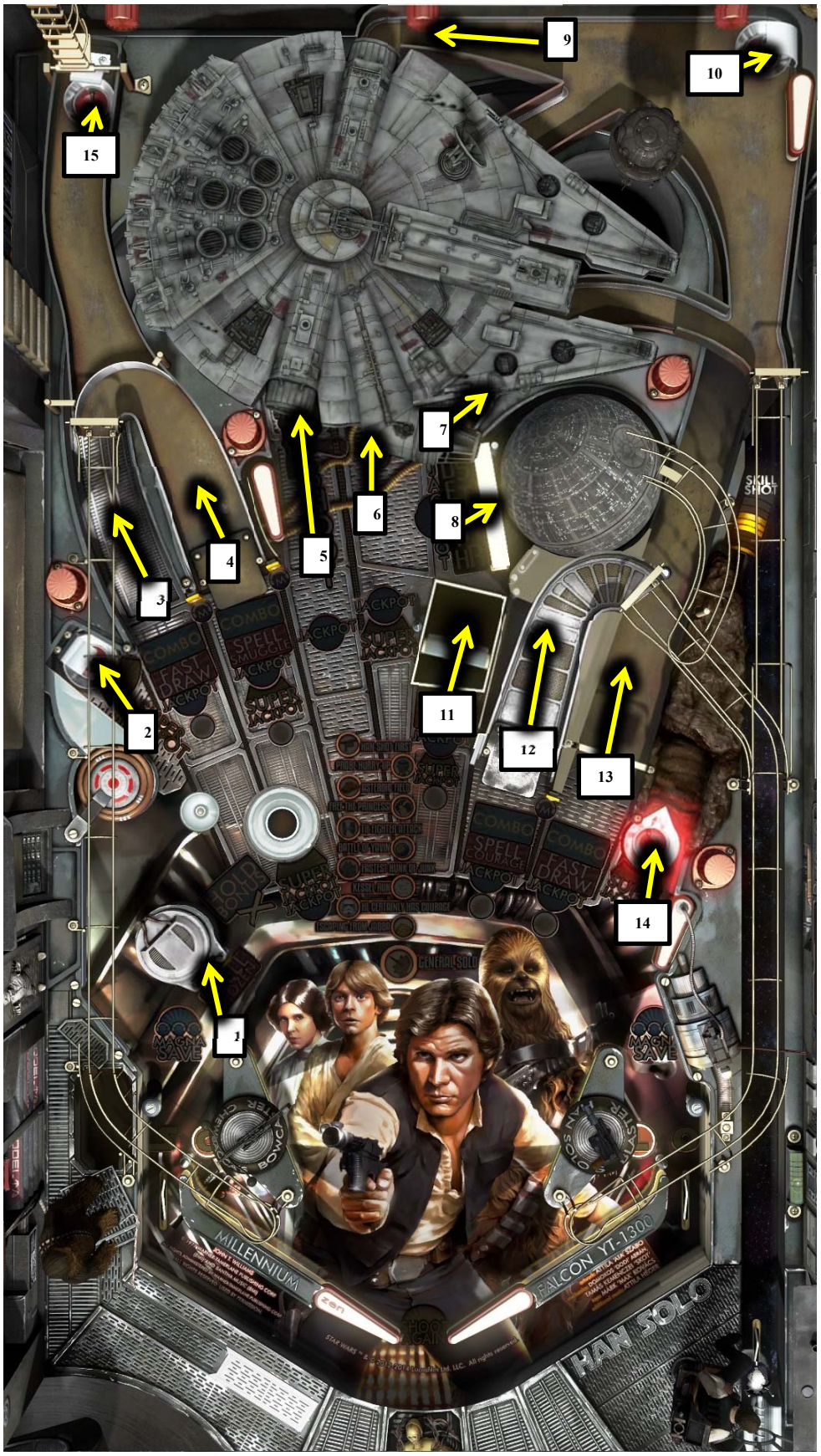


Han Solo Table Guide



By ShoryukenToTheChin



Key to Table Overhead Image –

1. Frozen Target
2. Left Saucer
3. Left Orbit
4. Smuggle Ramp
5. Shoot Orbit
6. Hyperdrive Ramp
7. Probe Ramp
8. Death Star Targets
9. Hyperdrive Access
10. Upper Right Saucer
11. Centre Sink Hole
12. Courage Ramp
13. Right Orbit
14. Right Saucer
15. Upper Left Saucer

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.

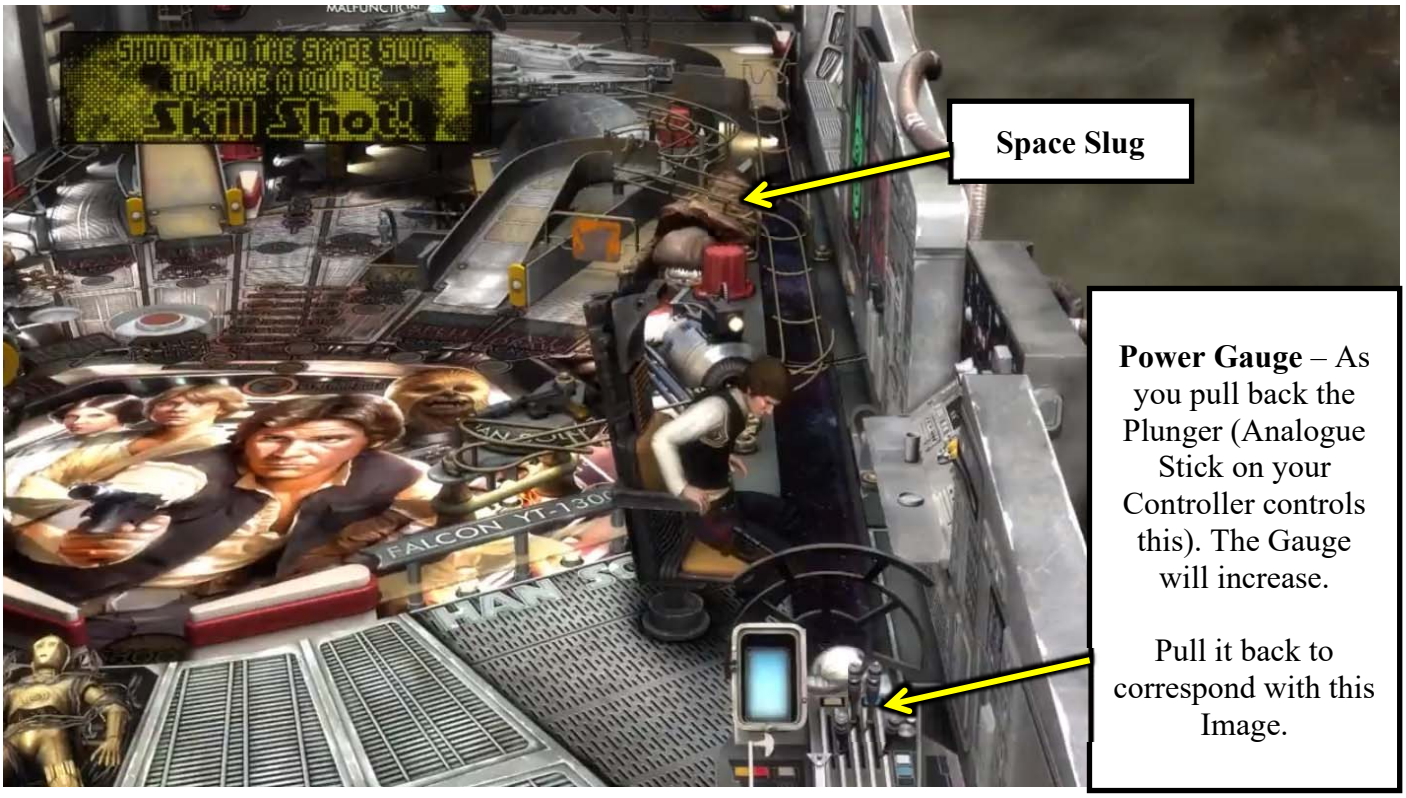
The third batch of Tables was released in a 4 Pack which include the Tables; Han Solo, Droids, Star Wars: Episode IV – A New Hope & Masters of The Force.

This Table is of course Han Solo; it pays homage to one of the most iconic Movie characters of all time. The Artwork and Audio cues are spot on once again, adding that unique originality to the Table's Playfield.

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

Skill Shot -

To be awarded with a Skill Shot, simply repeat what is shown in the Image below. If followed correctly the Ball will be locked in the Space Slugs mouth, and then you will have the opportunity to gain a Double Skill Shot award.



The Ball when locked in the mouth of the Space Slug can be hit during many of the Multiball Modes. Doing so would release the locked Ball and allow for up to a 4 Ball Multiball. While this can potentially increase the speed at which Ramp based **Jackpots** are collected, it can also importantly raise the maximum **Jackpot** value possible in certain Modes.
For example, during the Free the Princess Multiball Mode, it will allow for a **Quadruple Jackpot** to be scored in the 2nd Stage of the Mode by hitting the Balls into the raised Hidden Bumper Sink Hole although this will only be the case if all 4 Balls were landed into the Centre Sink Hole (11) during the 1st Phase. (More info on this can be found within the 'General Solo – Free the Princess Multiball Mode' section later in the Guide.)

