

# Masters of The Force Table Guide



***By ShoryukenToTheChin***



**Key to Table Overhead Image –**

1. Transfer Target
2. Left Mini Loop
3. Essence Target
4. Left Orbit
5. Captive Ball
6. Dark Targets
7. Cross Ramp
8. Shaft Sink Hole
9. Force Orbit
10. Jedi Holocron Target
11. Illusions Ramp
12. Right Orbit
13. Wall of Light Target/Sink Hole
14. Light Targets

In this guide when I mention a Ramp etc. I will put a number in brackets which will correspond to the above Key, so that you know where on the Table that particular feature is located.

# TABLE SPECIFICS

***Notice*: This Guide is based off of the Zen Pinball 2 (PS4/PS3/Vita) version of the Table on default controls. Some of the controls will be different on the other versions (Pinball FX 2, Star Wars Pinball, etc...), but everything else in the Guide remains the same.**




## INTRODUCTION

This Table came about as a result of the partnership between Zen Studios and LucasArts. This licensed Zen to initially produce 10 Tables based on the Star Wars Universe.

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

This Table is of course the Masters of The Force; which is a Table that pays homage to the many iconic moments in the movies involving Jedi Knight vs. Sith Lord battles. 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 -

To claim a Skill Shot award you must have the Ball launched with the precise amount of power to allow it to stop just below the Luke Skywalker cut-out figure. Doing so will award you with a Skill Shot.

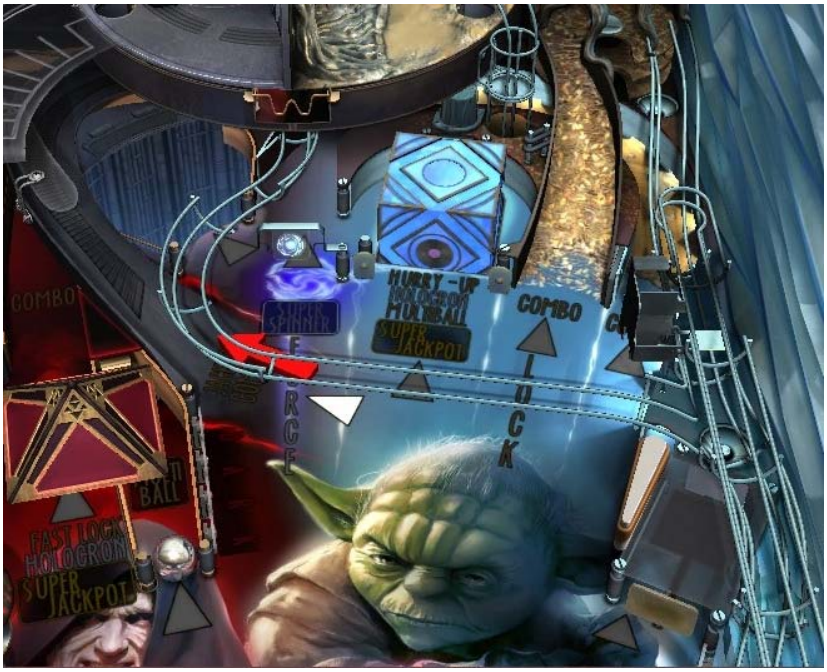



**Power Gauge** – As you pull back the Plunger (Analogue Stick on your Controller controls this). The Gauge will then increase.

Pull it back to correspond to the Image.

### Double Skill Shot

Immediately after claiming a Skill Shot award you will have the opportunity to send the Ball up the Cross Ramp (7) to score a Double Skill Shot. The Ball will be dropped just above the Top Right Flipper allowing you a moment to prepare to hit the Ball up the Ramp with said Flipper.



# Kick Back & Ball Save

The **Kickbacks** are activated a tad differently from each other on this Table:

- The **Left** Kickback is activated by hitting the Ball at the Transfer Target (1) & Essence Target (3). After which the Kickback will be activated –




- The **Right** Kickback is activated by hitting the Wall of Light Target/Sink Hole (13) repeatedly until it starts flashing; hit the Ball into the uncovered Sink Hole via the Wall of Light Target/Sink Hole (13) to activate the Kickback. You only have a short time to hit the Ball into the Sink Hole before the Target comes back up and you must repeat the process again.




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

**Ball Save** –

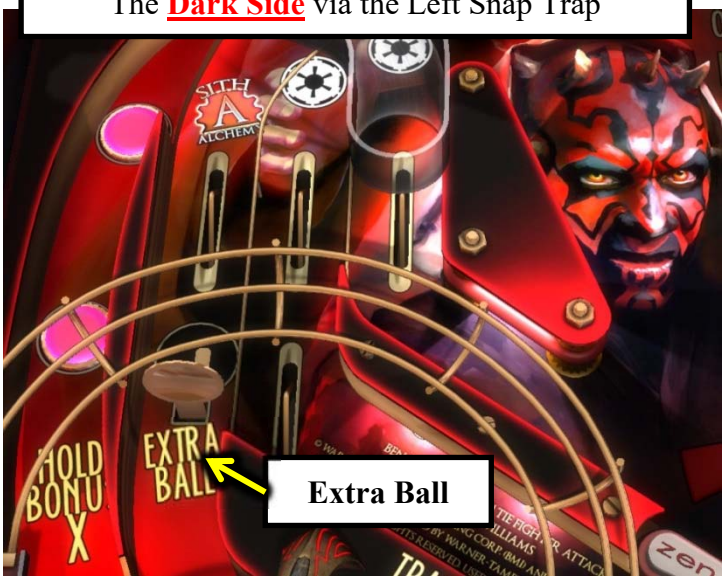
The Ball Save will activate in some Modes.

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

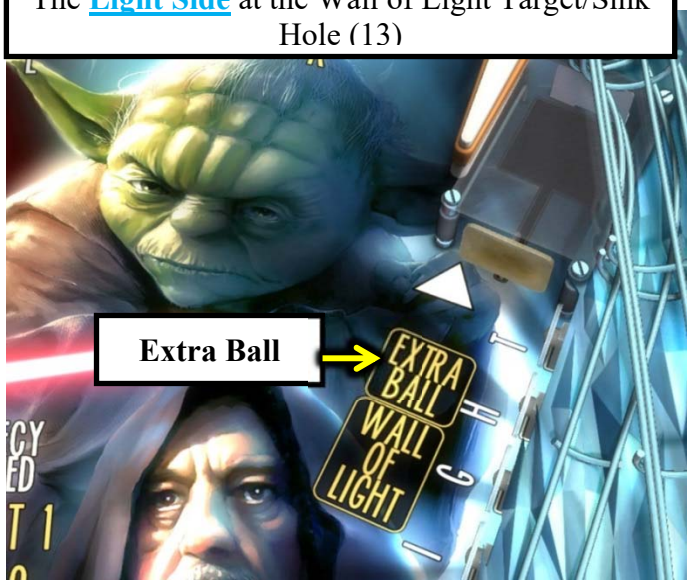
## Extra Balls

There are **5** Ways to achieve an Extra Ball – Extra Balls can be collected at either:

The **Dark Side** via the Left Snap Trap




The **Light Side** at the Wall of Light Target/Sink Hole (13)




- ***Method 1***: *10x times Multiplier (awarded once per Ball)*; look later in the Guide at the Section titled 'Raising the Multiplier' for information on how to complete them for this **Extra Ball**.

