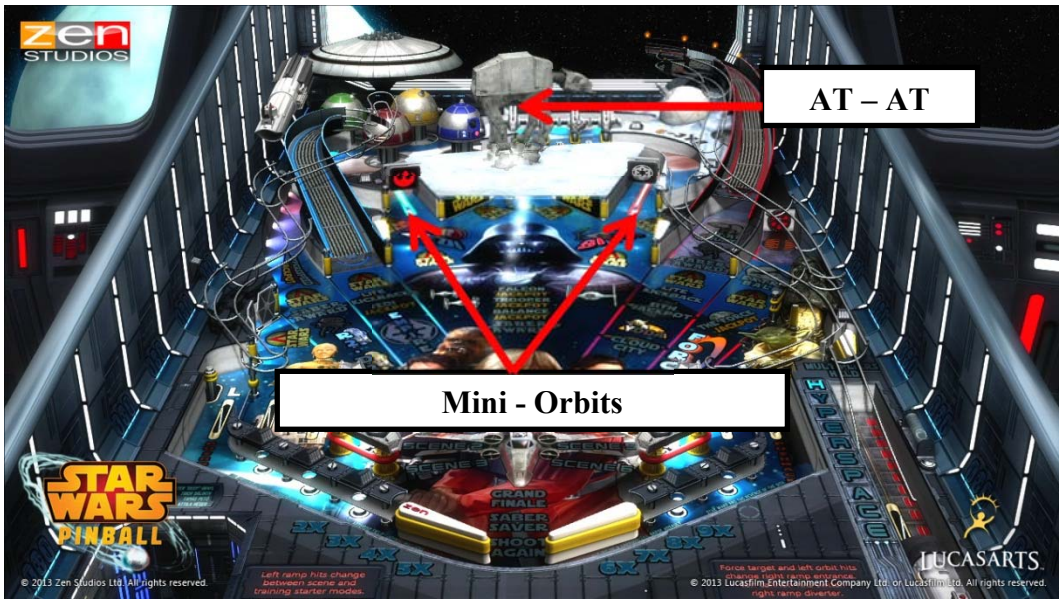
Once you light all the 'SKYWALKER' Multiplier Rollovers –



Not only will it advance the Multiplier but it will also light 'AT – AT' at the Right Orbit/Ramp (12) –



Once you hit that Orbit/Ramp, the Hunt will begin –



Hit the Flashing Mini – Orbits to defeat it - Blue Lightsaber Mini – Orbit (6) & Red Lightsaber Mini – Orbit (10).

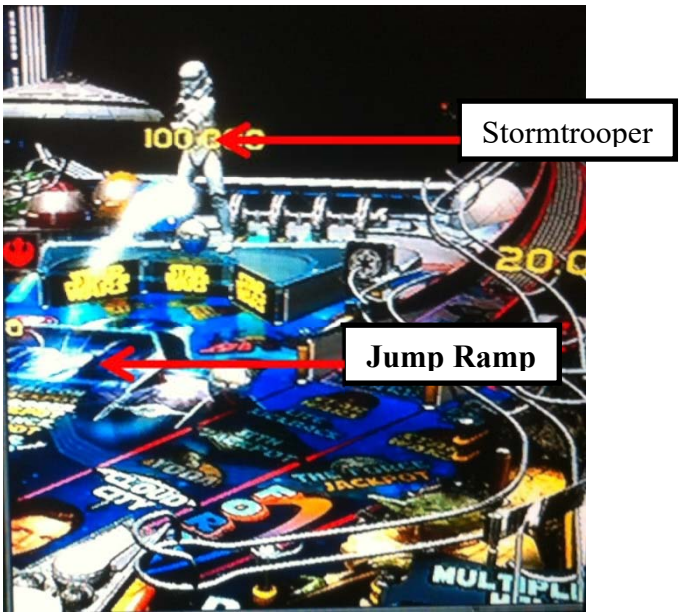
Multiball Modes

There are 4 Multiball Modes available on this Table;

Cloud City Multiball **4 Balls** -

To start this Multiball Mode you must first turn the Cloud City Spinner enough times to activate the Ball Locking mechanic; access the Cloud City Spinner by making sure the Right Orbit/Ramp (12) is diverted to the Cloud City Spinner (***Left Orbit (2) & Force Target (13) hits change the Right Orbit/Ramp (12) diverter)***.

After the Spinner has been rotated enough times, you will be able to lock 4 Balls into it. Once done the Multiball Mode will begin -



Jackpots can be scored on the Right Orbit/Ramp (12) and **Stormtrooper Jackpots** can be score by hitting the Ball up the Jump Ramp (shown in the above Image) to hit the Stormtrooper.

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.

Hyperspace Multiball **2 Balls** -

To start this Multiball Mode you will first need to have the Right Orbit/Ramp (12) divert to the Right Inlane (***Left Orbit (2) & Force Target (13) hits change the Right Orbit/Ramp (12) diverter)***. Now each time you hit the Ball up the Right Orbit/Ramp (12) as its diverted into the Right Inlane you will collect a letter of 'HYPERSPACE' continue to do this until you light them all –



After which the Multiball Mode will begin;



Jackpots will be available via the Blue Lightsaber Mini – Orbit (6) & Red Lightsaber Mini – Orbit (10), and after you have collected 5 **Jackpot** awards you then can collect a Hyperspeed Jackpot via the Left Orbit (2).

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.

Imperial Multiball **3 Balls** -

To start this Multiball Mode you will need to lock 3 Balls into the back of the Tie Fighter Targets (1);



This is done by hitting the Force Target (13) then as the Ball rolls down the Lower Top Right Flipper you hit it towards the Targets. After you do that 3 times (knocking down the 3 Tie Fighter Targets (1)) you then hit the Ball one more time towards the area of the Tie Targets (1) but instead of hitting the Targets you will instead land into a hidden Sink Hole thus locking the Ball.

After which the 3 Tie Fighter Targets will re-erect and you will need to repeat the above to lock a further 2 Balls to start the Imperial Multiball Mode.

Once the Multiball Mode starts 2 **Tie Jackpot Lanes** will be available at the centre Mini – Orbits –



This **Jackpot** can be raised by hitting the Vader Target (8) which will instead be a Sink Hole rather than a Target in this Multiball Mode.