However, shooting this captive Ball during single Ball play will activate the Tie Fighter Attack Mode (more info later in the Guide under the 'General Solo – Tie Fighter Attack Multiball Mode' section).

***Tip – How to get a Super-Secret Skill Shot: Instead of shooting the Space Slug, if you shoot the Ball so it drops down through the Shoot Orbit (5) and using the Top Left Flipper to shoot up the Probe Ramp (7), you will be awarded a Super-Secret Skill Shot and you will have a 5 Seconds to choose your reward with the Flippers and selecting with the 'Launch' Button.**

I'm not sure what all the rewards available are as you have to be fast at choosing. I know one is "light Escape from Jabba" which rewards you with completion of that Mode. Therefore, I believe the other Modes would be there, this could prove useful if you struggle on a certain Mode to be able to complete it from the get-go.

Magna Save & Ball Save

Magna Save – Instead of the usual Kickback mechanic used on many Tables, this Table incorporated a very strong Magna Save which can be switched on by hitting the 4 'Magna Save' Targets -



***Tip** – you can stack up to 3 Magna Saves.**

The Magna Save is activated at the Tables Inlanes by pressing the 'Launch' Button, it's best to hold the Button as it's a more efficient way of saving the Ball from a drain.



Note - This Table doesn't reset the Magna Saves 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 **5** Ways to achieve an Extra Ball – the Extra Ball is collected by hitting the Centre Sink Hole (11) -



- ***Method 1***: *Complete Tauntaun Ride Mode twice with the **same** Ball (awarded once per Ball);* look later in the Guide at the Section titled 'Tauntaun Ride Mode' for information on how to complete them for this **Extra Ball**.

- ***Method 2***: *Placing the Cargo in the correct spot 5 times (awarded once per Ball);* look later in the Guide at the Section titled 'General Solo – Kessel Run Multiball Mode' for information on obtaining this **Extra Ball**.

- ***Method 3***: *Win the Asteroid Mode twice (awarded once per Ball);* look later in the Guide at the Section titled 'General Solo – Asteroid Mode' for information on how to complete them for this **Extra Ball**.

- ***Method 4***: *Shooting down all of the Cantina Targets;* look later in the Guide at the Section titled 'General Solo – Han Shot First Mode' for information on obtaining this **Extra Ball**.

- ***Method 5***: *Completion of the Battle of Yavin Mode;* look later in the Guide at the Section titled 'General Solo – Battle of Yavin Hurry Up Mode' for information on obtaining this **Extra Ball**.

****Note – The Extra Ball available notification remains lit even if you drain your Ball.****

Raising the Multiplier

To raise the Bonus Multiplier on this Table you can use 2 methods –

1. Light up all of the Letters of 'SOLO' Rollovers on the In's & Outlanes -



2. Your longest Combo count will be added to the Bonus Multipliers, i.e. if you have a Combo of '11' then you Multiplier will be bumped up to 11x Multiplier –

Note – Multiplier Level resets upon draining the Ball, unless you have the 'Hold Bonus X' which is awarded for completion of the Tauntaun Ride Mode (more info under the 'Tauntaun Ride Mode' section) as this will not reset the Multiplier.

Tuantuan Ride Mode

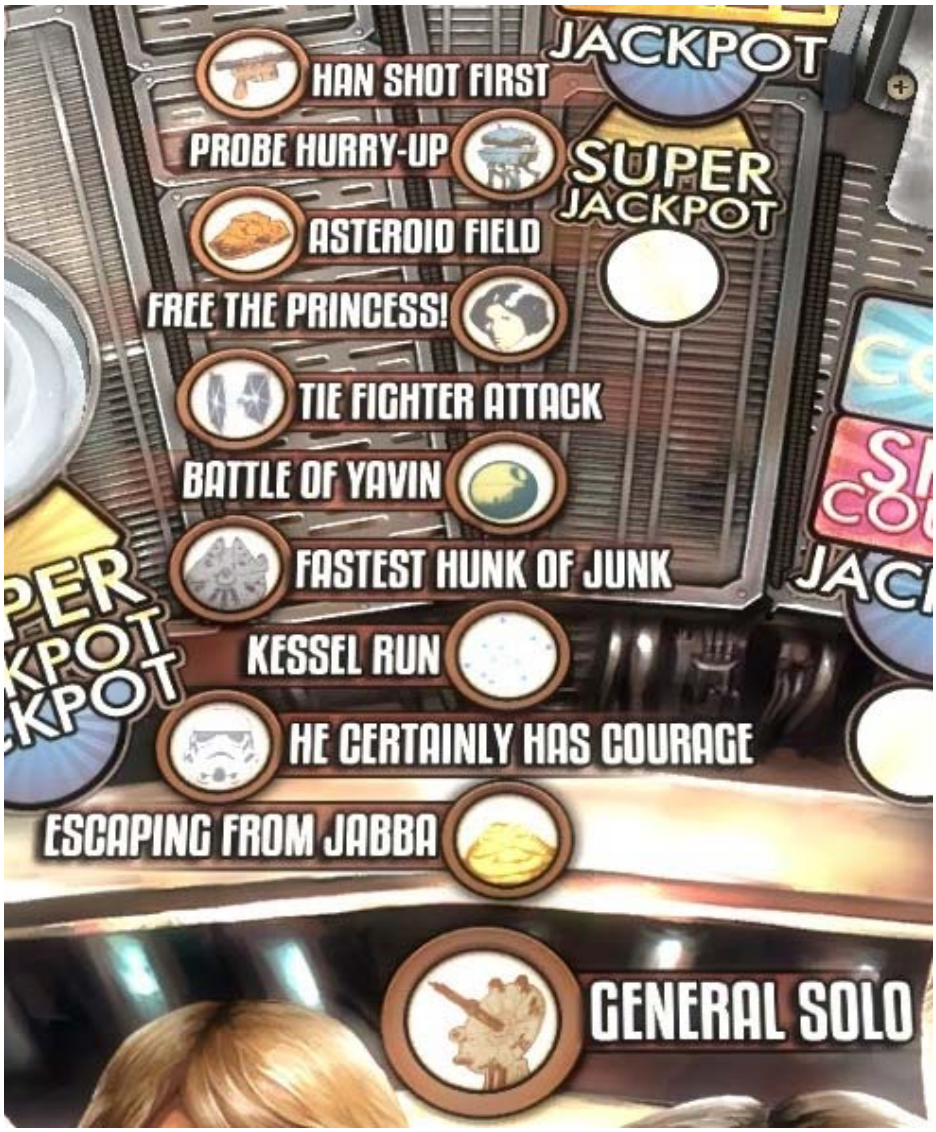
After you have hit the Bumper 20 times you will see a Hidden Bumper erect from the Table Playfield. Simply hit those Bumpers a total of 40 times to complete the Mode. Remember if you take too long between Bumper hits, C-3P0 will begin counting down from 3 Seconds. Failure to hit a Bumper within that countdown will result in failure of the Mode.



Completing this Mode once will award you with the 'Hold Bonus X' perk, and if you complete it twice with the same Ball, you will light **Extra Ball** at the Centre Sink Hole (11).

General Solo

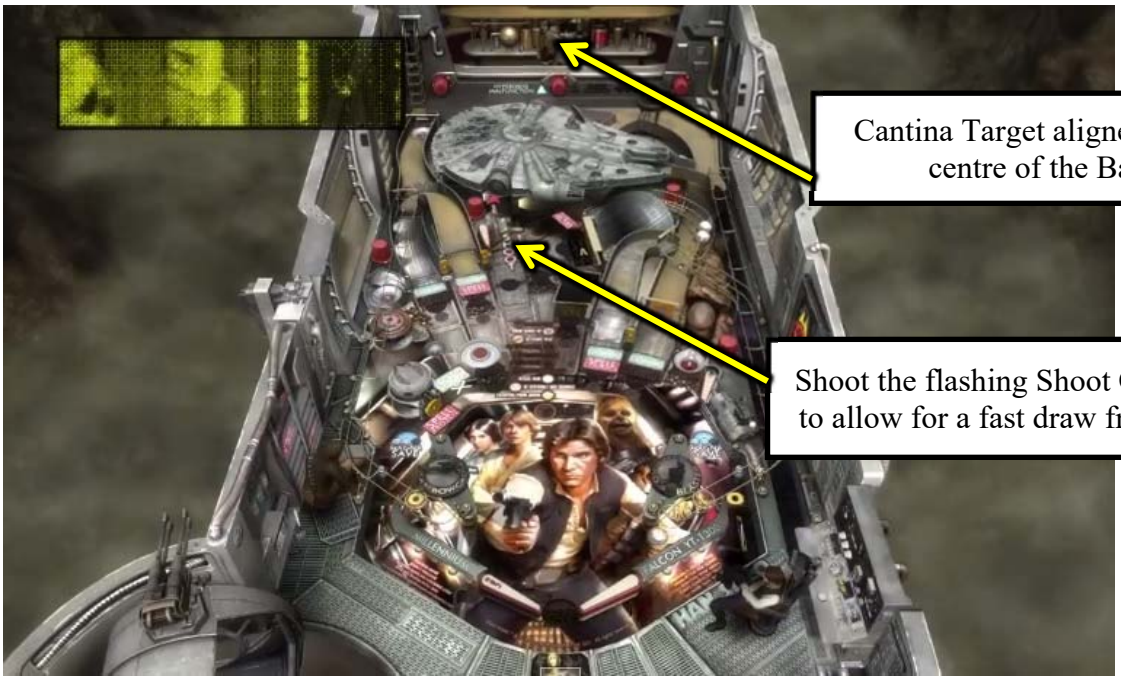
You must complete the 10 Main Modes in order to be able to start up the General Solo Wizard Mode. These Modes include Han Shot First, Probe Hurry-Up, Asteroid Field, Free the Princess Multiball, Tie Fighter Attack Multiball, Battle of Yavin Hurry Up, Fastest Hunk of Junk Multiball, Kessel Run Multiball, He Certainly Has Courage Multiball, and Escaping from Jabba Multiball.