- ***Method 2***: *5 hit combo on the Alchemy Ramp (awarded once per Ball);* look later in the Guide at the Section titled 'Alchemy Ramp Mechanic' for information on obtaining this **Extra Ball**.

- ***Method 3***: *Proton Torpedo/ Super Laser Shot (awarded once per Ball);* Every 5 or so hits into the Shaft Sink Hole (8) will award you with a Shaft Bonus (Points). A Super Laser/Proton Torpedo Shot, which is a subsequent into the Shaft Sink Hole (8) right after hitting the Ball round the Cross Ramp (7). Repeat this process a few times to light **Extra Ball**.




- ***Method 4***: *Perform a Master Combo;* the Master Combo needs to be done in a certain sequence (Right Orbit (12), Illusions Ramp (11), Left Orbit (4), and then the Cross Ramp (7)) in a short amount of time to acquire this **Extra Ball**. Otherwise, the Combo will reset and you must begin again.

- ***Method 5***: *Completion of all of the Fights on one of the sides of the Force;* look later in the Guide at the Section titled 'Balance of The Force' for information on obtaining this **Extra Ball**.

# Side (Light & Dark) Affected Features

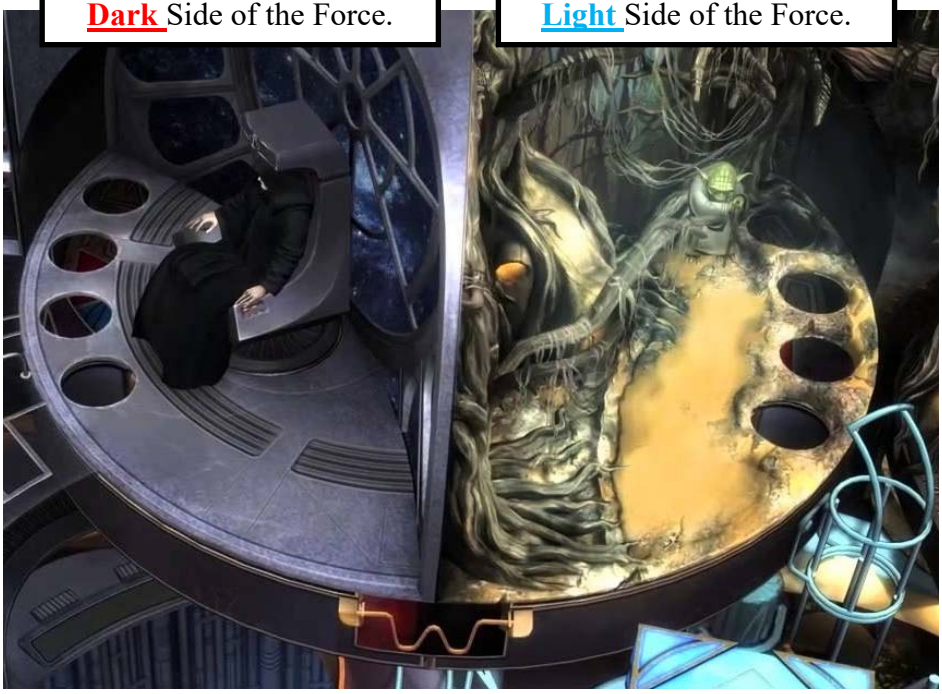



Completion of a Hurry Up or Fight Mode will cause the state of the Force to shift between Light & Dark. This of course is dependent on which Force side the Hurry Up or Fight Mode belongs to.

For example: if the Force is unbalanced then the dominant side will receive boosts to their Mode timers. Certain features will also be linked to the Force such as; Super Laser/Proton Torpedo Shot, which is a subsequent into the Shaft Sink Hole (8) right after hitting the Ball round the Cross Ramp (7). Many more features like the end of Ball Multiplier Bonus are affected by this.

As you complete the various Modes on the Table the centre piece at the top of the Table Playfield will move in correspondence to what side of the Force you are currently on. If it is Balanced than it will remain as shown in the below Image, otherwise one side will take up more on the centre until it completely envelops it.

