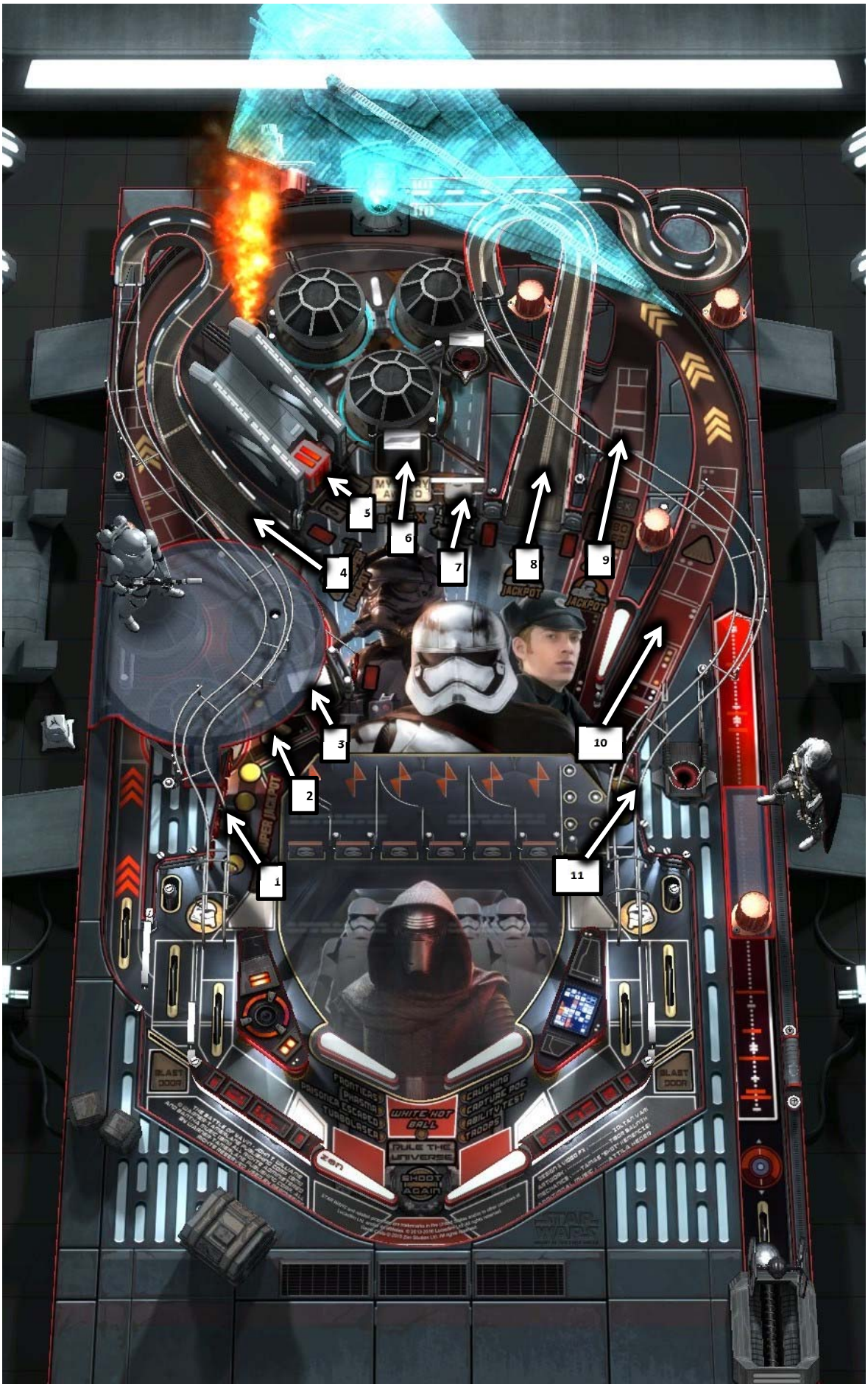
Star Wars: Might of The First Order Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Multiplier Targets
2. Left Orbit
3. Mini – Playfield Sink Hole
4. Left Ramp
5. Roto - Target
6. Mystery Sink Hole
7. Spinner Mini - Orbit
8. Right Ramp
9. Destroyer Ramp
10. Right Orbit
11. Right Kickback Targets

In this guide when I mention a Ramp, Lane, Hole 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, 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.