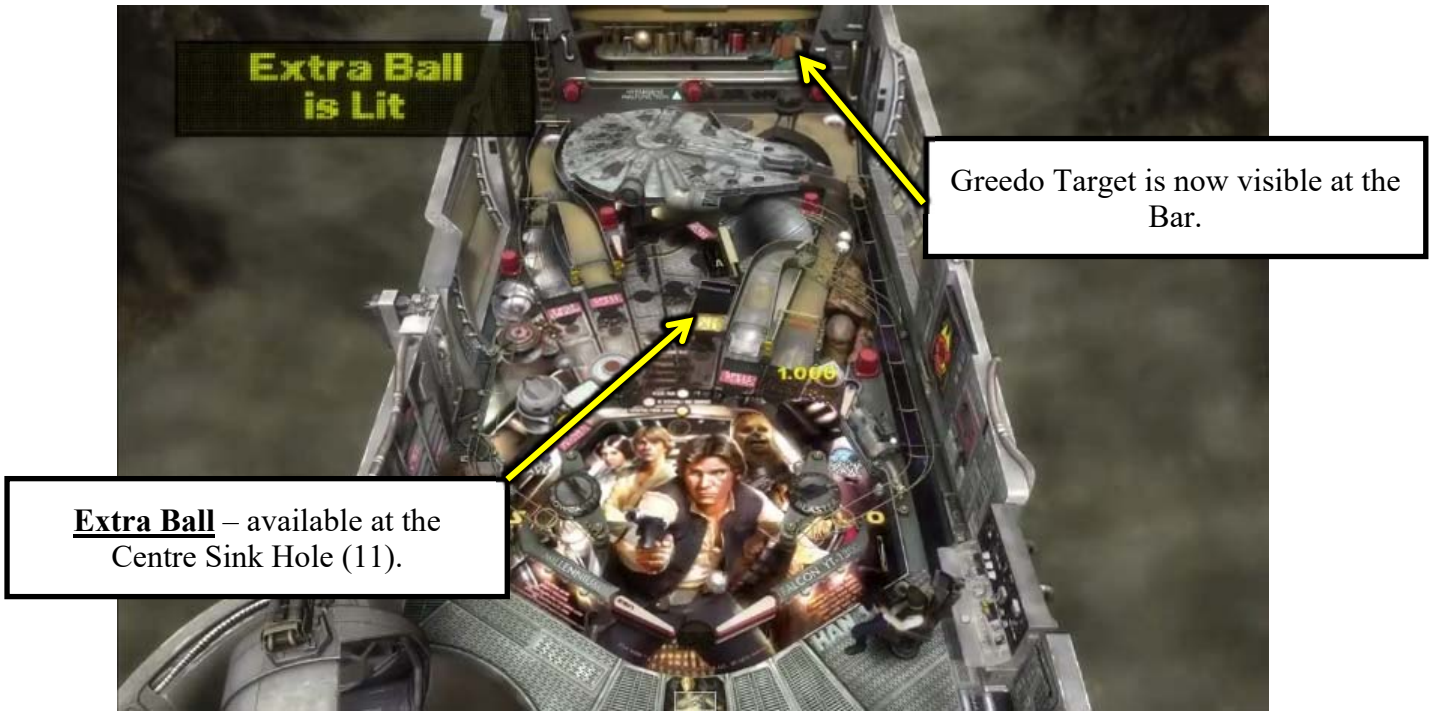
Han Shot First Mode



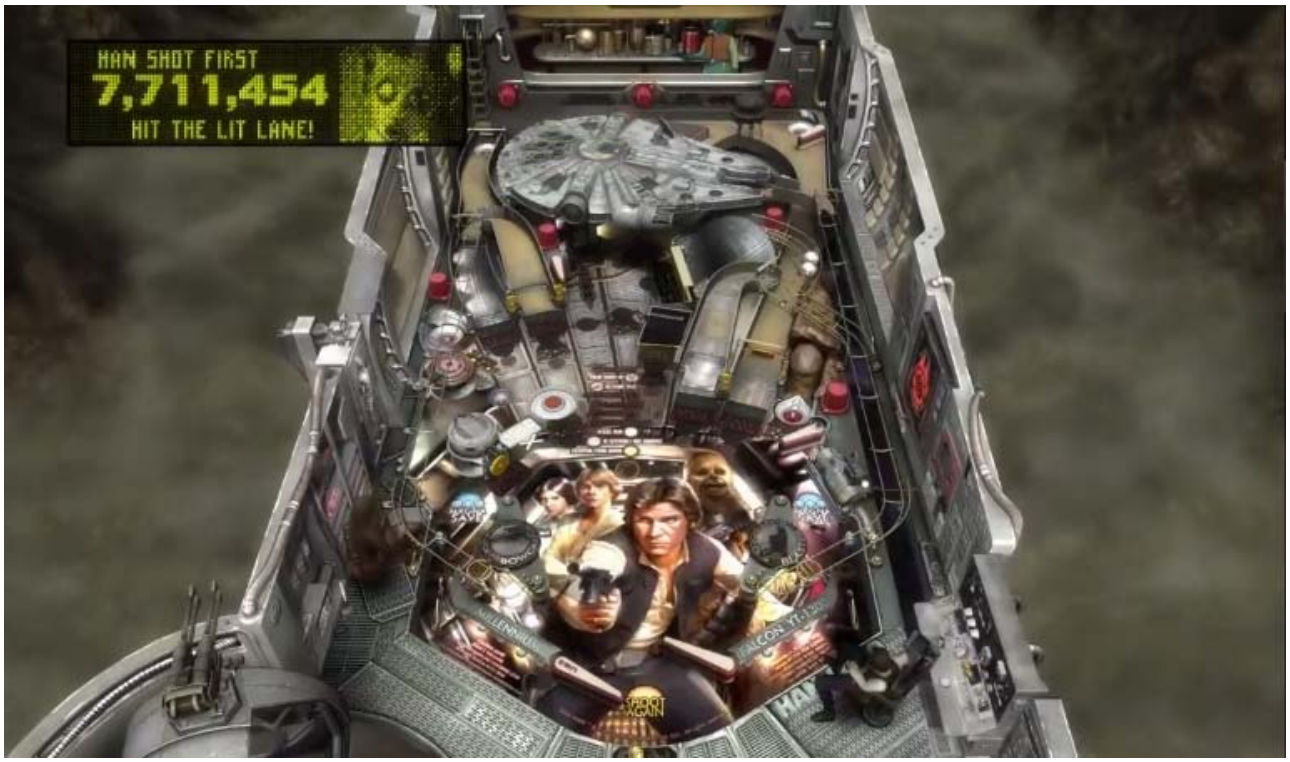
Shooting the Ball through the Spinner located at the entrance of the Left Orbit (13) will cause the Cantina Targets to rotate depending on the direction and amount of spins the Spinner receives. Once the Cantina Target is aligned with the **centre** of the Bar, the Shoot Orbit (5) will begin flashing and by hitting the Ball up that Orbit, Han will then shoot the Target.



Once you have hit all the Cantina Targets, Greedo will then show up in the Bar and **Extra Ball** will be lit at the Centre Sink Hole (11) –



Move Greedo to the centre of the Bar, as explained in the first paragraph, and execute a fast draw (hit the flashing Shoot Orbit (5)). Once you have done that, the Hurry Up Mode will begin –