You then gain access to the **Falcon Jackpot** which can be collected via hitting the Ball up the Jump Ramp (erects from the centre of the Table's Playfield) to hit the Tie Fighter.

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.

Jedi/Sith Multiball **2 or 3 Balls -**

With the 2 Top Flippers you are able to hit 2 Cross – Orbits, hitting either of those will either light a Letter of 'JEDI' or 'SITH' dependent on which Cross – Orbit was hit –

- Jedi Cross – Orbit (5) – will light a Letter of '**JEDI**'
- Sith Cross Orbit (11) – will light a Letter of 'SITH'

Hitting either of the above 4 times will light all the Letters needed to either start the Jedi or Sith Multiball (dependent on which Cross – Orbit you hit 4 times).

Now the Jedi & Sith Multiball Modes are exactly the same, both of which are 2 Ball Multiball Modes you can score **Jackpot** awards by hitting the Left Ramp (3) & Right Orbit/Ramp (12) and you can raise said **Jackpot** by hitting the 2 Mini – Orbits; Blue Lightsaber Mini – Orbit (6) & Red Lightsaber Mini – Orbit (10).

You can also start both the Jedi & Sith Multiball Modes at the same time, resulting in a 3 Ball Multiball Mode. This will then engage the **Balance Jackpot** award which opens the Trap Door (like when starting a Scene, shown below this page) when the number of **Jedi & Sith Jackpots** awarded is equal. It's 1 Million times the current award value of **Jedi/Sith Jackpots**.

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 hit both of the Star Wars Targets – Star Target (7) & Wars Target (9), once done the Trap Door will open up in the centre of the Table's Playfield, and you can either hit the Trap Door to sink the Ball into it or if the Ball manages to land into the Left Sink Hole (4). Doing either will now enable the 'Choose Scene' display on the Dot - Matrix –



***Tip!** – While you are within a Scene if you hit the Star Wars Targets - Star Target (7) & Wars Target (9) you will increase the Scene Bonus given out upon completion of the Scene.**

You can cycle through the Scenes available by using the Flipper Buttons on your Controller, and when you wish to select a Scene you merely need to press the 'Launch' Button to select it.

I will now detail how to complete each Scene on this Table (Scene 6 is only available after completion of the Scenes 1 – 5) –



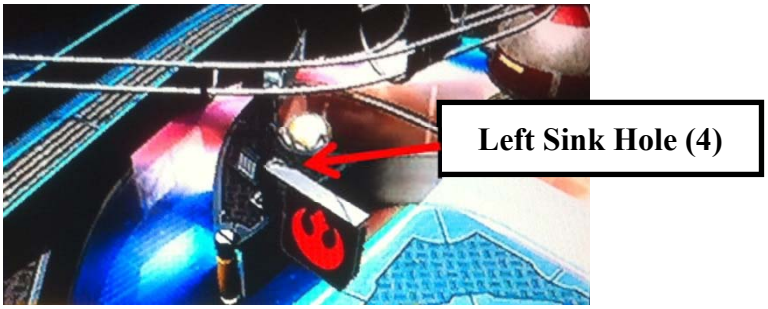
***Note** – Completion of a Scene's Chapter will be saved as a checkpoint, this means that if you fail the next Chapter you will start at that Chapter the next time you attempt that Scene!**

Scene 1 -



Chapter 1 *40 Second Time Limit*

This Chapter requires you to hit the Left Sink Hole (4) a total of 3 times;



This can be done by hitting the ball through the lit Lane – these Lanes will either be the Left Orbit (2), the Jedi Cross – Orbit (5), the Sith Cross - Orbit (11) or sometimes the Right Orbit/Ramp (12). I tend to just constantly hit the Left Orbit (2) to do this Stage of the Chapter.

After you have done the above you then have to sink the Ball 3 times into the Sink Hole behind the Vader Target (8) –



Chapter 2 *40 Second Time Limit*

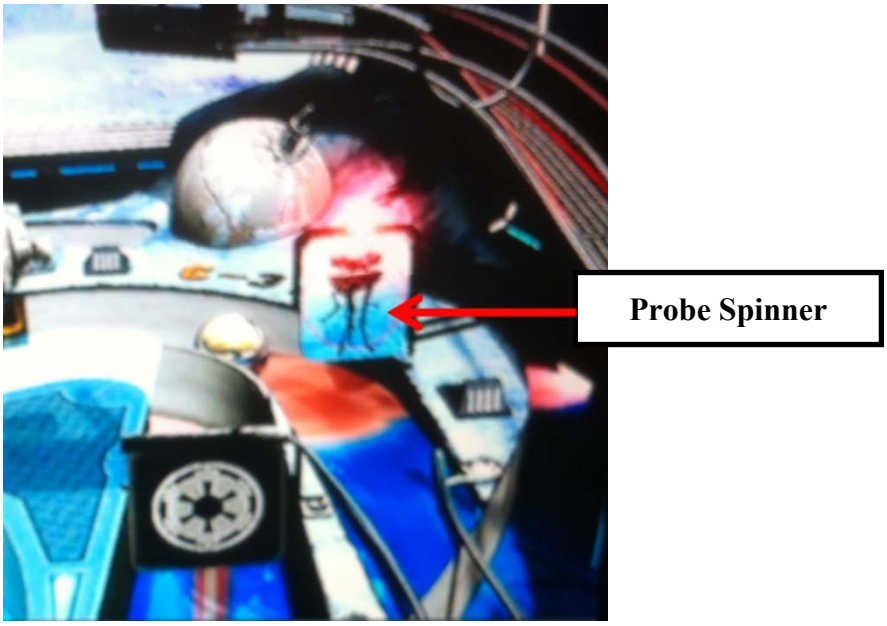
This Chapter requires you to help Han Solo find Luke; all of the Lanes etc. will be lit –



Just keep hitting the lit Lanes until you eventually find Luke as he is in one of them but this is random so it won't be the same all the time.