The fourth batch of Tables was released in a 2 Pack; which included such Tables as Star Wars: The Force Awakens & Star Wars: Might of The First Order.

This Table is of course the Star Wars: The Might of The First Order; which is a Table that pays homage to the iconic Film. Although more focused on the First Order perspective of the events of The Force Awakens Film. The Artwork and Audio cues are spot on once again, adding that unique originality to the Table's Playfield.

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

Skill Shots -

Skill Shot - *500,000 Points*

At the start of each Ball you will have the opportunity to score a Skill Shot. All you need to do is launch the Ball into play with the right amount of force to have the Ball land on top of the inflamed back Sink Hole.

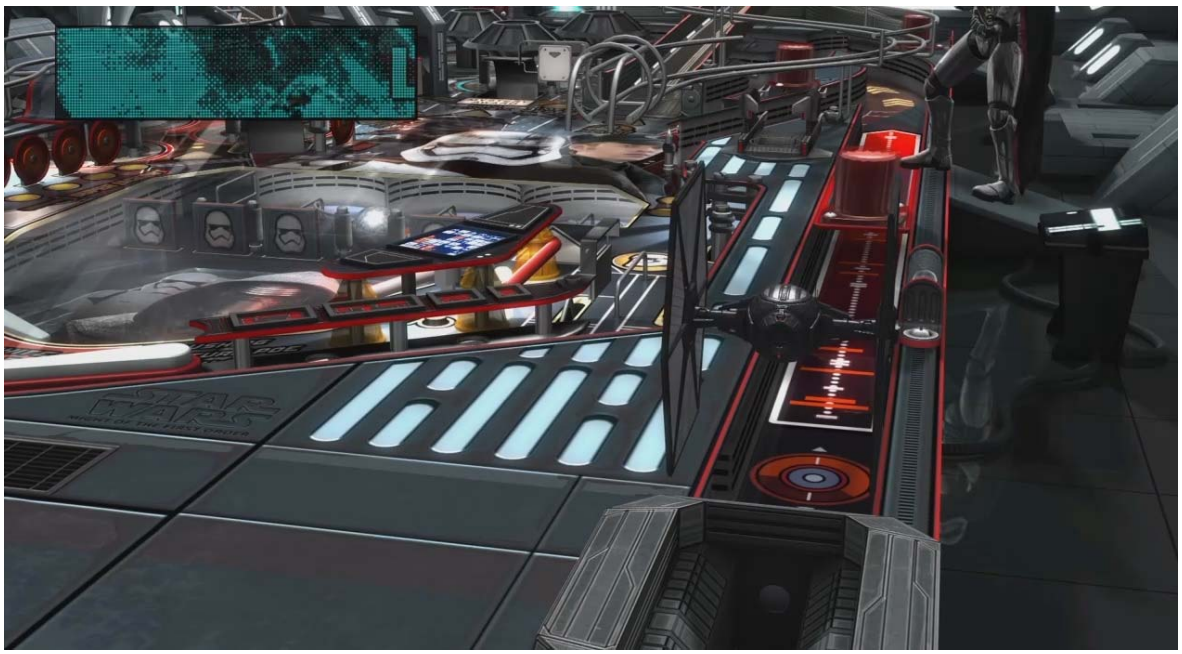
Set the plunger as shown in the Image below.



Super Skill Shot - *3 Million Points*

At the start of each Ball you will have the opportunity to score a Super Skill Shot. All you need to do is launch the Ball into play with the right amount of force to have the Ball land on top of the Tractor Beam.

Set the plunger as shown in the Image below.



Double Super Skill Shot - ***9 Million Points***

After performing the above method to gain a Super Skill Shot. The Ball will then roll down towards the Top Right Flipper. Now you will need to hit the Ball up the Left Ramp (4) using that Flipper, if you do that you will gain a Double Super Skill Shot.