**Dark** Side of the Force. | **Light** Side of the Force.

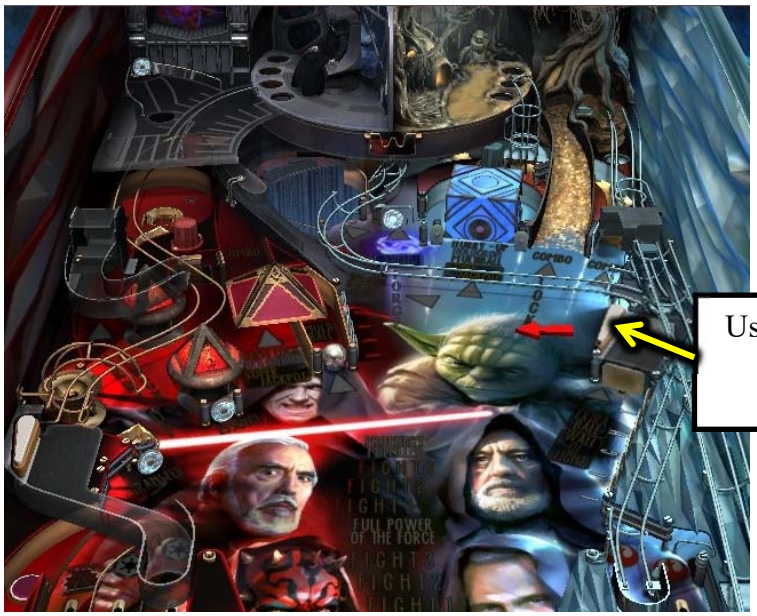


# Raising the Multiplier

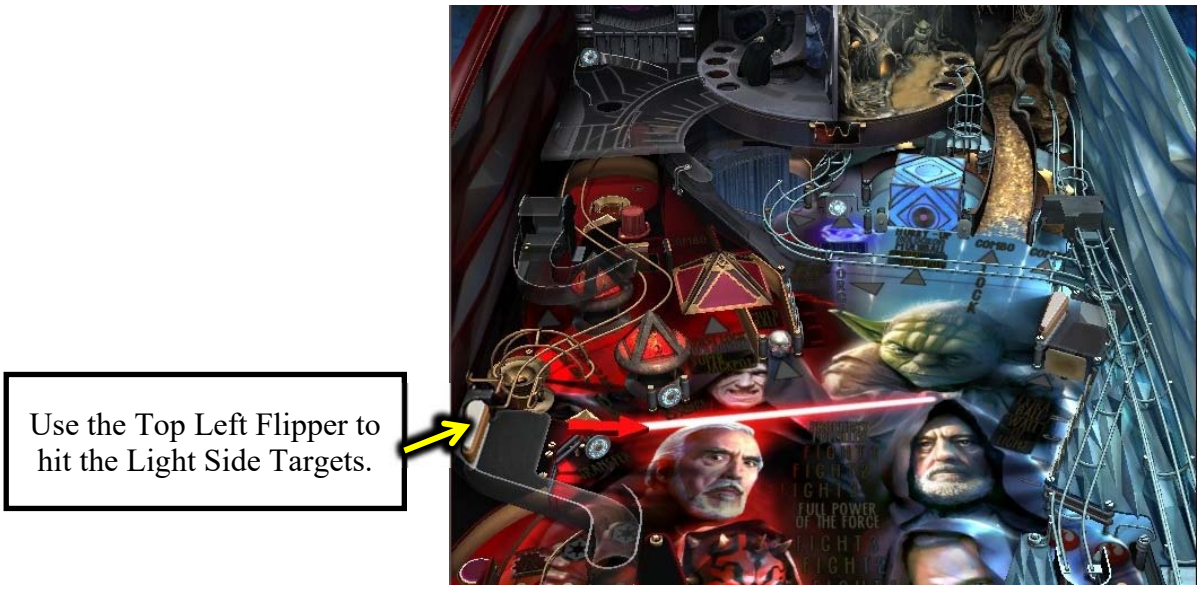
## Increasing the Targets value -

Hitting the Ball through the Orbits: Left Orbit (4) & Right Orbit (12) will increase the Dark or Light Target values. These values are stored when you hit the Dark or Light with the upper Flippers following the Ball being sent round the Orbit:

- Left Orbit (4)




- Right Orbit (12)




Similar to how you perform combo shots. The values will be reset following the complete of either of the Target Banks.

## How to Raise The Dark & Light Side Multiplier -

On each side of the Table Playfield you will find a Bank of Targets. You will need to hit all of the Targets to raise the Multiplier of that Force side. These Targets can be hit barely with the lower Flippers, so you will have to use the Upper Flippers to have a higher chance of hitting them.

- **Dark** Targets (6) Multiplier: Hitting all 4 of the 'DARK' Targets will result in raising the Dark side Multiplier level.




- **Light** Targets (14) Multiplier: Hitting all 5 of the 'LIGHT' Targets will result in raising the Light side Multiplier level.




If you manage to gain a 10x time Multiplier then **Extra Ball** will be available for collection.

Depending on your Force allegiance you will claim the end of Ball bonus Multiplier from that side, i.e. if you are more inclined to the Light side because you have completed more Light side Fights. You will then only be awarded the Light side end of Ball bonus Multiplier, likewise for if you are with the Dark Side.

But if you are balanced with the Force you will instead be rewarded with both sets of Multipliers for the end of Ball bonus.

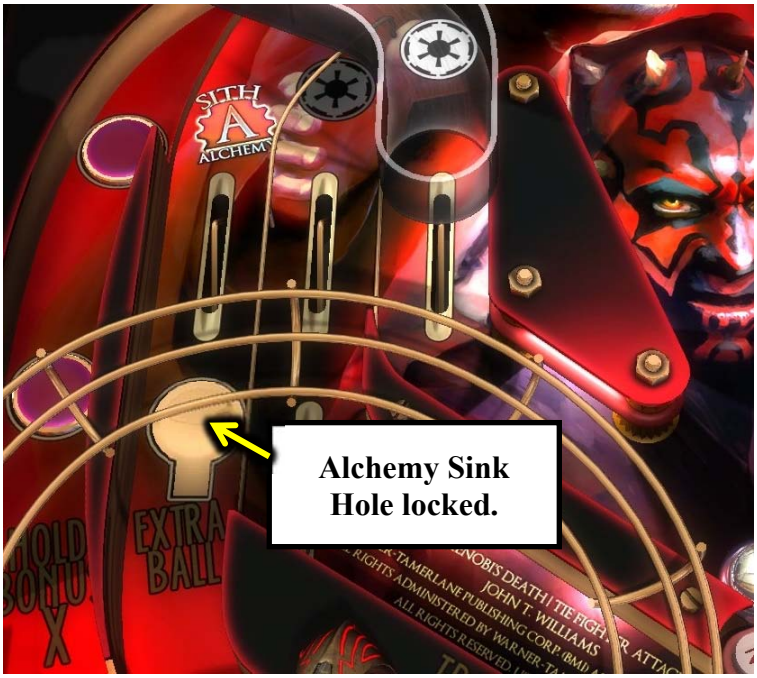
***Note** – Multiplier Level resets upon draining the Ball, unless you have the '**Hold Bonus X**' as this will not reset the Multiplier (below Page has more information on how to acquire this).**

# Alchemy Ramp Mechanic

When hitting the Ball through the Right Orbit (12) the Ball will then pass by the Top Left Flipper. This is an opportunity for you to lock a Ball into the Alchemy Sink Hole –