Chapter 3 *60 Second Time Limit*

Now this Chapter requires you to hit the Probe Spinner a total of 3 times –



To hit the Probe Spinner you must hit the lit Lane - these Lanes will either be the Left Orbit (2), the Jedi Cross – Orbit (5) or sometimes the Right Orbit/Ramp (12). I tend to just keep hitting the Left Orbit (2) as its always lit, but I still have trouble in this Chapter since the timing is very strict for when the Ball travels near the Probe Spinner.

After 3 hits the Chapter will be completed, thus **Scene 1** will be completed.

Scene 2 -



Chapter 1 *40 Second Time Limit*

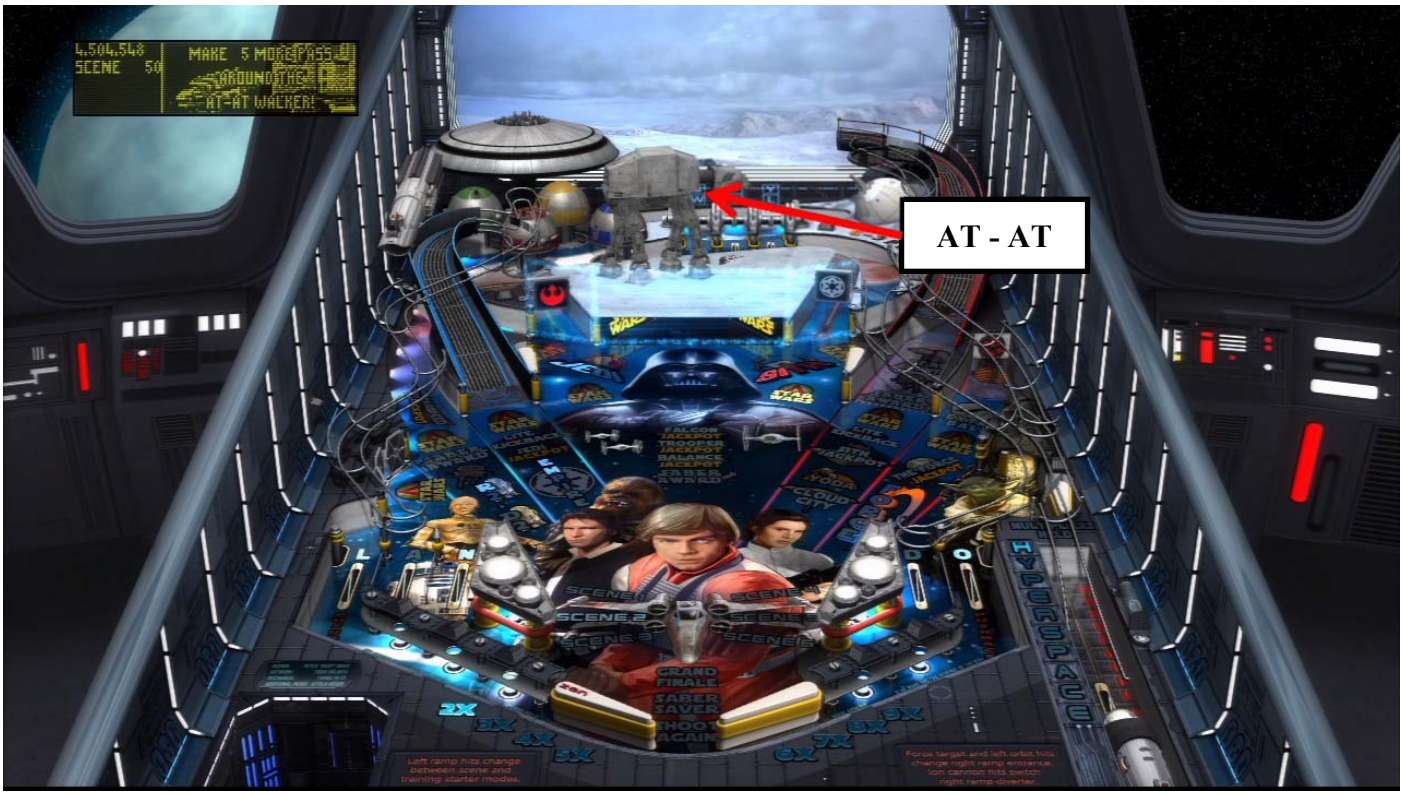
Upon starting this Chapter a Stormtrooper will appear in front of the Star Wars Targets –



The goal of this Chapter is to hit the Stormtrooper 3 times, now I discovered an easy way to complete this – just hit the Force Target (13) then allow the Ball to drop into the Up – Kicker, this will launch the Ball towards the Stormtooper and hit him. Repeat a further 2 times to complete the Chapter.

Chapter 2 *60 Second Time Limit*

Once this Chapter begins an AT – AT will appear above the Star Wars Targets –



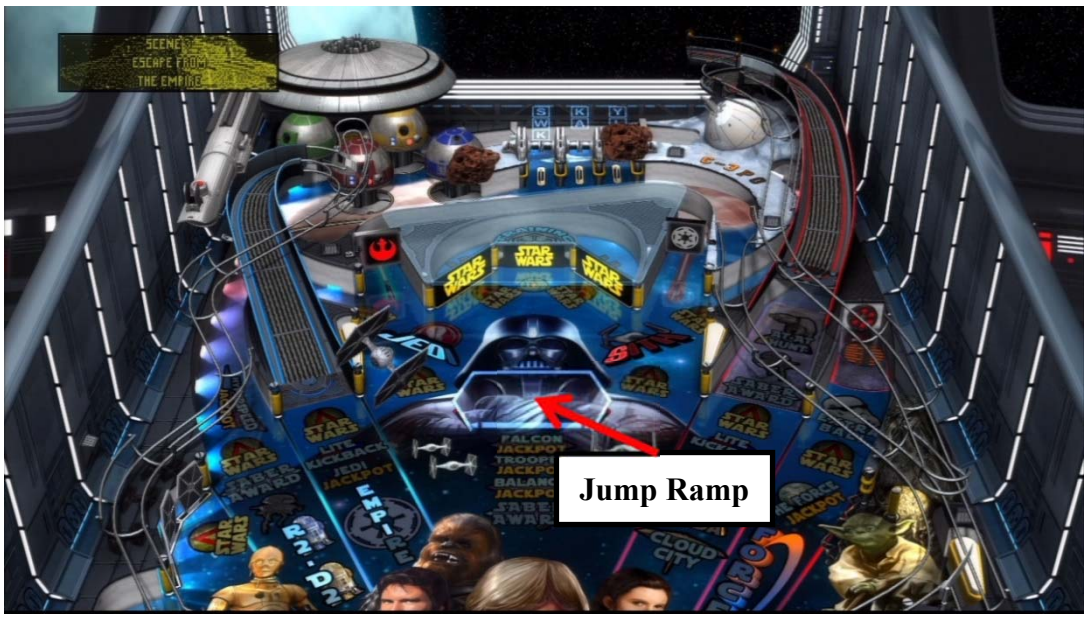
The goal here is to bring down the AT – AT this is done by hitting the lit Mini – Orbits; Blue Lightsaber Mini – Orbit (6) & Red Lightsaber Mini – Orbit (10). After hitting the lit Mini – Orbits 4 times, you then will need to send the Ball round the Left Orbit (2) to complete the Chapter, and thus you will complete **Scene 2**.