Secret Skill Shot -

At the start of each Ball you will have the opportunity to score a Secret Skill Shot. All you need to do is launch the Ball into play with the right amount of force to have the Ball roll back down the Tractor Beam Ramp (9) towards the Top Right Flipper.

Set the plunger as shown in the Image below.



Now you will need to hit the Ball up the Left Ramp (4) successfully to score a Secret Skill Shot. You will then be presented with a choice of rewards, which you have 8 Seconds to cycle through and choose. Otherwise the choice will be made for you.



Tractor Beam

If the Ball goes into the Sink Hole at the back of the Table during regular single player gameplay.

This Sink Hole is shown in the Image below.



This will activate the Tractor Beam. Pressing the “Launch” Button while the Ball is going around either of the Orbits – Left Orbit (2) or Right Orbit (10) will turn on the Magnet. This will either divert the Ball to the Bumpers, or if the “Launch” Button is held to the Destroyer.



Kick Back & Ball Save

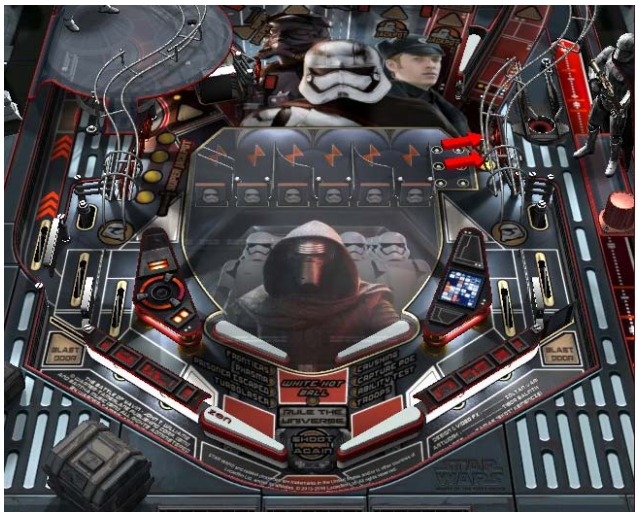
Kickbacks –

The Kickbacks on this Table are both activated manually using different methods:

- ***Left Kickback***: This is activated when the Ball leaves the Left Bumpers (located just inside the entrance of the Left Orbit (2)) through the Leftmost Lane.



- ***Right Kickback***: This is activated when the Ball hits both of the Right Kickback Targets (11).



Note – The Kickbacks don't reset upon losing the Ball on this Table.

Kickbacks can also be acquired via the Mystery mechanic (detailed later in the Guide under "Mystery Reward" section) by hitting the Ball into the Mystery Sink Hole (6) and gained as a random reward called "Close Blast Doors".

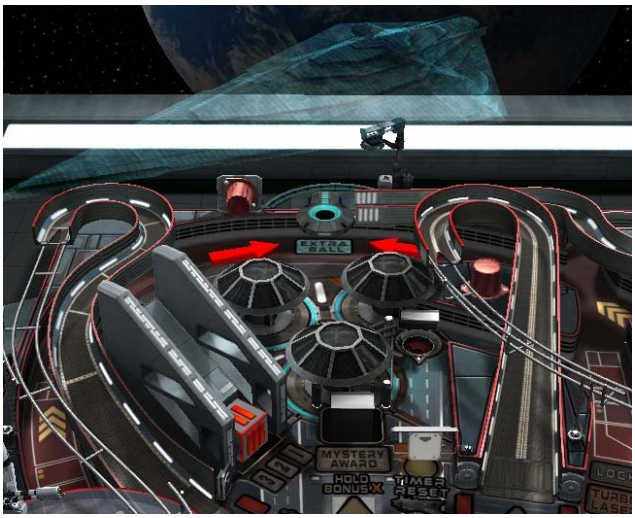
Ball Save -

Ball Save will be activated automatically in many of the Table's Modes.