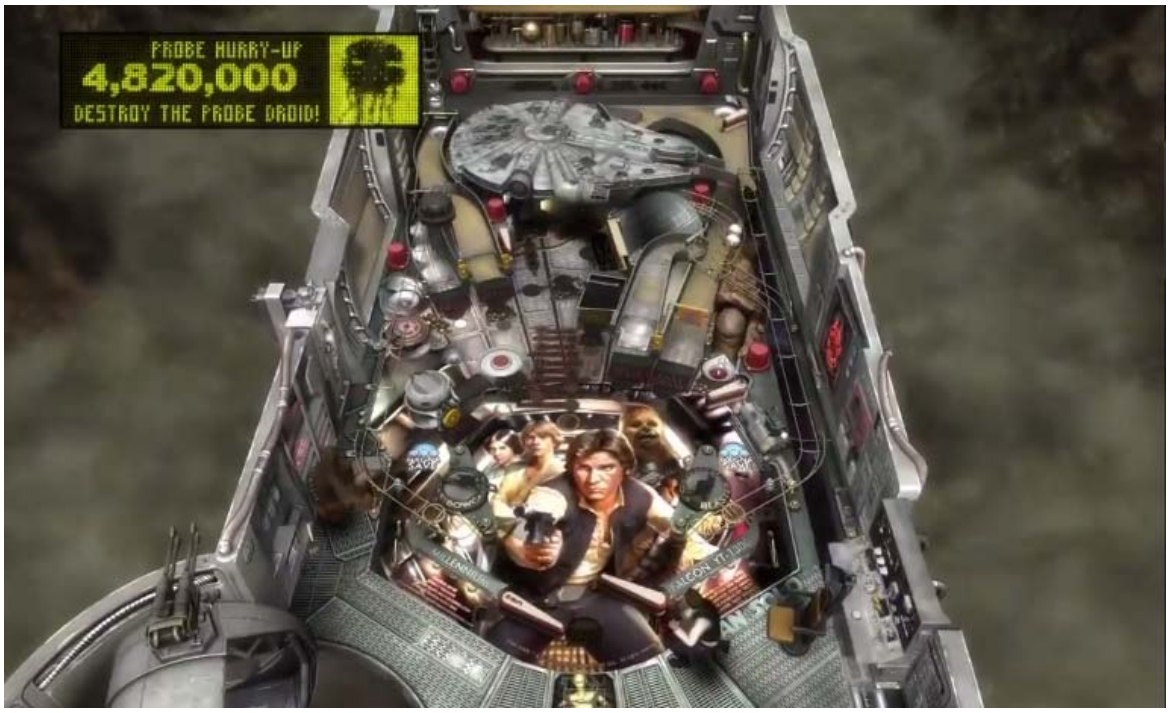


Within the Hurry Up Mode - The Left Orbit (3), Smuggle Ramp (4), Courage Ramp (12), and Right Orbit (13) will flash one by one in a random order. Shooting the flashing Lane will result in a Hurry Up award. After the 4 Hurry Up awards are collected, a final Hurry Up Lane begins to flash which is the Shoot Orbit (5). You **MUST** make this final shot to kill Greedo and complete the Han Shot First mode.

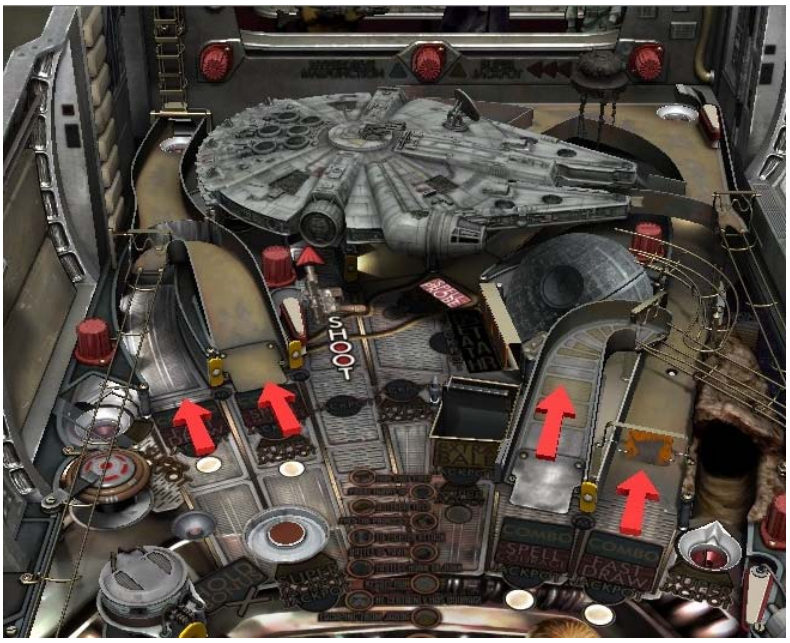
Probe Hurry Up Mode



To start this Mode you will need to make 5 Probe Ramp (7) shots, each time you will be awarded a Letter of 'PROBE'. Once you have attained all the Letters of 'PROBE' and then sent the Ball up that Ramp for a 6th time the Hurry Up Mode will begin.



The Probe will then move to one of 4 places on the Table Playfield - The Left Orbit (3), Smuggle Ramp (4), Courage Ramp (12), and Right Orbit (13) this is indicated by the Lane flashing.



Remember that this is a Hurry Up shot; therefore, the faster you make a shot, the more Points will be rewarded for it. After hitting the flashing Lane, you must hit the Ball round the Shoot Orbit (5) when it's flashing to complete the Probe Mode. You will have around 15 Seconds to complete this shot. If successful, it will also apply a 2x multiplier to your last Hurry up shot scored before you hit the Probe mode ending Shoot Orbit (5).



If you fail to make either shot in time you will not complete the Mode. The next time you complete the Mode, the Mode ending Shoot Orbit (5) shot will score a 3x to your first Hurry Up shot, then the next time will be 4x Multiplier and so forth.

Asteroid Field Mode



This Mode is reached by hitting the Ball into the Left Saucer (2) which will then raise the 3rd Bumper temporary, collect 20 Bumper hits using this method and then hit the Ball again into the Left Saucer (2) to activate the Asteroid Field Mode.



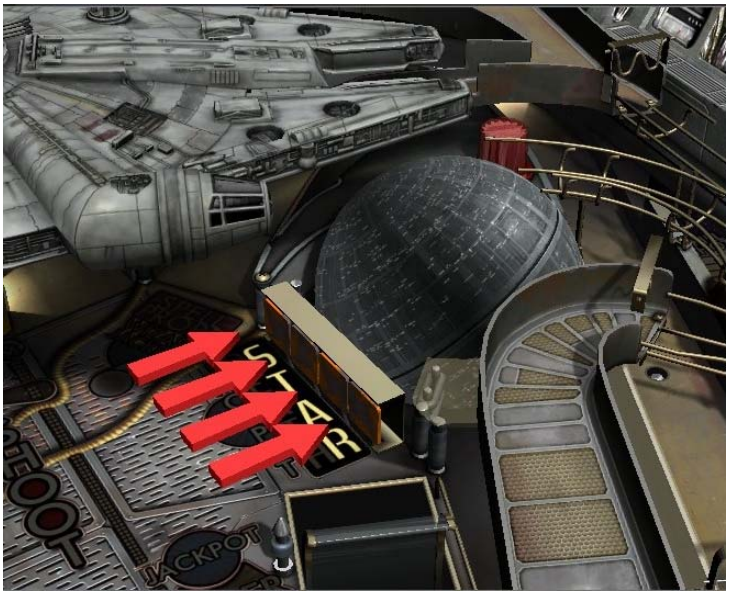
During this Video Mode you must pilot the Millennium Falcon through the Asteroid Field. Using the Flipper Buttons to move Left & Right avoid the oncoming Asteroids and the Laser fire from the chasing Tie Fighters. Remember, on the Dot – Matrix it displays your ships Health as well as that of the Enemy ship. You must successfully pilot the Millennium Falcon safely through the Asteroid Field to complete this Mode.

Completing this Mode twice will light **Extra Ball** at the Centre Sink Hole (11)

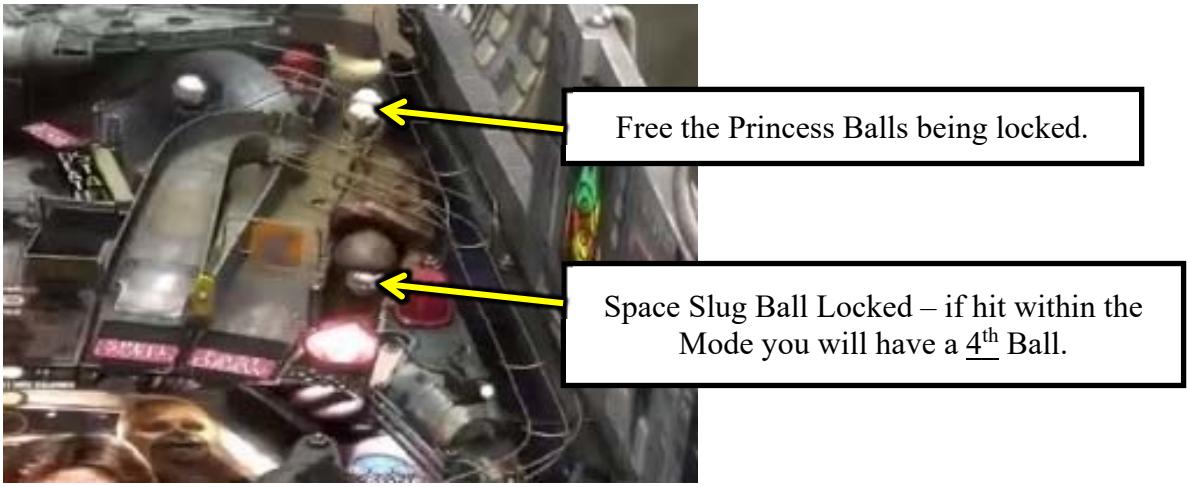
Free The Princess Multiball Mode



To gain access to this Multiball Mode you must first hit all 4 of the 'DEATH STAR' Targets –



After you will be able to lock a Ball into the Death Star, since the Targets are no longer blocking your access. Repeat a further 2 times to lock 3 Balls into the Death Star –



You will then be given a 3 Ball Multiball Mode, and if you have a Ball locked in the Space Slung ('Skill Shot' section earlier in the Guide) you can hit that to gain a 4 Ball Multiball instead.