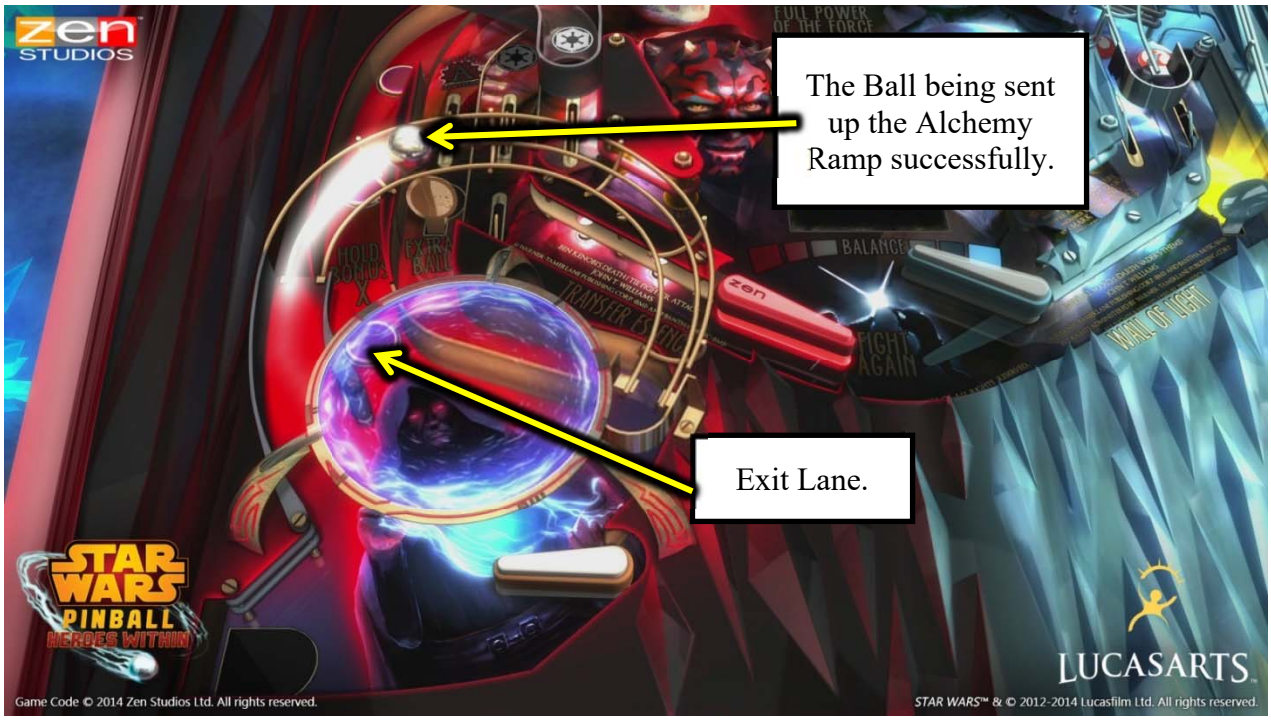



All you need to do is hold up the Top Left Flipper and more often than not the Ball will divert into the Sink Hole. Once done the Alchemy Ramp will be primed -




Just send the Ball back round the Right Orbit (12) and repeat the same process.

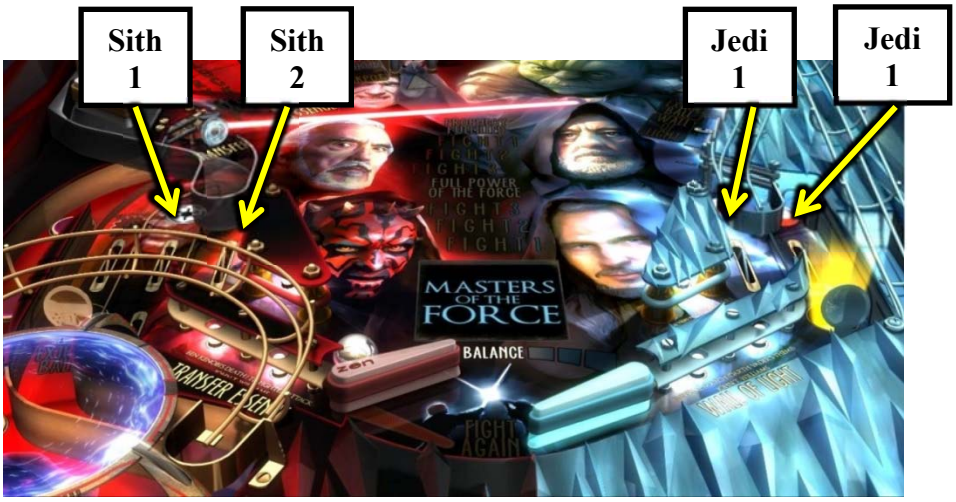
You will then be taken to the Alchemy Ramp Playfield; the goal here is to send the Ball round the Alchemy Ramp as many times as possible –




Use the Lower Flipper to do this, note that that Flipper is controlled using the Right Flipper Button. Depending on the number of successful hits you do in a combo it can result in the award of lighting **Extra Ball** for a 5 hit combo, and various other Point based bonuses.

Activate the 'Hold X Bonus' mechanic by reaching **Sith Alchemist level 5**, your level goes up every time you make a shot around the Alchemy Ramp and successfully send the ball through the exit Lane. You earn an **Extra Ball** in almost the same way, except all 5 of the Ramp shots have to be back-to-back during the same instance of the Mode; for held multipliers, you can do it over the course of several attempts (but always during the **same** Ball, since draining resets your Alchemist level).

## Super Spinner Mechanic




When you light all of the Rollovers on the In & Outlanes, the Super Spinner will be enabled at the Force Orbit (9). It will only be active for a short amount of time, so hit it as many times as you can to score some decent quick Points.

# Force Hurry Up Modes

## Light Side Hurry Up *Yoda's Hurry Up* –

If you manage to hit the Ball into the empty Sink Hole on the Jedi Holocron Target (10) then the Yoda Hurry Up Mode will begin. The Jedi Holocron Target (10) will descend into the Table revealing a hidden Sink Hole, simply hit the Ball into that Sink Hole before the Points displayed on the Dot – Matrix reaches '0' and you will collect whatever is displayed on the Dot – Matrix as it will be added to your overall score.



## Dark Side Hurry Up *Emperor's Hurry Up* –

The Emperor's Hurry Up Mode will activate once you have hit the Bumpers several times, then the Left Mini Loop (2) will have a 'HURRY UP' Notification Light lit thus requiring you to send the Ball up the Loop to begin the Hurry Up Mode.

Once the Mode begins the Ball will be magnetised onto the Sith Holocron and you will need to press the 'Launch' Button to release it to start the Mode. Now hit the Cross Ramp (7) before the score displayed on the Dot – Matrix '6,666,666' reaches 0. Whatever is display on the Dot – Matrix when you successfully hit the Cross Ramp (7) will be then added to your overall score.



# Multiball Modes

There are 3 Multiball Modes available on this Table;

## Quick Multiball *Light Side of the Force - 2 Balls* -

To gain access to the Quick Multiball you will need to the captured Ball that is on one of the sides of the Jedi Holocron Target (10). Every time you hit the Jedi Holocron Target (10) it will spin around and stop for a short time before spinning back round again. When the side with the Ball is visible you will quickly need to hit the Ball in play at this locked ball, and if done correctly the Quick Multiball Mode will engage –




Within the Mode you can gain **Jackpot** awards by locking a Ball into the Jedi Holocron Target (10), before you can collect it you will need send the Ball round the Right Orbit (12) 3 times to activate the **Jackpot** at the Jedi Holocron Target (10). Once done you will need to send one of the Balls into the Jedi Holocron Target (10) to collect the **Jackpot** award. If you manage to collect the **Jackpot** the Jedi Holocron Target (10) will descend into the Table revealing a Hidden Sink Hole behind it, hit the Ball into that Sink Hole to score a **Super Jackpot** Award.




The Multiball will continue as long as you have a minimum of 2 Balls in play and if you haven't collected a **Jackpot &/or Super Jackpot** award, you will have to repeat the above process again if you wish to re-enter this Multiball Mode.

## **Illusions Multiball** ***Light Side of the Force - 3 Balls*** **-**

You must first look 3 Balls into the Gnarltree via the Illusions Ramp (11). Each time you successfully send the Ball up the Illusions Ramp (11) you will light a Letter of 'LOCK', hit the Ball up the Ramp a further 3 times to light all the Letters.