Extra Balls

There are **4** Ways to achieve an **Extra Ball**;

Collect the Extra Balls by hitting the Ball around the Orbits: Left Orbit (2) or Right Orbit (10) -



- ***Method 1***: *Gaining it as a Mystery Reward;* look later in the Guide at the section titled "Mystery Rewards" for information on how to get this **Extra Ball**.

- ***Method 2***: *Completing the Turbolaser Mode 3 times;* look later in the Guide at the section titled "Main Game Modes – Turbolaser" for information on how to get this **Extra Ball**.

- ***Method 3***: *Keeping the Ball White-Hot 3 times in a row;* look later in the Guide at the section titled "Main Game Modes – White Hot Ball" for information on how to get this **Extra Ball**.

- ***Method 4***: *Getting 3 Balls into the Mini – Playfield at the same time;* look later in the Guide at the section titled 'Main Game Modes – Multiball Modes - Crushing Multiball or Frontier Multiball" for information on how to get this **Extra Ball**.

Raising the Multiplier

To raise the Bonus Multiplier you will hit the Multiplier Targets (1) –



Now this works a bit different from what you have grown accustomed. The 4 Targets have to be hit in the order in which they are flashing. At first only 1 of those Targets will be flashing, and now the Left Flipper Button moves the light up. Hitting the flashing Target will then make another light up, of course hitting both of those will light up 3, and finally hit those for all 4 to begin flashing.



Hitting all 4 of those flashing Targets will then raise the Multiplier by 3x times.

Multipliers can also be raised via the Mystery mechanic (detailed later in the Guide under “Mystery Reward” section) by hitting the Ball into the Mystery Sink Hole (6) and gained as a random reward called “+1 Multiplier”.

Note – Multiplier Level resets upon draining the Ball. Unless you activate the Bonus Held Mechanic (more information on that can be found later in the Guide under “Mystery Reward”).

Mystery Reward

Hitting the Ball into the Mystery Sink Hole (6) will then cycle through a bunch of rewards. Eventually picking one of those at random. These rewards can range from –

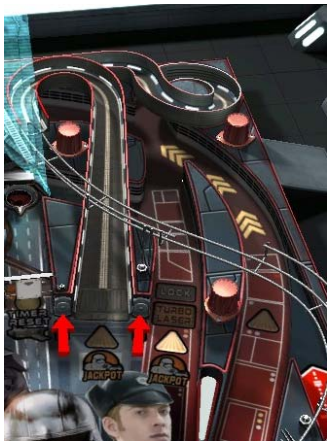
- Light **Extra Ball**.
- Start up the Capture Poe Main Mode.
- +1x times Multiplier.
- Activate Evasive Manoeuvre.
- Bonus Held.
- Etc.

Evasive Manoeuvre

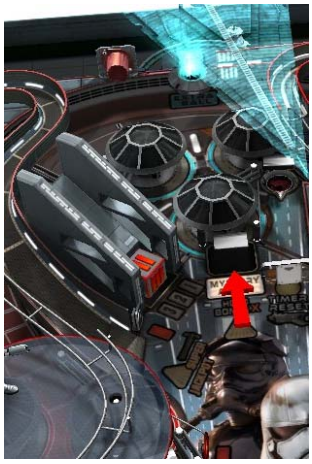
Activation -

There are 2 ways to start this up –

1. Hit both of the Targets on the sides of the Right Ramp (8).



2. Started randomly by hitting the Mystery Sink Hole (6). Gaining it as a random reward.



Mode Itself –

When this Mode starts the Destroyer will move to the Right, and temporary feed the Ball to the Right Ramp (8). Completing this Mode is a simple hit up the Destroyer Ramp (9) within the short time period.



You can raise the amount of Points given out by completing this, with repeated hits to the Bumpers outside of the many Game Modes.

Main Game Modes

To gain access to the “Rule the Universe” Wizard Mode you will need to complete all the Main Game Modes (9 in total) on this Table.



I will now go through each of the 9 Main Game Modes; 2 of these are Multiball Modes and 1 is a double scoring Hurry Up.