This 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.

The **Jackpot** will be available at the Centre Sink Hole (11) –



The Balls which are hit into the Centre Sink Hole (11) will be held for a few moments, thus enabling you to score a **Double Jackpot** by hitting a 2nd Ball into it, a **Triple Jackpot** by hitting a 3rd Ball into it or even **Quadruple Jackpot** (if you have the Space Slug Ball released 'Skill Shot' section earlier in the Guide for more information) by hitting a 4th Ball into it. Remember to gain these Multiple Jackpots the other Balls must be hit into the Sink Hole before the timer expires.

After the above period ends the Hidden Bumper will erect from the Table Playfield exposing another Sink Hole, now the number of Balls that you hit into the Centre Sink Hole (11) will correspond to the Multiplier you will receive for this **Super Jackpot** –



Shoot the Balls into the Hidden Bumper Sink Hole to score **Super Jackpots** before the Bumper lowers back into the Table. You must score at least 1 **Super Jackpot** to complete this Mode.
At the completion of this Mode the Battle of Yavin Hurry Up Mode will begin.

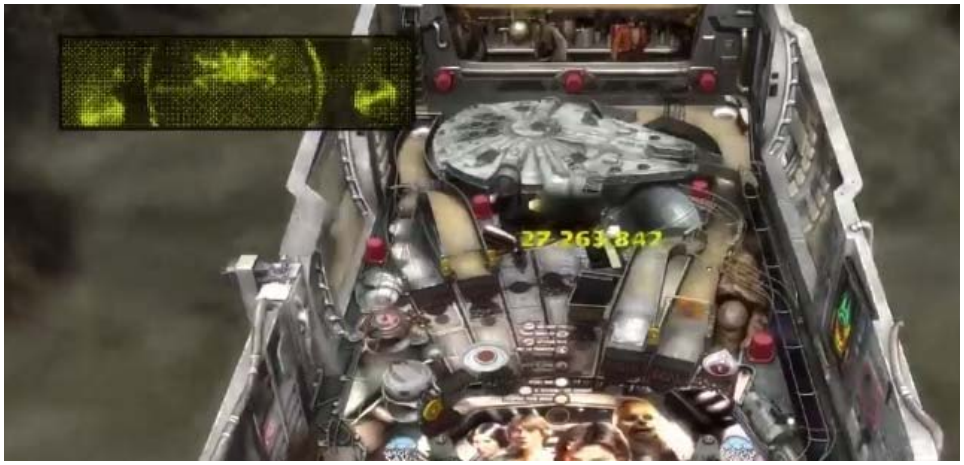
Battle of Yavin Hurry Up Mode



This Mode will begin immediately after the end of the Free the Princess Multiball Mode (Page above for more info).



The objective is to hit as many of the flashing 'DEATH STAR' Targets as possible. If you hit a flashing Target, it will stop flashing and be lit solid. Failure to hit the Targets will result in the flashing letters beginning to extinguish. You must hit at least 1 of the flashing Targets before they are all extinguished to lower the bank of Targets and to reveal the bowl of the Death Star (as you did for the Free The Princess Ball locking procedure). Hitting the Bowl will reward you with a large **Jackpot**.

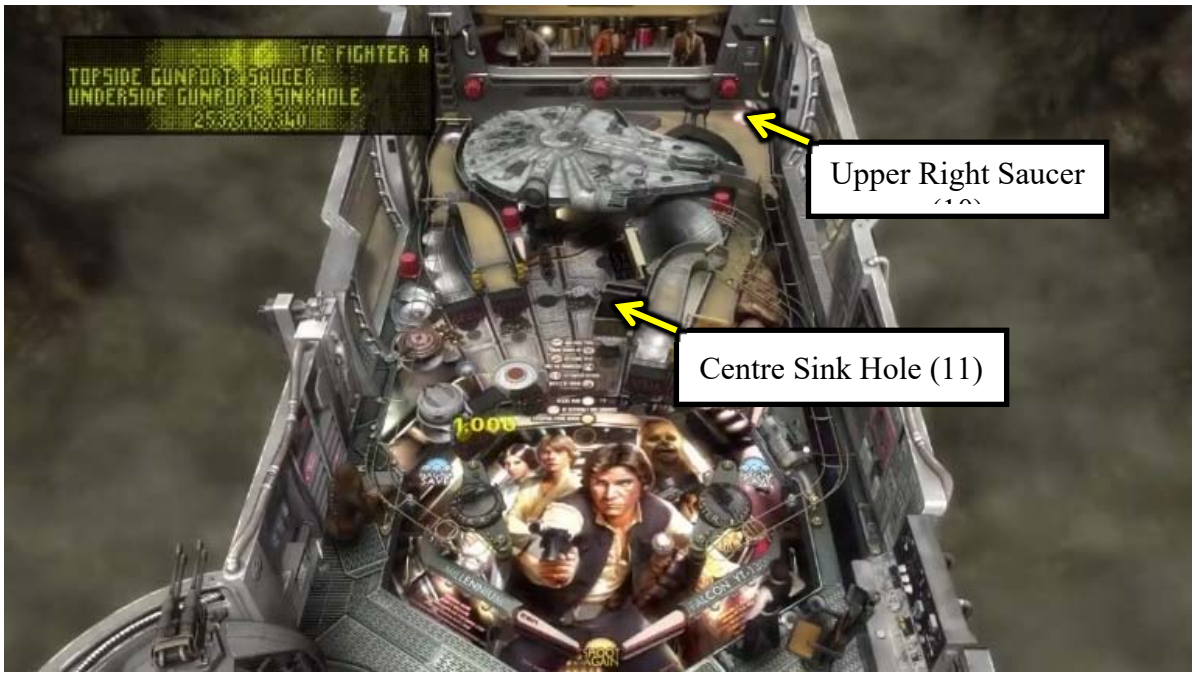


You must collect this **Jackpot** to win the Battle of Yavin and complete the Mode. Winning the Battle of Yavin will light **Extra Ball** at the Centre Sink Hole (11).

Tie Fighter Attack Multiball Mode



You have to achieve a Skill Shot to lock a Ball into the Space Slugs mouth. Simply hit the Ball at the Right Saucer (14) to release the Ball and begin the Tie Fighter Attack Mode. This Mode is a 2 Ball Multiball –



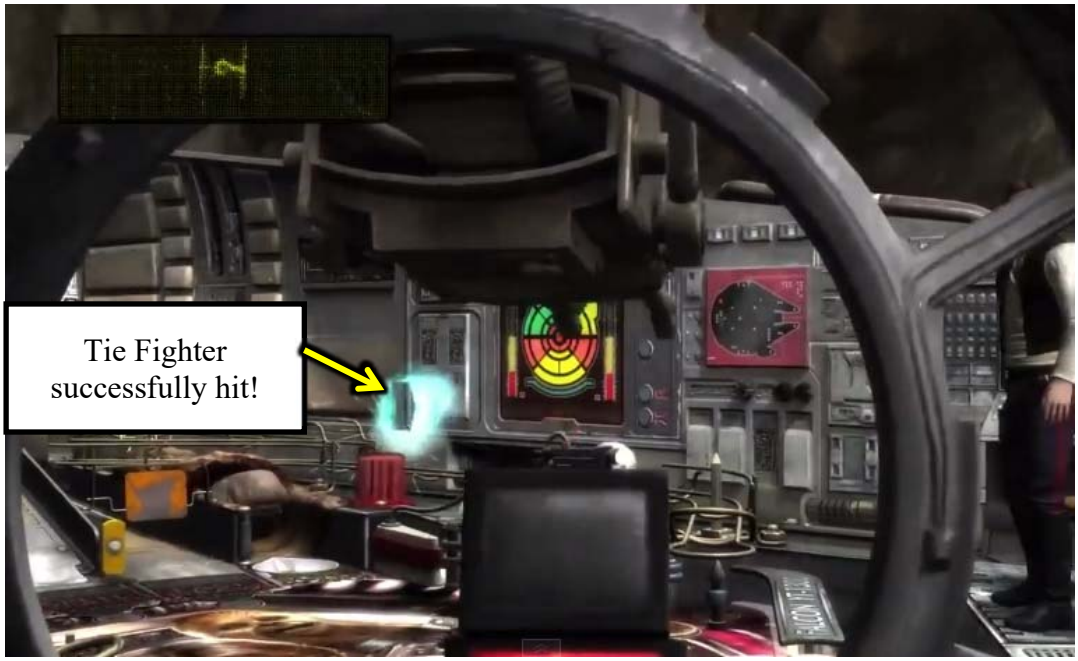
This Multiball will continue as long as you have a minimum of 2 Balls in play. You will have to repeat the above process again if you wish to re-enter this Multiball Mode.

Jackpots will be available at the Upper Right Saucer (10) & Centre Sink Hole (11). Hitting the Ball into one of these will lock the Ball for 10 Seconds during which, you have to hit the other **Jackpot** Saucer/Sink Hole before the first Ball unlocks.

Doing so will result in the activation of the Quad Laser Mini – Game. Depending on the order in which you locked the balls, you will control the Quad Laser Cannon in either 1st or 3rd person view.