Now the Ramp will divert into the Gnarltree, send the Ball up the Ramp to lock the Ball. Repeat this process a further 2 times to have 3 Balls locked, the Multiball Mode will then begin.

During this 3 Ball Multi-Ball collect **Jackpot** award by hitting the Ball into the Centre Hole of the Jedi Holocron Target (10) –



The **Jackpot** will start at 5 Million Points –




You then have a few Seconds to hit the Ball back into the Centre of the Jedi Holocron Target (10) as it will be collected with an Electromagnet. The **Super Jackpot** starts at 20 Million Points –



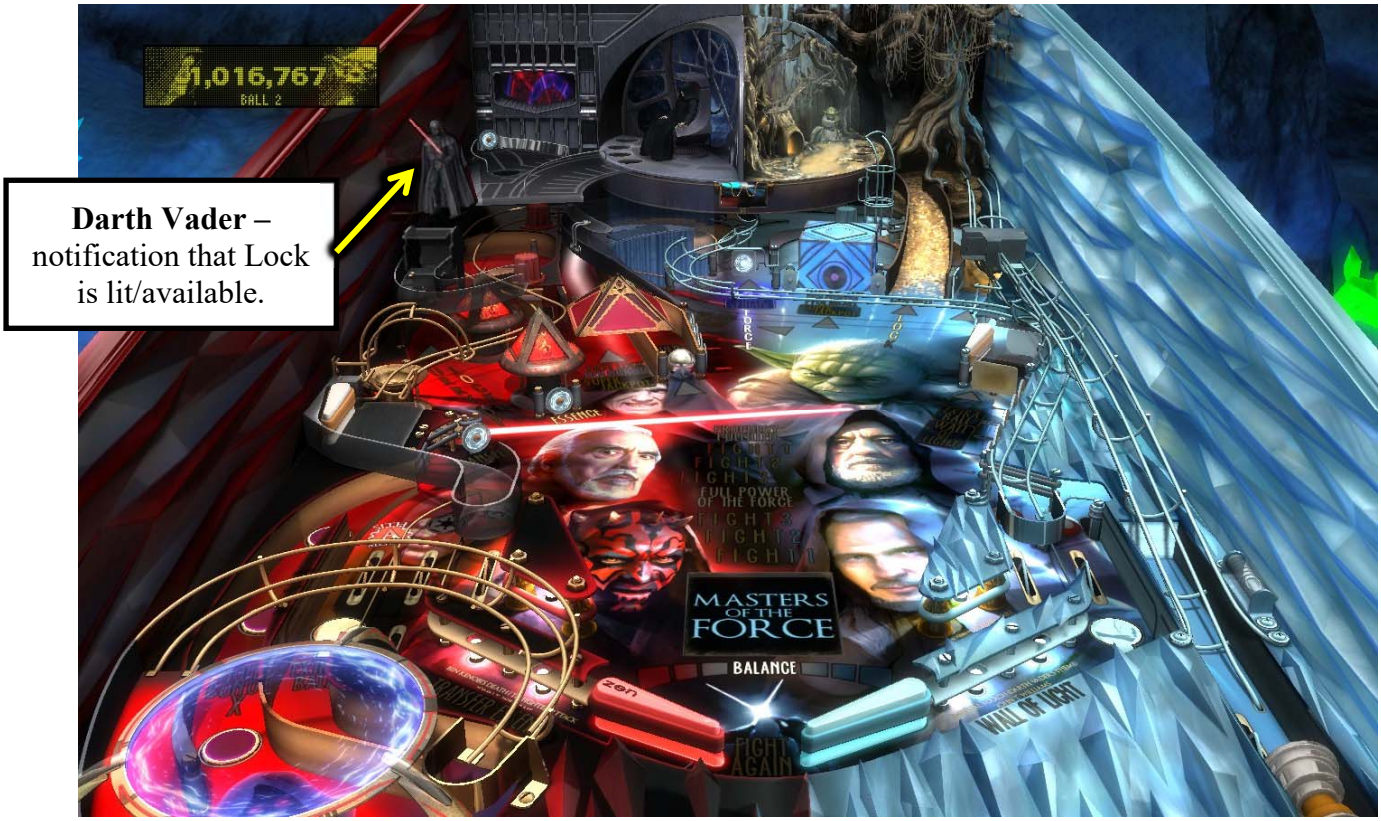

Afterward you will need to hit the Ball round the Right Orbit (12) several times to re-engage the **Jackpot** as well as raise the **Jackpot** value by 1 Million Points.

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.

## Force Rage Multiball **Dark Side of the Force - 3 Balls** -

You must first lock 2 Balls into the Sith Saucers which are located just after the Bumpers, and then hit the Captive Ball (5) to start the Mode. You can do this 1 of 2 Ways –

1. Hit the Ball round the Left Mini Loop (2) 4 times to enable Lock at this Loop, you will then see a cardboard cut-out of Darth Vader above it –




   Then hit the Ball up it once more to lock the Ball.

2. By hitting the Captive Ball (5) the Sith Holocron will be lowered at the entrance of the Left Orbit (4), hit the Ball hard enough up that to lock the Ball into one of the Saucers. Remember that the Sith Holocron will only be lowered for a very short time.

Once you have locked 2 Balls into the Sith Saucers simply hit the Captive Ball (5) to begin the 3 Ball Multi-Ball Mode. Hitting the Cross Ramp (7) collects the **Jackpot** which starts at 5 Million Points. Hitting the Left Mini Loop (2) increases the **Jackpot** by 1 Million Points with each successful hit.




Collecting the **Jackpot** lights the **Super jackpot**, you need to jump the Ball off the now lowered Sith Holocron (which is a Jump Ramp) and land the Ball into one of the holes on the Emperor's Throne (usually starts the Sith Holocron Mini – Playfield). This is worth 20 Million Points; remember this is only available for a very short amount of time.

You must then relight the **Jackpot** by hitting the Left Orbit (4) 4 times, and then the **Jackpot** will re-light at the Cross Ramp (7).

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.

# Balance of The Force

To access the Force Fights you must first hit the Ball through the Force Orbit (9) 5 times to light all the Letters of 'FORCE'. Once accomplished, the next time you hit the Force Orbit (5) will decide on which side of the Force Fight Mode will activate. Below I will explain -

You may have noticed a Diverter which is situated just behind the Force Orbit (9) Spinner. There are 2-ways available –

- ***Left – Sith (Dark Side):*** this occurs when you hit the Ball through the Force Orbit (9) using the Left Flipper.




- ***Right – Jedi (Light Side):*** this occurs when you hit the Ball through the Force Orbit (9) using the Right Flipper.