Scene 3 -



Chapter 1 *60 Second Time Limit*

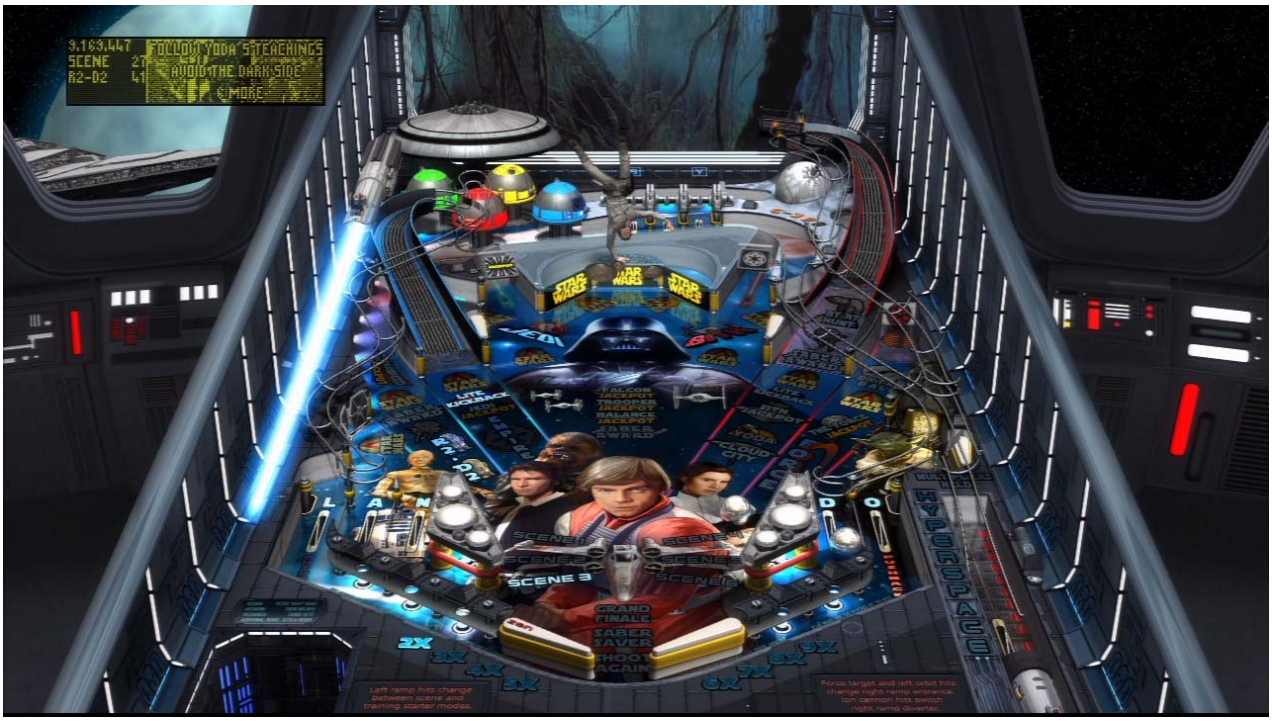
Upon starting this Chapter you will see 2 Asteroid's hovering over the Star Wars Targets, as well as a Tie Fighter flying around the area –



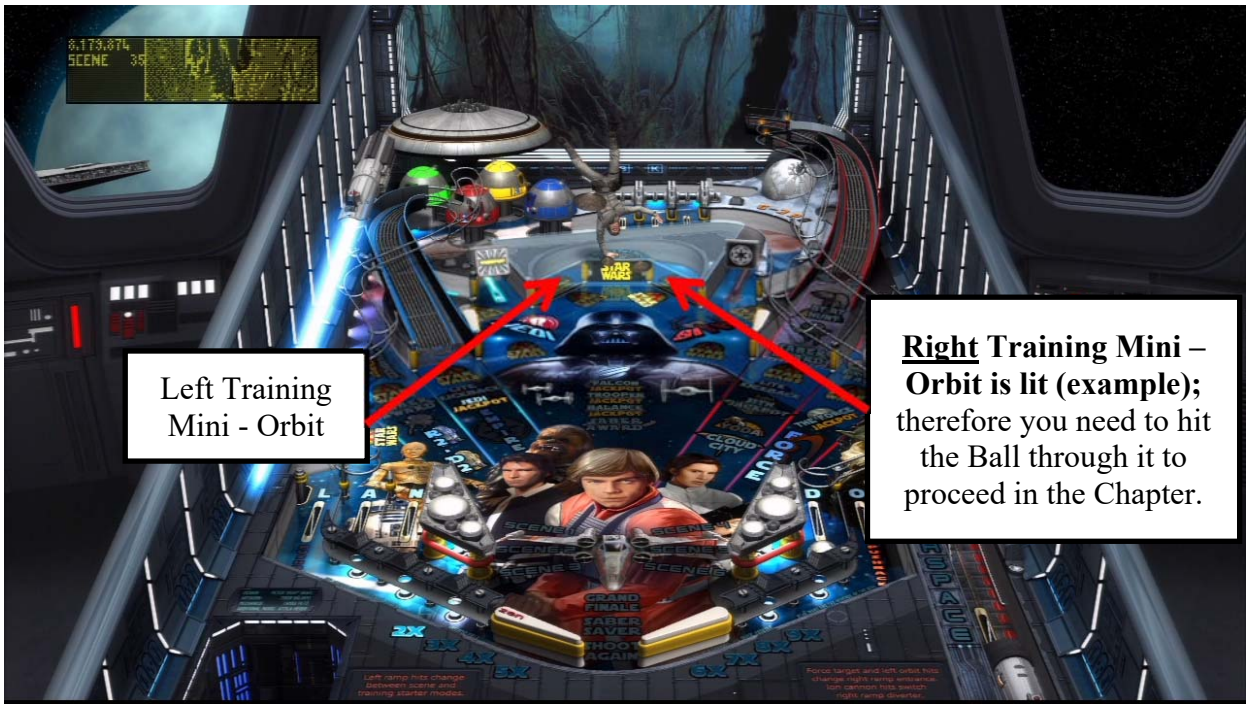
The objective here is to use the Jump Ramp that pops up in the Centre of the Table's Playfield to jump the Ball up between the 2 Asteroids. But remember to be careful not to hit the Asteroids or the TIE Fighter flying around or the Ball will be knocked down which can result in unwanted Ball drains. Your goal is to get the Ball into the Left Sink Hole (4) 3 times via the Jump Ramp. Once you do that the Chapter will be completed.