For first-person Mode, the 1st Ball must be shot into the Centre Sink Hole (11) and the 2nd Ball into the Upper Right Saucer (10). For third-person mode, the 1st Ball must be shot into the Upper Right Saucer (10) and the 2nd Ball into the Centre Sink Hole (11).

During the Quad Laser Mini – Game you must shoot down the Tie Fighter flying down from the Upper Right corner of the Table to score a **Super Jackpot** (the Image below is taken from a first-person viewpoint) -



Move the Quad Laser Cannon Left or Right using the Flipper Buttons, and shoot using the 'Launch' Button.

***Tip** – Press and Hold the 'Launch' Button to make the Quad Laser shoot continuously.**

This **Super Jackpot** initially starts at 2 Million Points but is increased with an extra Million Points each time it's collected with the Quad Laser Cannon. Destroying the Tie fighter or missing it will have the same result in the 2 Balls will be returned back into play and you must then relock the Balls to re-start the Mini Game. You must score at least one **Super Jackpot** to complete the Tie Fighter Attack Mode.

Fastest Hunk Of Junk Multiball Mode



Shoot the Ball through the Millennium Falcon at the Docking Ring Hole. This is accomplished by hitting the Ball up the Hyperdrive Ramp (6) then with the Top Right Flipper through the Hyperdrive Access (9) a total of 3 times. After the 3rd time the Hyperdrive Malfunction Mini – Playfield will activate inside the Falcon -



The objective here is to hit all 4 Yellow Bullseye Targets while making sure to avoid the centre drain and the 2 Sink Holes at the Top Right & Left of the Mini - Playfield. If you manage to hit all 4 Yellow Bullseye Targets a reward of 10 Million Points will be awarded to you, and Chewie will kindly divert the Left Habitrail into the Maintenance Hatch. After which you will be able to hit the Smuggle Ramp (4) to lock the 3 Balls required to start up this Multiball Mode.

If you hit fewer targets than the 4 available during the Hyperdrive Malfunction Mini - Game, you will still be allowed to shoot the Ball up the Smuggle Ramp (4) to lock the Ball. However, note that there will be a time limit imposed as a penalty (15 Seconds if you hit 3 targets, 10 Seconds if you hit 2 targets, etc.). Repeat the Hyperdrive Malfunction Mini – Game to lock 3 Balls in the Maintenance Hatch to start the Fastest Hunk of Junk Multiball.



Chewie will then throw out 3 Balls and all of the Lanes will begin flashing. The objective here is to make 'Speedy Shots' which are worth **Double Jackpots** and achieve less than 12 Parsecs, the progress of which can be seen on the Dot – Matrix.

Collecting all the **Jackpots** with enough 'Speedy Shots' will result in a **Super Jackpot** award becoming lit at the Docking Ring on the top of the Table. Access this by hitting the Ball up the Hyperdrive Ramp (6) then with the Top Right Flipper through the Hyperdrive Access (9)

Collecting this **Super Jackpot** will complete the Mode and relight the **Jackpot** Lanes. If you don't make enough 'Speedy Shots', all the **Jackpot** Lanes will relight and you can try again.

This Multiball will continue as long as you have a minimum of 2 Balls in play. After losing the Multi-Ball, you will have to repeat the above process to re-enter this Multiball Mode.

Kessel Run Multiball Mode



Activation of this Multiball Mode is achieved by locking 3 Balls into the Cargo Crane hold Mini – Playfield. You gain access to this Cargo Crane Mini – Playfield by spelling out 'SMUGGLE' by repeatedly hitting the Ball up the Smuggle Ramp (4). Each time you hit the Ball up that Ramp you will gain a Letter of 'SMUGGLE'. Once done, this will allow you access to the Upper Left Saucer (15). Hit the Ball into this via the Smuggle Ramp (4) which will then take you to the Cargo Crane hold Mini – Playfield –



I will explain how to go about locking the Balls: The objective is to drop the Ball into the correct Secret Compartment inside the Millennium Falcon. The Dot – Matrix display will indicate which compartment is the correct "Secret Compartment."



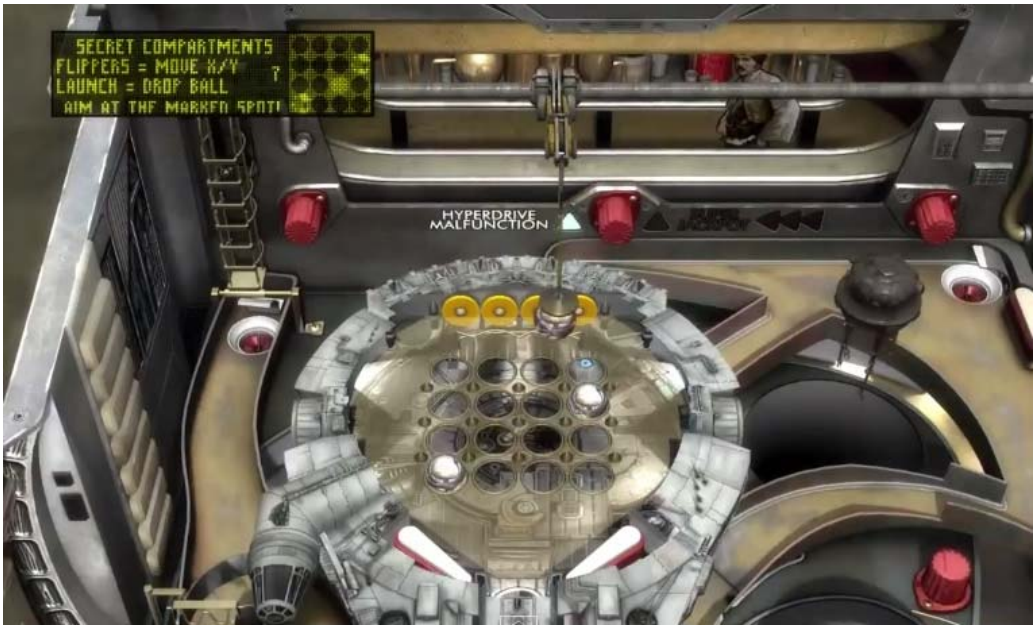
To get the Ball into the correct Compartment you will need to understand the Crane controls:

- **Left Flipper Button** will move the Crane down.
- **Right Flipper Button** will move the Crane to the Right.
- **The 'Launch' Button** releases the Ball.

When moving the Crane use the shadow of the Ball to guide you to where the Ball will drop if released, and line it up with the correct Compartment and release the Ball. You only have a 10 Seconds to correctly line up the Crane and release the Ball before the Crane begins to move back to its original starting position.

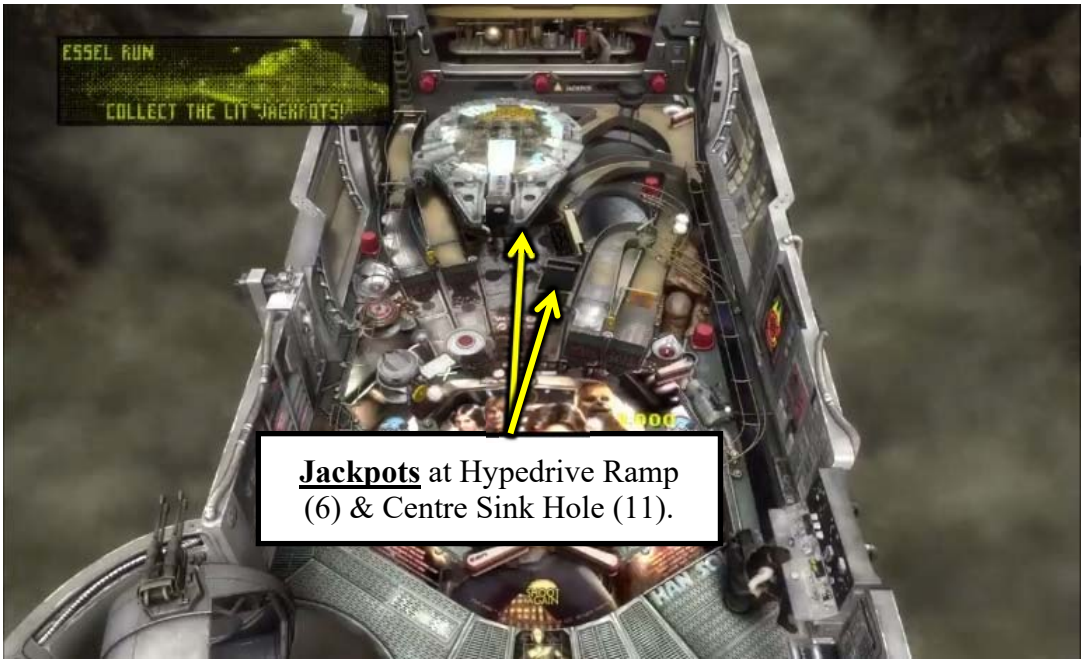
***TIP** - if you overshoot your intended Target with the Crane (example you go too far Down or too far Right), you can just wait for the Crane to reset and try again. You get 3 attempts to drop the Ball, so after the 3rd attempt the Crane will move to its starting position and automatically drop the Ball. **

Repeat the process above to lock another 2 Balls which will then start the Kessel Run Multiball.