***TIP** - Choosing the Side is easy using this simple Trick. The Trick is as follows. If the Ball is on the Dark side Flipper (Left Flipper) and you want the Light side, hold the Light side Flipper (Right Flipper) up and launch the Ball with the Dark side Flipper (Left Flipper). As soon as the Dark side Flipper (Left Flipper) drops down, the Diverter behind the Spinner returns to the Light side. Reverse the Trick if you want the Dark side. **

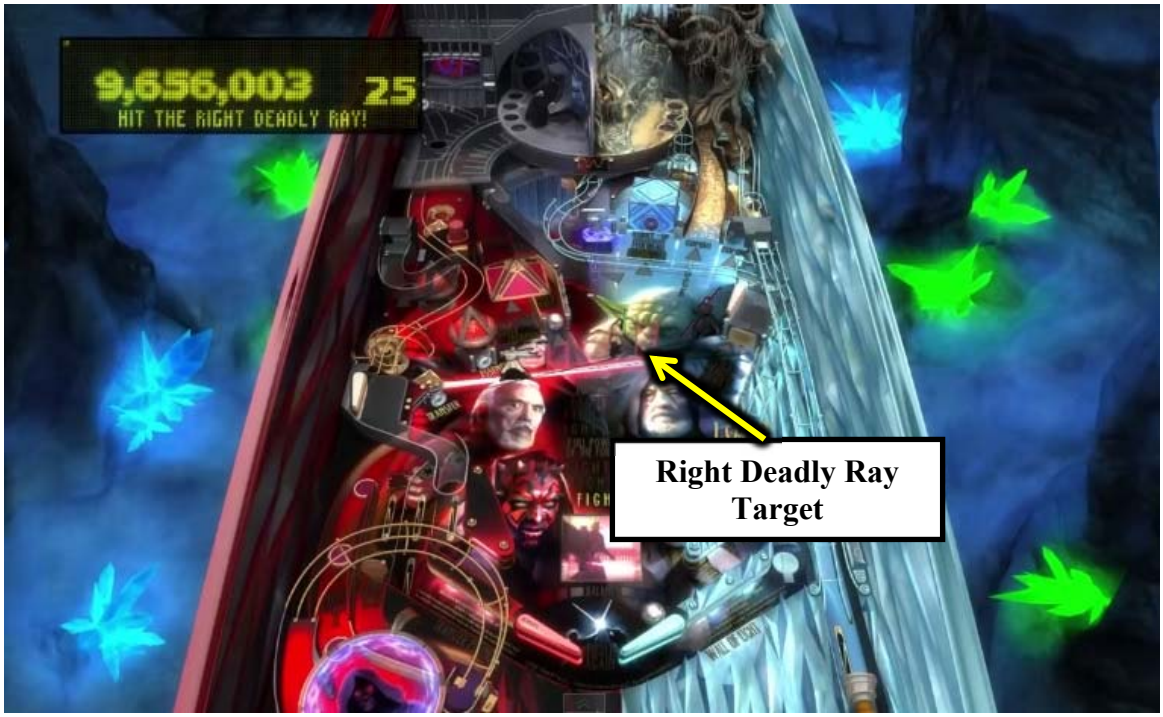
# Jedi – Light Side of The Force Fight Modes

## Fight 1 – Obi-Wan & Qui-Gon vs. Darth Maul *Timed*

You will first need to hit the Enemy Target 3 times, but try to avoid hitting the Light side Hero Targets in the Fight as it will make it harder to hit the Enemy Target –




After that, you will need to hit the Right Deadly Ray Target then follow that by hitting the Enemy Target.



Then you need to hit the Left Deadly Ray Target then follow that by hitting the Enemy Target.




Finally, keep on hitting the Enemy Target until the Life Bar is depleted. Once done the Fight will be won.




It's worth noting that each hit to the Enemy Target will add 10 or so Seconds to the timer.

# **Fight 2 –** Yoda vs. Count Dooku *Timed*

You will first need to hit the Enemy Target 4 times, but try to avoid hitting the Light side Hero Targets in the Fight as it will make it harder to hit the Enemy Target –




After that you need to hit the Cross Ramp (7) within a small-time frame.



After that, the Table will become dark (a malfunction) and the Enemy Target will be moving fast. You need to hit him 3 times and everything will return to normal.




Finally keep on hitting the Enemy Target until the Life Bar is depleted.




It's worth noting that each hit to the Enemy Target will add 10 or so Seconds to the timer.

# **Fight 3 –** Luke Skywalker vs. The Emperor **Timed**

First you need to hit the Shaft Sink Hole (8) 3 times within the time limit, but be careful. Darth Vader is on patrol and will occasionally block the Shaft Sink Hole (8).




Once that is finished, just keep on hitting the Enemy Target (The Emperor) until the Life Bar is depleted, while avoiding the Hero Target as hitting it will make it harder to hit the Enemy Target.




It's worth noting that each hit to the Enemy Target will add 10 or so Seconds to the timer.

# Sith – Dark Side of The Force Fight Modes

## Fight 1 – The Emperor vs. Yoda **Timed**

First you need to hit the Left Mini Loop (2). The ball will then begin to spin violently on the Sith Holocron. You need to time the spin, launch the ball off of it and hit the Yoda target. Failure to hit Yoda will result in needing to repeat the process, but the timer will reset each time.




After that, you just need to keep on hitting the Yoda target several times until you drain his Life Bar.




It's worth noting that each hit to the Enemy Target will add 10 or so Seconds to the timer, and avoid hitting the Sith Target as it will make it harder to hit the Enemy Target.

# **Fight 2 – Darth Vader vs. Obi-Wan *Timed***

First you need to memorizes the light sequence of 4 Lanes and hit those Lanes in order. Each time you hit the correct Lane in the sequence the timer will reset.




After that, just hit the Enemy Target the natural way until his Life Bar is depleted.




It's worth noting that each hit to the Enemy Target will add 10 or so Seconds to the timer, and avoid hitting the Sith Target as it will make it harder to hit the Enemy Target.

# **Fight 3 –** Darth Vader vs. Luke Skywalker **Timed**

You need to hit the Bumpers 10 times –




After that, then hit the Luke Target once -




Rinse and repeat the process 2 more times. After that, you just need to hit the Luke Target repeatedly until the Life Bar depletes.

It's worth noting that each hit to the Enemy Target will add 10 or so Seconds to the timer, and avoid hitting the Sith Target as it will make it harder to hit the Enemy Target.

# Wizard Modes

There are 2 Wizard Modes available on this Table. You gain can access to either of these Wizard Modes by doing the following –

- ***Full Power of The Force***: If you complete all 3 fights on one side and then activate the Force for that side again (go through that Force sides diverter which has been explained earlier), then you will start this Wizard Mode. Otherwise, you will just activate the other side's Fights.

- ***Prophecy Fulfilled***: Now if you complete all 3 Fight Modes for both sides of the Force, that's 6 Fight Modes altogether. You will instead gain access to the **True** Wizard Mode of the Table.

***Tip** – Remember to build up your Holocrons before starting either Wizard Modes as it gives you a huge score boost at the end of the Mode. **

## Holocrons – How to Collect Them –

The collected Holocrons & Holocron Sets will gain you a huge score boost at the end of the Wizard Modes. There are 2 types of Holocrons; each of them requires you to do the same thing on the Mini – Playfield to gain Holocrons.