Chapter 2 *30 Second Time Limit*

Upon this Chapter starting the Force Target (13) will be lit; you need to hit the Ball at that,



After which the Ball will be sent round the Training Mini – Orbits (These are available as the Star Wars Targets are retracted). After which you will then need to send the Ball round the lit Training Mini – Orbit below shows an example of this –

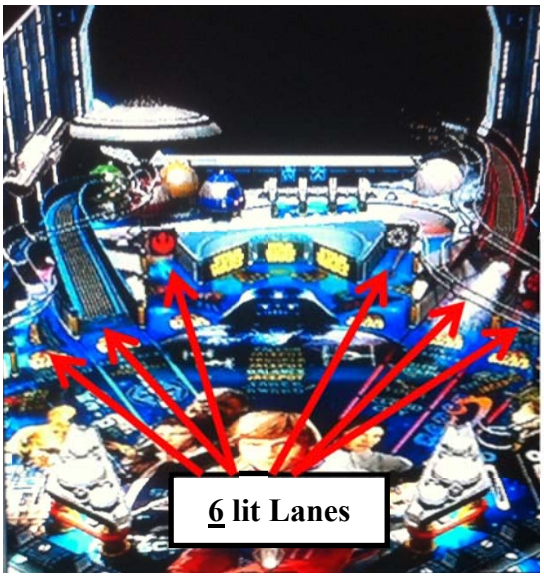


Tip!* – *if the Left Training Orbit is lit then you can just hit the Force Target again, allow the Ball to roll into the Up – Kicker below it and it will automatically send the Ball round that particular Mini – Orbit.*

Repeat the above a further 2 times, hitting the lit Training Mini – Orbit. Upon hitting the 3rd Training Mini – Orbit the Chapter will be completed.

Chapter 3 *60 Second Time Limit*

Now as you begin this Chapter you will notice every Lane will be lit –



You must hit all the lit Lanes within the time limit, every few Seconds another Lane will light up so be quick. Once you hit all 6 Lanes the Chapter will be completed, thus you will have completed **Scene 3**.

Scene 4 -

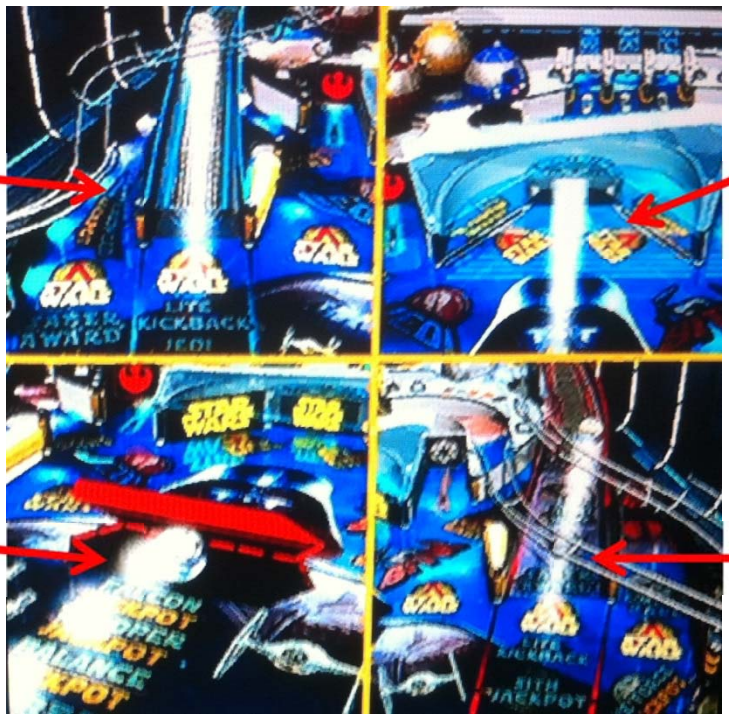


Chapter 1 *30 Second Time Limit*

This Chapter requires you to find Lando for permission to land the Millennium Falcon; basically you just need to repeatedly hit the lit Lanes etc. and even the Trap Door –

When you must turn **left** – the Left Orbit (2), Left Ramp (3) & Blue Lightsaber Mini – Orbit (6), will be lit.

When you must go **straight** – the Trap Door will erect for you to sink the Ball into.