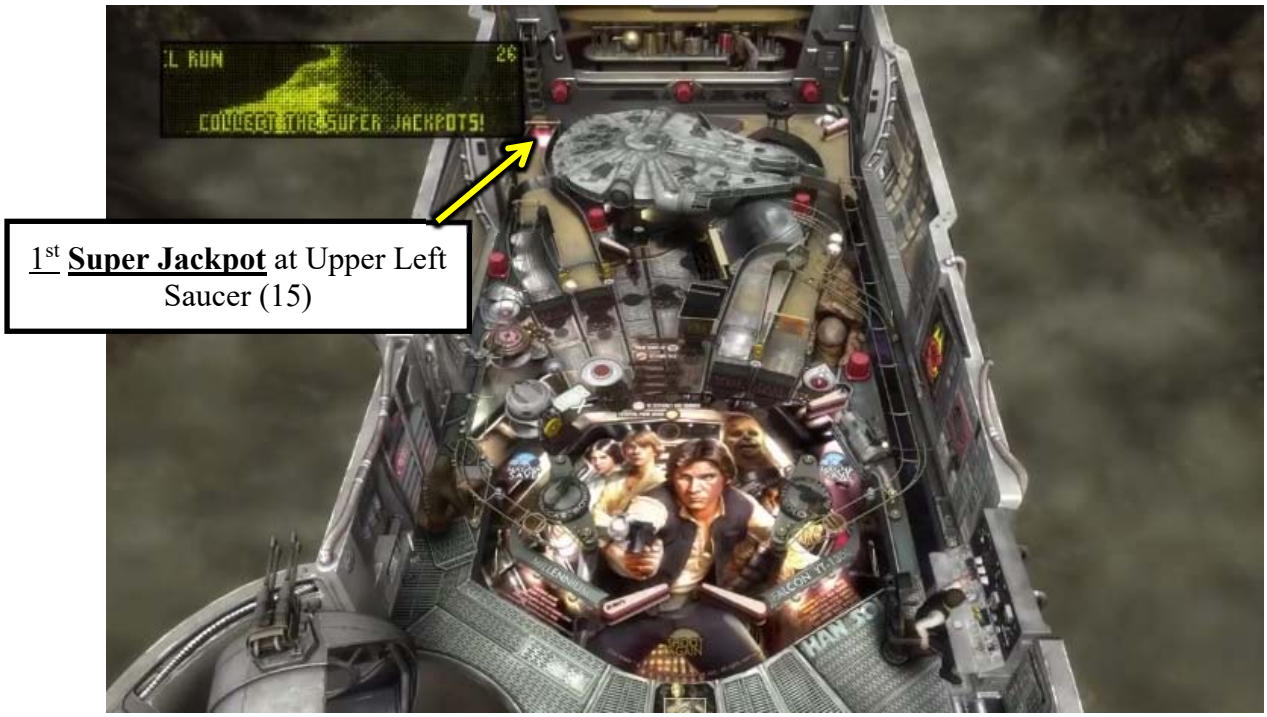
***Note** - To start the Multiball you don't have to lock any of the Balls in the correct Secret Compartment. You just need to have locked 3 Balls into the Secret Compartments. However, locking the Balls into correct Secret Compartments will increase the value of Jackpots during the Multiball, while locking balls into the wrong Secret Compartments will decrease the value of the Jackpots. **

Once the 3 Ball Multiball begins you will see that both the Hyperdrive Ramp (6) & the Centre Sink Hole (11) will be flashing. Hit a Ball into both of those to score **Jackpot** awards.

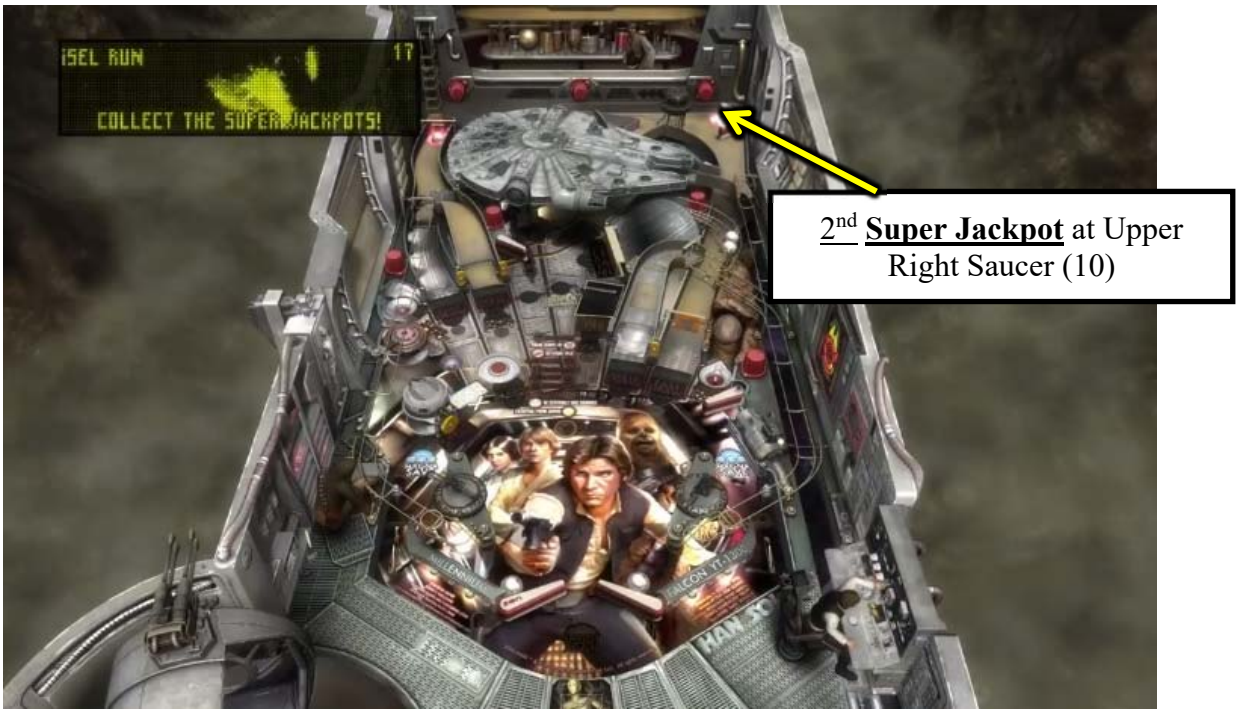


Jackpots at Hypedrive Ramp (6) & Centre Sink Hole (11).

After collecting the above **Jackpots**, the 1st **Super Jackpot** will light at the Upper Left Saucer (15) and a 30 Second timer will start.

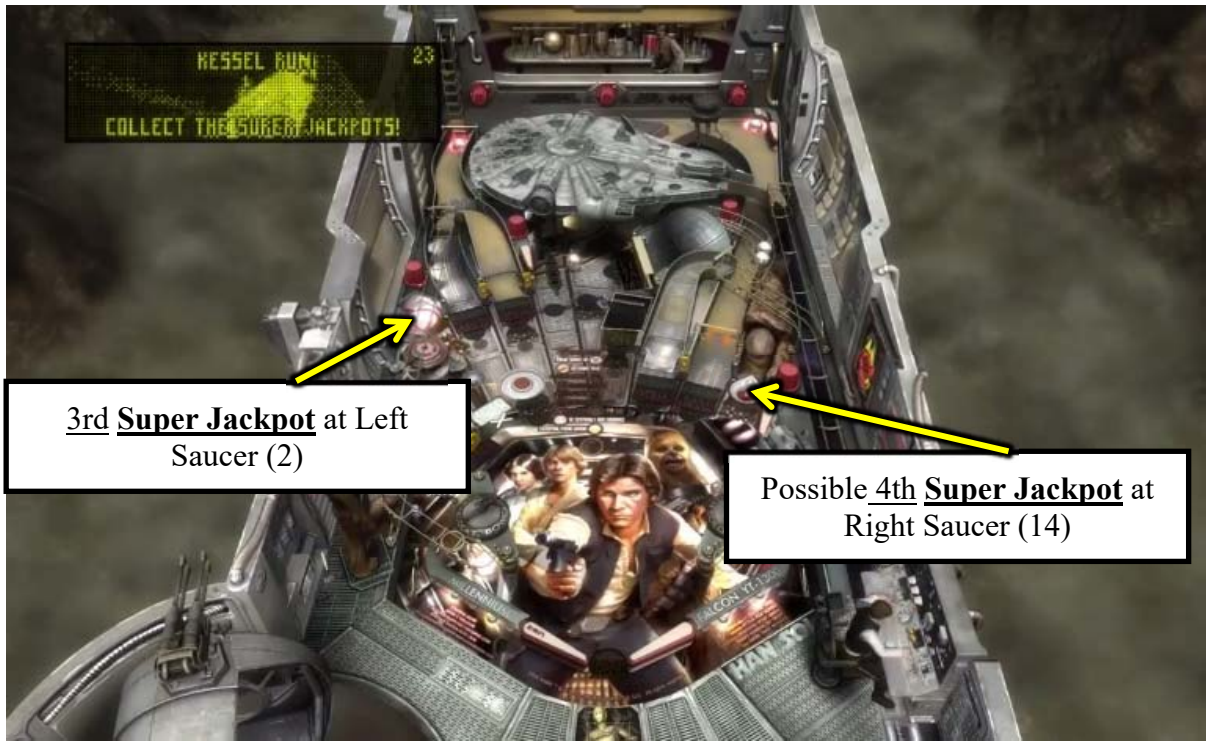


The 1st **Super Jackpot** can be collected with a strong enough shot up the Smuggle Ramp (4) to hit the Upper Left Saucer (15). After collecting the 1st **Super Jackpot**, that Ball will be locked at the Upper Left Saucer (15) and you will then see that the timer has reset. The Upper Right Saucer (10) on the right will begin flashing; hit the Ball up the Hyperdrive Ramp (6) with enough strength to hit the Upper Right Saucer (10) to collect the 2nd **Super Jackpot**.