You'll need to hit the 4 Saucers on the Mini – Playfield to earn a Holocron. You can hit the top 2 Saucers straight away, although to access the other 2 you will need to move the 2 diverters. This is done by hitting the Drop Targets on the right which have an Orange Triangle beneath them. If you hit them the Orange light goes out and you can hit the remaining 2 Saucers, hit them again and they light up again and so forth. The bottom Orange Target controls the bottom diverter and the top controls the top diverter.

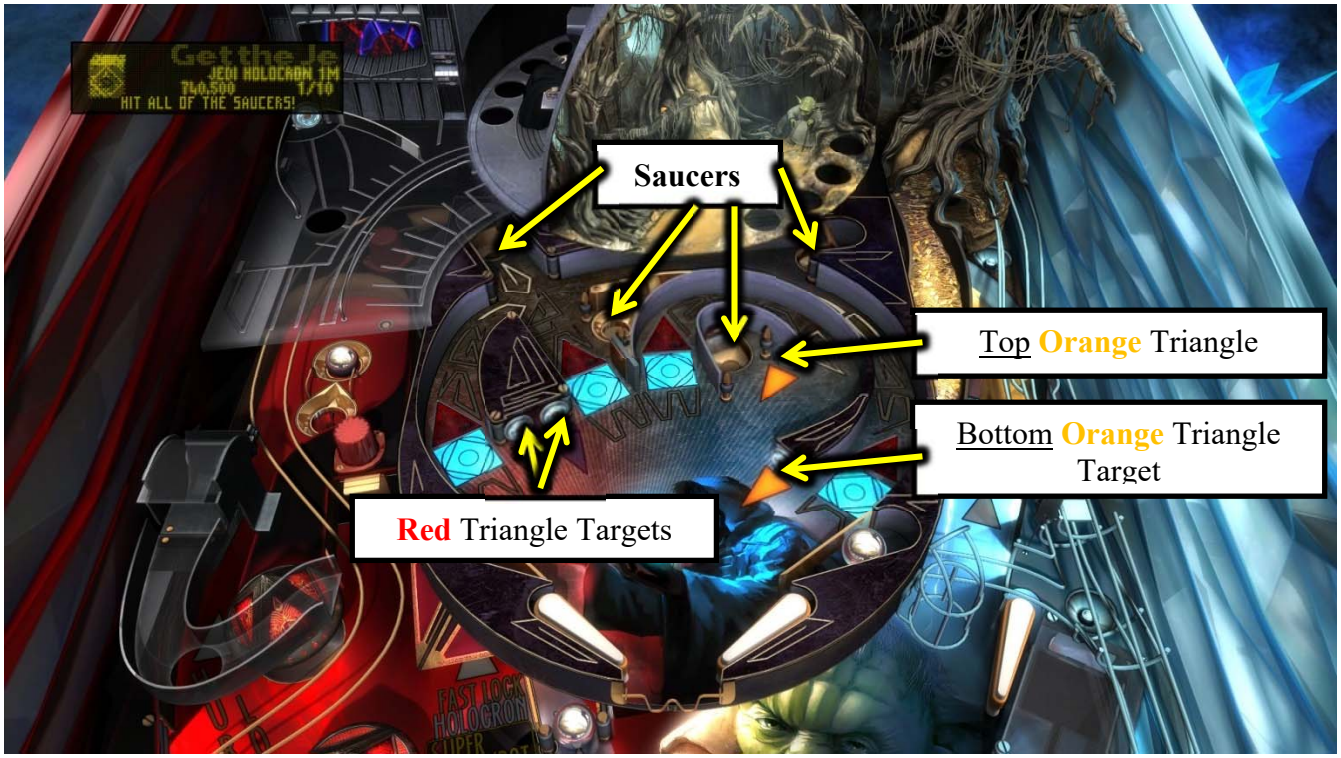
Hitting both the 2 Orange Drop Targets on the left will light the Red Triangles and pull the Flippers closer together for approx. 15 Seconds (they are called "Zipper Flippers"). This makes it almost impossible to drain the Ball, and can be re-activated as many times as you require.

Once you have successfully hit a Saucer the corresponding flashing Blue light turns solid. Turn all 4 Blue lights solid and the Holocron is earned.

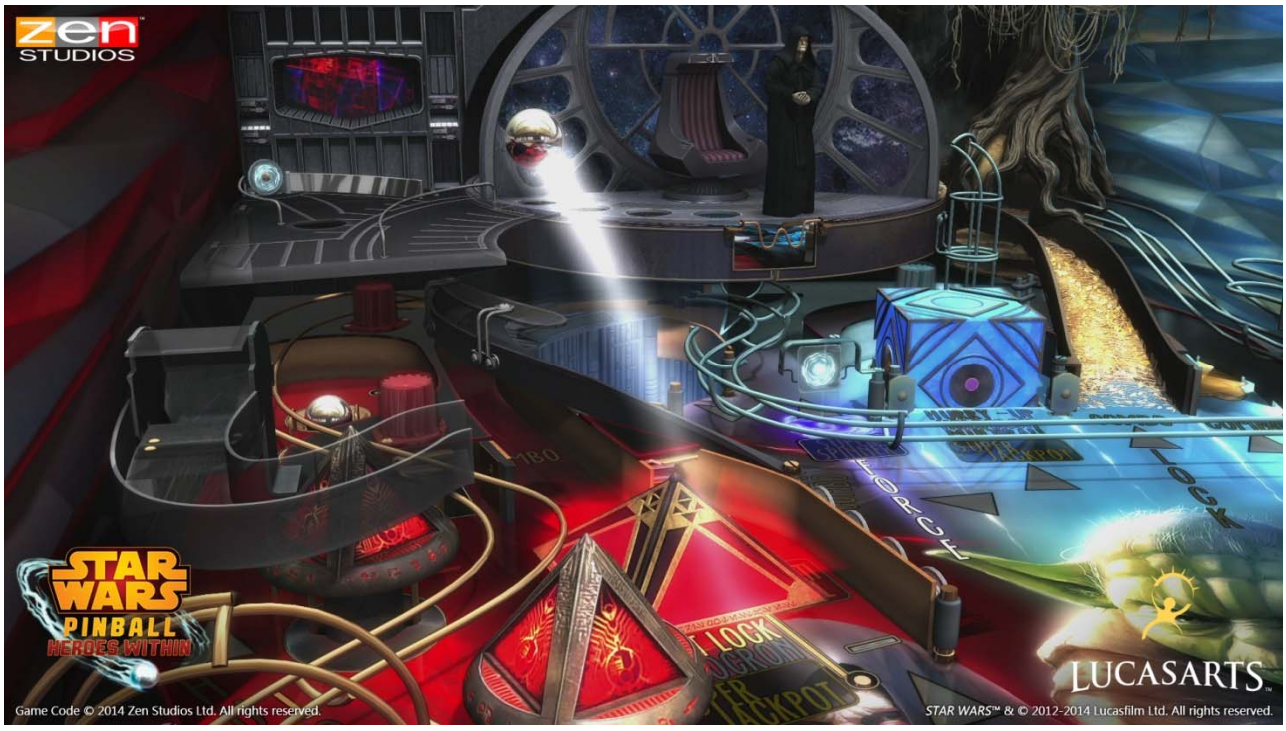
***TIP** – make sure to activate the Zipper Flipper mechanic, and then just let the Ball land between your now close-together Flippers. Don't worry because as long as you don't flip the Ball, it will just rest between the Zipper Flippers. This will in turn, make it easier to hit you Targets. **