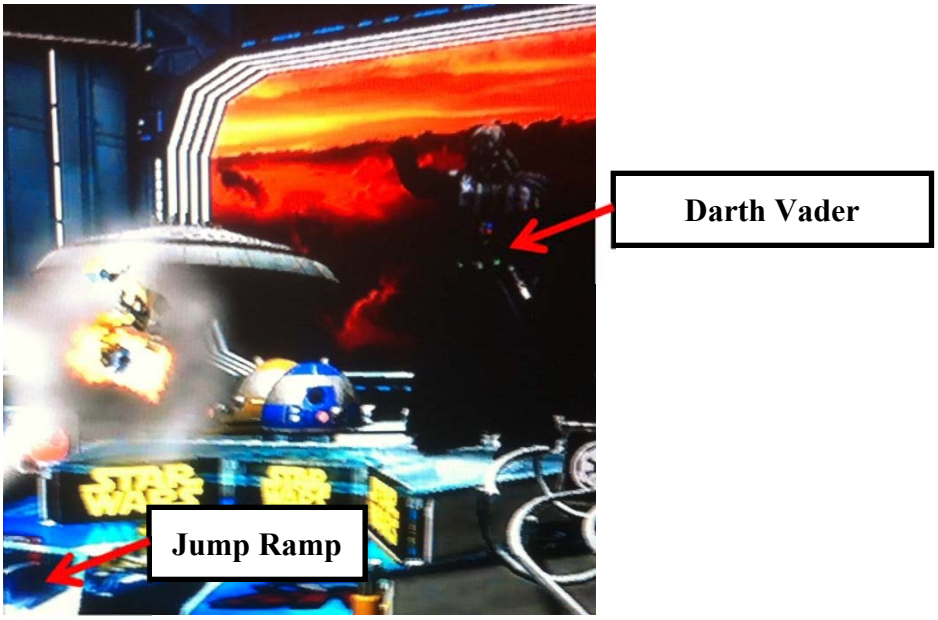
When you must **accelerate** - both Mini-Orbits - Blue Lightsaber Mini – Orbit (6) & Red Lightsaber Mini – Orbit (10), and the Vader Target (8) will be lit.

When you must turn **right** - the Red Lightsaber Mini – Orbit (10), Right Orbit (12) & Force Target (13) will be lit.

I believe after you hit 4 Lit Lanes etc. the Chapter is completed.

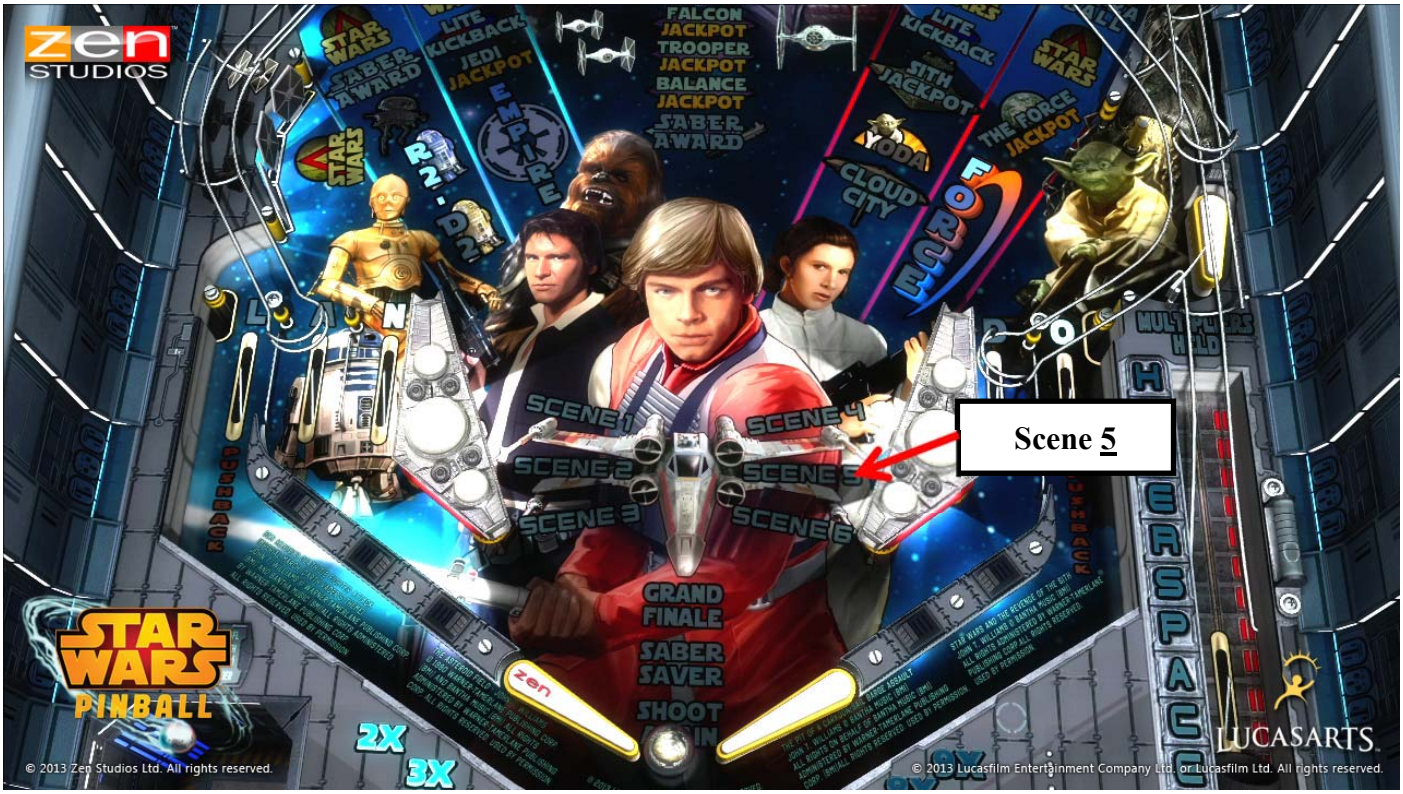
Chapter 2 *60 Second Time Limit*

Upon starting this Chapter the Jump Ramp will raise from the Centre of the Table's Playfield and Darth Vader will appear at the top of the Star Wars Targets -



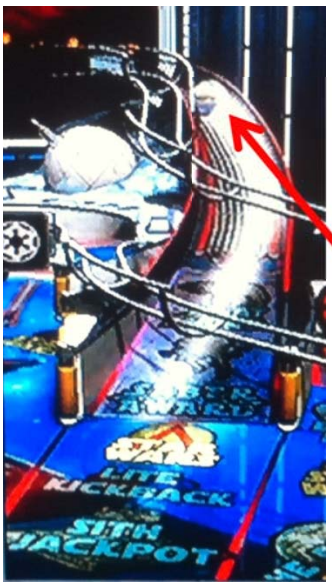
The objective here is to hit the Jump Ramp so that the Ball hits Darth Vader; after 6 hits you will complete this Chapter, this also means that **Scene 4** will be completed.