Now if you had a 2 Ball Multiball before locking the Ball for the 1st **Super Jackpot** gaining the 2nd **Super Jackpot** would complete the Mode. After achieving the 2nd **Super Jackpot**, the locked Balls from the Saucers will be released, and the process can be repeated to attain more Points.

But now, if you still had a 3 Ball Multiball before locking the Ball for the 1st **Super Jackpot**, you must lock this 3rd Ball into the Left Saucer (2) to achieve a 3rd **Super Jackpot** and complete the Mode.

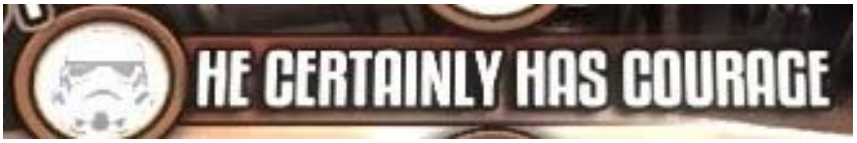


Also another thing to take into account is if you have a Ball locked into the Space Slug ('Skill Shot' section earlier in the Guide) and hit that within the Mode you will have a 4 Ball Multiball. You would then be required to hit the Ball into the Left Saucer (14) to complete the Mode and score a 4th **Super Jackpot**.

***TIP - I usually intentionally drain a Ball because the 2 Ball Multiball makes it much easier to complete the Mode. Of course, you won't score as many Points. ***

This Mode will continue as long as you have a minimum of 2 Balls in play or 1 locked into the Upper Left Saucer (15). You will have to repeat the above process if you wish to re-enter this Multiball Mode.

He Certainly Has Courage Multiball Mode



You first have to lock 3 Balls via the Courage Ramp (12); this is done by repeatedly sending the Ball up the Courage Ramp (12). You will note that each time it will gain a Letter of 'COURAGE' as you successful go up the Ramp. Once all the Letters are collected, send the Ball up it again to lock a Ball. Repeat this a further 2 times and the 4 Ball Multiball: 3 Plastic Balls & 1 Steel Ball will begin.



Note – Don't lose the Steel Ball or the Mode will fail requiring you to do the above to start the Multiball Mode up again.

You must then shoot the lowered Bumper which is indicated by a flashing Red Dot Light with the **STEEL** Ball. If done correctly a Magnet will trap the Ball and it will raise the Hidden Bumper exposing the Hidden Bumper Sink Hole –



You will then need to quickly shoot all 3 Plastic Balls into that Sink Hole before the Bumper lowers back down into the Table. The Bumper is raised for about 15 Seconds but the timer resets after each locked Plastic Ball. Now if the Bumper lowers before you can hit all the Plastic Balls into that exposed Sink Hole, you can simply re-raise the Bumper by again hitting the **STEEL** ball at the Bumpers flashing Red Dot Light. You must shoot all 3 of the Plastic Balls into the Sink Hole to complete the Mode.

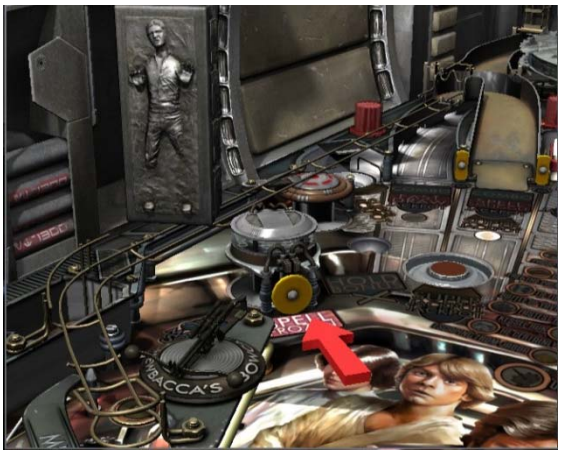


If you lose some of the Plastic Balls e.g. only have one left, but still have the Steel Ball, the Mode can still be completed but you won't achieve the same score. The mode will continue as long as you have the Steel Ball in play and at least one of the Plastic Balls. You will have to repeat the above process if you wish to re-enter this Multiball Mode.

Escaping From Jabba Multiball Mode



You will first need to lock 3 Balls into the Carbon Freeze. This is done by repeatedly hitting the Frozen Target (1). Each time you hit it, you gain a Letter of 'FROZEN' and once you have all of the Letters, the Smuggle Ramp (4) will begin to flash.



Hit the Ball up the Smuggle Ramp (4) to lock the Ball into the Carbon Freeze. Repeat this a further 2 times to begin this 3 Ball Multiball Mode

The Left Saucer (2), Upper Right Saucer (10) & Right Saucer (14) will be lit for jackpots, as can be seen in the Image below.



After you lock at least 1 Ball into a Saucer, a timer will begin counting down from 10 Seconds and a **Super Jackpot** will light at the Centre Sink Hole (11). For example, the Image below has a Ball locked into the Right Saucer (14) and now the Centre Sink Hole (11) is ready to give out a **Super Jackpot** award.



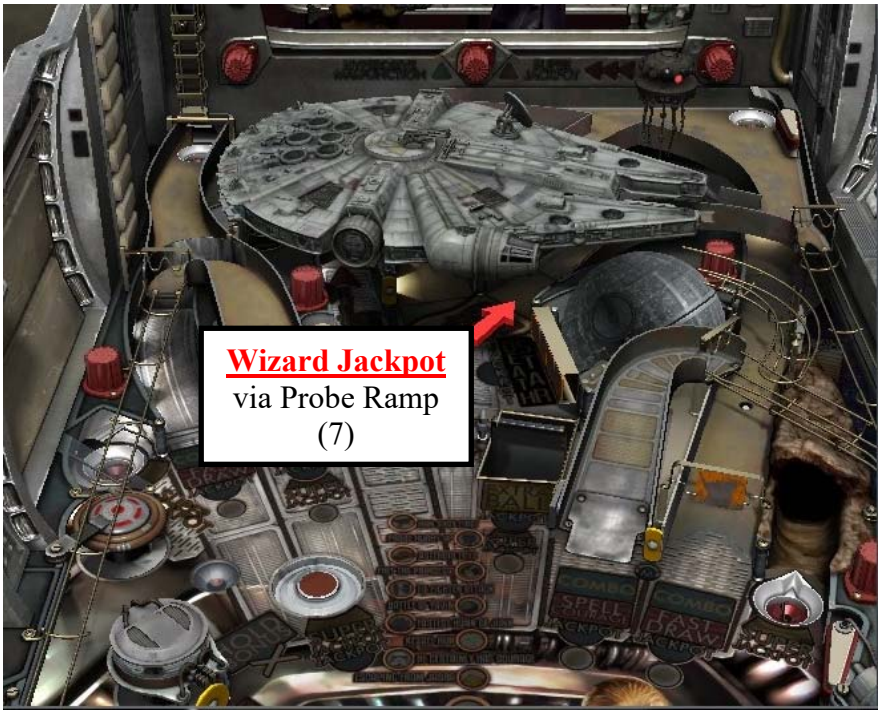
Remember you only have 10 Seconds to score the **Super Jackpot** before the locked Ball becomes unlocked and becomes active on the Playfield again. After you score a **Super Jackpot**, or if your time expires, all locked Balls will be ejected and you must relock one of them in a Saucer. The Multiball will end and you will complete the mode after collecting 4 **Super Jackpots**.

Wizard Mode – General Solo *4 Ball Multiball*



After completion of all 10 of the Main Modes, shoot the Centre Sink Hole (11) to begin the General Solo Wizard Mode. This is a 4 Ball Multiball and **Wizard Jackpot** will be lit at the Probe Ramp (7) for a **HUGE** jackpot. The wizard jackpot is calculated by summing the max scores achieved during each Main Mode multiplied by the number of Balls in play.





After the **Wizard Jackpot** is collected, all the Lanes will light for regular **Jackpots**. Shoot all the lit Lanes to relight **Wizard Jackpot** at the Probe Ramp (7).

This Wizard Mode will continue as long as you have a minimum of 2 Balls in play. After losing the Multi-Ball, the **Table Resets** and you will need to complete the Main Modes again to re-activate the Wizard Mode.

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Cloda, pinballwiz45b, Ramikadyc, 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 -

"Uhhh, had a slight weapons malfunction, but...uhhh...everything's perfectly alright now. We're fine. We're all fine here. Now. Thank you. How are you?"

Yours
ShoryukenToTheChin