The 2 types of Holocron Mini – Playfields are as follows -

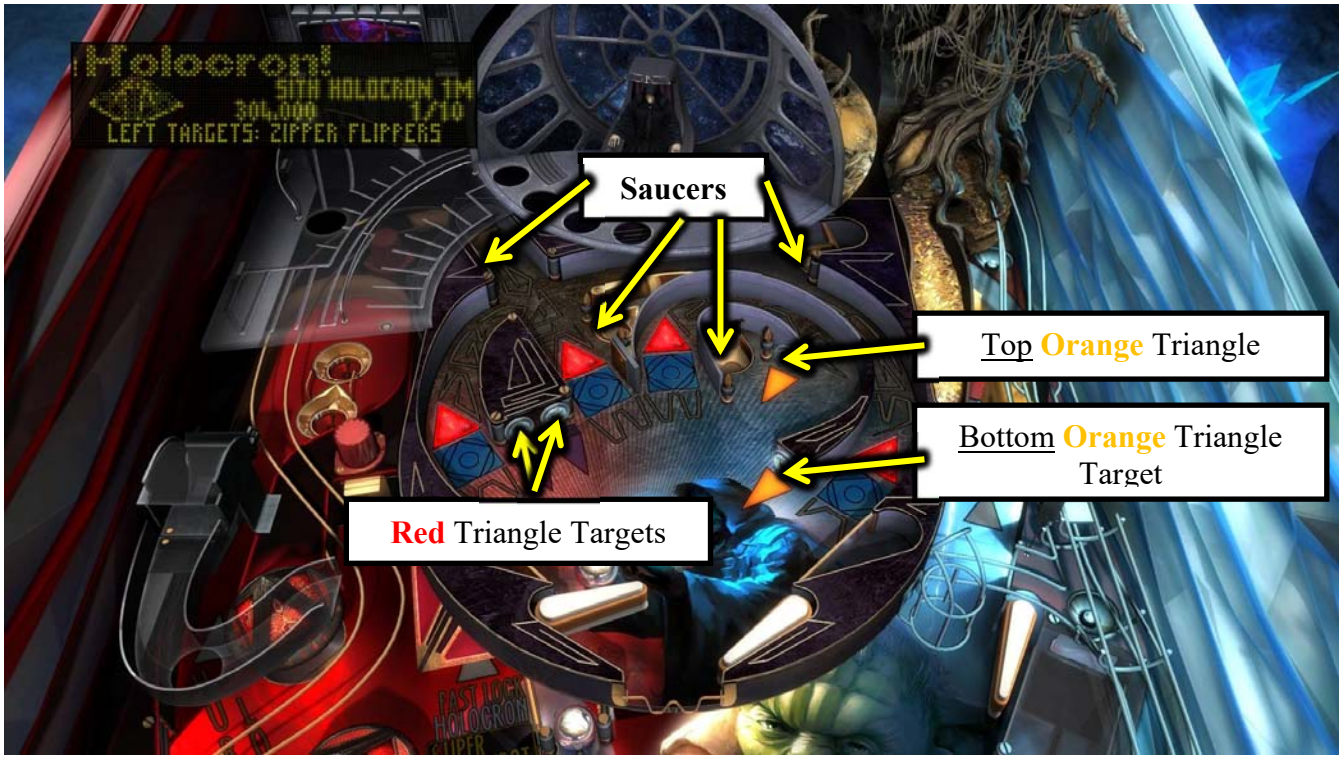
- ***Jedi Holocron***: Hitting the 2 sides of the Jedi Holocron Target (10) will cause it to rotate corresponding to the side that was hit. There is a side which has an Electromagnet on it, when hit it will drop the Ball into a Vertical Up-Kicker which in turn will launch the Ball onto the Jedi Holocron Mini – Playfield –




- ***Sith Holocron***: by hitting the Captive Ball (5) you will lower the Sith Holocron, making a Jump Ramp out of it. The Ball can then be hit up it and with enough force land within the Emperor's Throne –



Once done the Sith Holocron Mini – Playfield will activate –



# Wizard Mode – Full Power of The Force *Completed all 3 of one side Fight Modes*

Once you have completed all of the Fight Modes of one Force Side (Light or Dark) you can access to the False Wizard Mode. First hit the Ball through the Force Orbit (9) 5 times to light all the Letters of 'FORCE'. Once accomplished, hit the Force Orbit (5). If the diverter goes through the Force side where you have completed all that sides Fights then this **FALSE** Wizard Mode will activate.

Depending on which side you completed all Fights for; you will only have the Holocrons of that Force's side added to the Wizard Mode for a huge score at the end.

The Image below shows the Light Side – Full Power of The Force Wizard Mode -




This is a Multiball Reward Mode; therefore, you only play to score as many Points as possible. Of course, any of the Holocrons you collected will cause a huge score boost at the end. The Mode only ends once you go down to 1 Ball, and then the Table will reset.

# Wizard Mode – Prophecy Fulfilled *Completed all 6 of the Force side Fight Modes*

Once you have completed all of the Fight Modes of each Force Side (Light & Dark) you will gain access to the True Wizard Mode. First hit the Ball through the Force Orbit (9) 5 times to light all the Letters of 'FORCE'. Once accomplished, hit the Force Orbit (5) once more to activate the **TRUE** Wizard Mode.

You will then see a 3rd Side to the Balance of the Force centre piece, which is located at the top of the Tables Playfield. It will have Darth Vader & the Emperor. This is a Multiball Reward Mode; therefore, you only play to score as many Points as possible. Of course, any of the Holocrons you collected will cause a huge score boost at the end, and in this Mode both the Light & Dark Side Holocrons are added/available to you. You have the advantage of having an unlimited Ball Saver, so all you have to worry about is scoring as many Points as possible within the time limit. Once the timer reaches '0' the Table will then reset.

*Special Thanks to all the Zen Studios Forum Community!* Members such as **shogun00, Cloda, skyway73, pinballwiz45b, Ramikadyc, tenorhero, DiscoKing, NTwoO & 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.*

***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 -*

***"In time you will call me, MASTER!"***

*Yours*
*ShoryukenToTheChin*