Scene 5 -



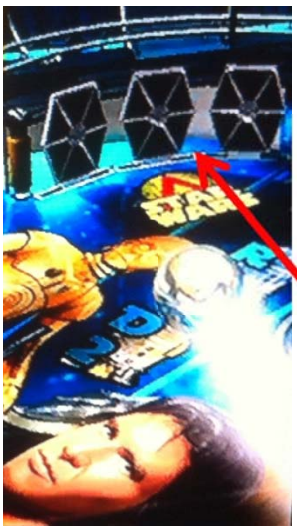
Chapter 1 *60 Second Time Limit*

This Chapter requires you to do a certain combo of shots – first you must hit the Ball up the Right Orbit/Ramp (12) it will then head towards the Bumpers,



Ball being sent up **Right Orbit (12)**

Now it will be returned just above the Force Target (13) you then need to time your shot with the Lower Top Right Flipper as the goal is to send the Ball towards the Tie Fighter Targets (1) on the other side of the Table's Playfield –



Ball heading towards the **Toe Fighter Targets (1)**

If you fail to hit the Target you must repeat the Right Orbit/Ramp (12) shot etc. After doing the above a total of 3 times you will complete this Chapter.

Chapter 2 *30 Second Time Limit*

You will start of this Chapter by controlling the Lightsaber (moving it to the Right) with the Right Flipper Button. The goal here is to time your pressing of the Right Flipper Button so that you deflect the Stormtroopers Blast;



Blast being deflected by Lightsaber.

It seemed to me that the Stormtrooper would fire at 3 Second intervals so try to use that as a base for your timing to deflect the Blasts, after you do this 3 times the the Ball will be back in play on the Playfield.

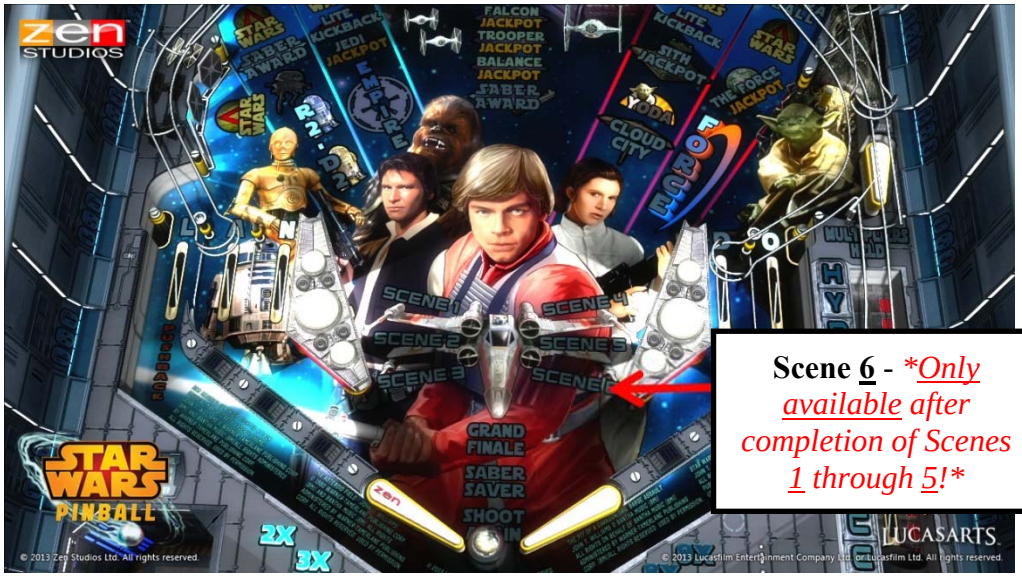
Now you must hit both Mini – Orbits; Blue Lightsaber Mini – Orbit (6) & Red Lightsaber Mini – Orbit (10).



Luke using the Stormtrooper's weapon against him.

After which you then need to hit the Vader Target (8) to sink the Ball and to complete the Chapter, this also means **Scene 5** will be completed.

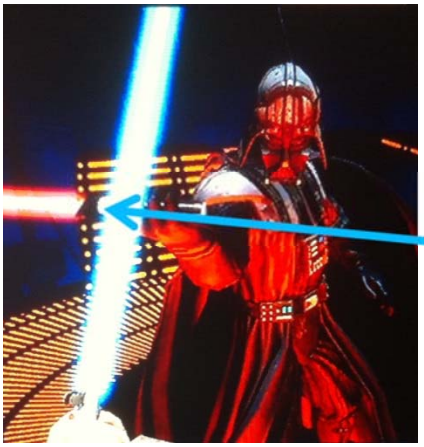
Scene 6 *The Final Confrontation!*-



Scene 6 - *Only available after completion of Scenes 1 through 5!*

Chapter 1 - *Darth Vader Lightsaber Fight*

Upon starting this Chapter you will be taken into a First Person View Mode (similar to what you encountered playing through the Jedi Training Mode) –



Luke blocking Darth Vader's Lightsaber attack!

The goal here is to defend against Darth Vader's attacks a total of 5 times using you Lightsaber; this is done by moving the Lightsaber to counter his attacks –

- To move ***Left*** – hold the Left Flipper Button, this will defend Darth Vader's Attacks directed to the **Left**.
- To deflect a **Centre** blast – hold the 'Launch' Button, this will defend Darth Vader's Attacks directed to the **Centre**.
- To move **Right** - hold the Right Flipper Button, this will defend Darth Vader's Attacks directed to the **Right**.

Try to watch his movements and anticipate his next attack so that you can move there to defend against it.

You are given 5 retries before the Mode ends; within that you must successful defend 5 of Darth Vader's attacks. If you manage to defend against 5 attacks you will move on to **Chapter 2**.

Chapter 2 *Disable Darth Vader's Defences*

Darth Vader will now begin to throw stuff from the environment at you -



The Goal here is to break through his defences by hitting the alternating lanes etc. upon hitting enough of them you will complete the Chapter and up the final Chapter – **Chapter 3**.

Chapter 3 *Final Battle*



Luke & Darth Vader locked in Mortal Battle!

This Chapter is split into a 3 phased Battle –

1.



Hit the 2 Mini – Orbits; Blue Lightsaber Mini – Orbit (6) & Red Lightsaber Mini – Orbit (10) each time as the Spinners on the Mini – Orbits spin you will increase the Power Percentage shown on the Dot – Matrix. Hit the Mini – Orbits as fast as you can so that you can raise the Power up to **100%**, failure to do so will result in failure of the Chapter.

2.



You now will need to hit the lit Lanes etc.; they will alternate but always 3 will be lit each time.

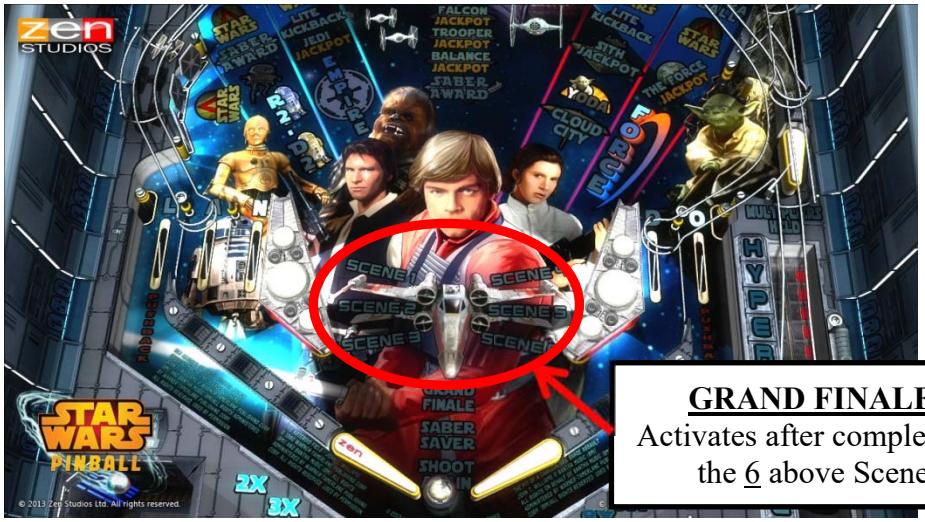
3. Repeat the above 2nd Phase of the Battle.

Once the above is done Scene 6 will be completed.



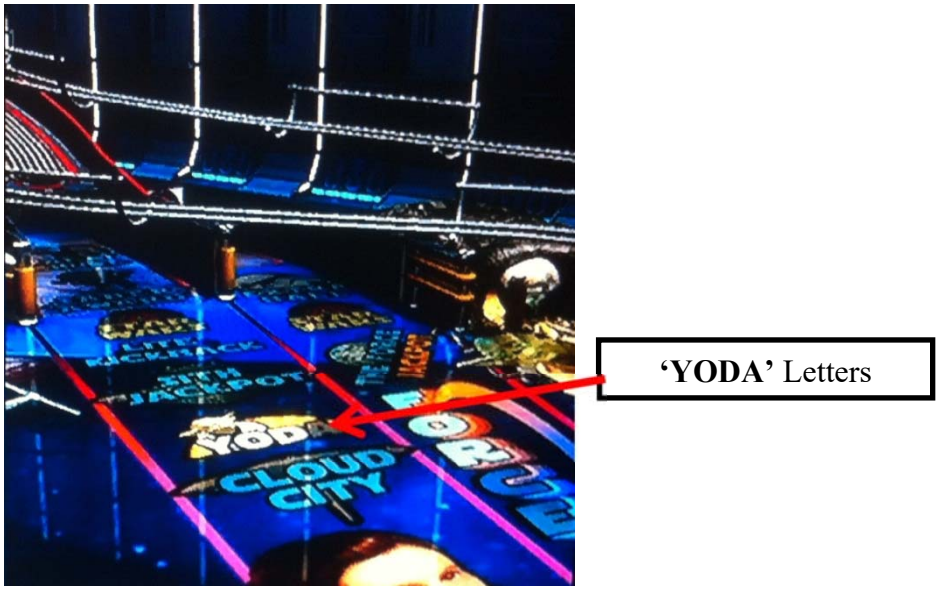
Grand Finale *WIZARD FRENZY MODE – Normal Timer is 60 Seconds*

Once you beat **Scene 6**, you need to get the Ball into the Left Sink Hole (4) to start up Grand Finale –



BIG TIP FOR HIGHSCORING IN THIS MODE – Now before you complete all 6 Scenes I recommend you get as many Yoda Hideout Bonuses as possible –

To find Yoda's Hideout you need to light up all 4 of the 'YODA' letters –



You first need to make each of the 'YODA' letters flash. You do this by resetting the Right Orbit/Ramp (12) Diverter to the Orbit position. If the Diverter is set to the Ramp, then you need hit the Left Orbit (2) or Force Target (13) once. If it's already set to the Orbit, then you need to hit the Left Orbit (2) or Force Target (13) twice. This will make 1 of the 'YODA' letters flash. Now just hit the Right Orbit (12) to collect that Letter. You need to rinse and repeat this process 3 more times to be able enter Yoda's Hideout.

Each time you successfully find Yoda, you will get to choose a specific ability which will actively affect the Grand Finale.

These abilities are –

- ***Force Speed; adds 15 Seconds to the Grand Finale Wizard Mode.***
- ***Force Jump; adds a special Jackpot in the Grand Finale Wizard Mode.***
- ***Force Rush; increases the Jackpot Value in the Grand Finale Wizard Mode.***
- ***Lightsaber Throw; adds a Jackpot Lane to the Grand Finale Wizard Mode.***

Now if you complete all 6 Scenes without gaining any of the above Yoda Abilities then the Mode will consists of –

- 60 Second timer to amass as much Points as possible.
- 2 Jackpot Lanes etc. will be lit; by hitting them you can score some decent Points.

****Upon the timer reaching 0 the Scene 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

"My Ally is the Force!"

Yours
ShoryukenToTheChin