Multiball Modes

There are 2 Multiball Modes on this Table –

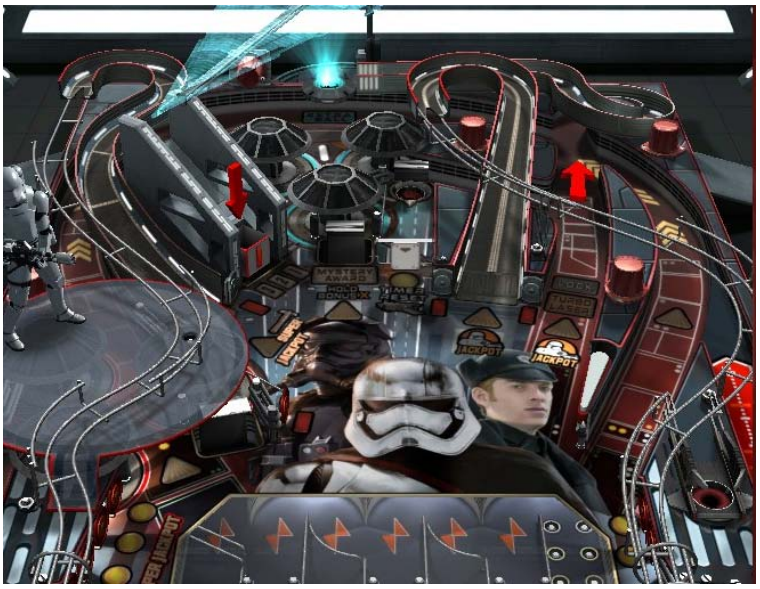
Frontiers Multiball Mode *3 or 4 Balls*

Activation –

To activate this Mode you will need to lock 3 Balls into the Docking Bay. This is accessible by hitting the Roto – Target (5) a total of 3 times.



Now by sending the Ball all the way up the Destroyer Ramp (9) you will lock the Ball into the Docking Bay.



The Docking Bay can become immediately available if you gain the “Fast Lock” reward from the Mystery Sink Hole (6) which was explained previously in the Guide.

Once all 3 Balls are locked, the Multiball Mode will immediately begin.

Mode itself -

Once this 3 Ball Multiball begins you will have 10 Seconds to hit the Ball fully up the Destroyer Ramp (9) to score a **Double Super Jackpot**. If you don't manage to hit the Ramp in time, it will just become a **Jackpot** lane and so by hitting it you will score a **Jackpot** award.



If you scored a **Double Super Jackpot** you will then have another 10 Seconds to hit the Ball up the Left Ramp (4) to score another **Double Super Jackpot**.



Although if you scored a **Jackpot** instead (meaning you missed your chance for a **Double Super Jackpot** on the previous Ramp, hitting the Ramp will only score a **Jackpot**). The Left Ramp (4) will instead be available for a **Super Jackpot** award for a short time.

Now if you fail to score a **Double Super Jackpot** or **Super Jackpot** via the flashing Left Ramp (4). You will instead need to raise the Jackpot value by 5 Million Points, This is done by hitting the flashing Lanes. Once done the **Jackpot** will be flashing at the Destroyer Ramp (9) again, rinse and repeat the above.



Along with raising the **Jackpot** value, you can also multiply it. This is done by getting the Balls into the Mini – Playfield via the Mini – Playfield Sink Hole (3). The first Ball which hits that Sink Hole will be locked beneath in the Mini – Playfield, and another Ball will be launched onto the Main Playfield. Now you will need to get the Ball/s into the Mini – Playfield again via that same Sink Hole. Hit the Captive Ball using the Flippers on the Mini – Playfield, this will raise the **Jackpot** Multiplier and getting the Captive Ball all the way across will add-a-ball making this a 4 Ball Multiball (this can be used to add Balls when you have less than 4 Balls in play).



Also note that if you have all 3 activate Balls inside the Mini – Playfield at the same time, this will light **Extra Ball**.

The Multiball Mode will continue as long as you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode. Also the “FRONTIER” Notification Light will now be lit solid.

Crushing Multiball Mode *3 or 4 Balls *

Activation –

You first need to capture a Ball on the Mini – Playfield via a shot into the Mini – Playfield Sink Hole (3).



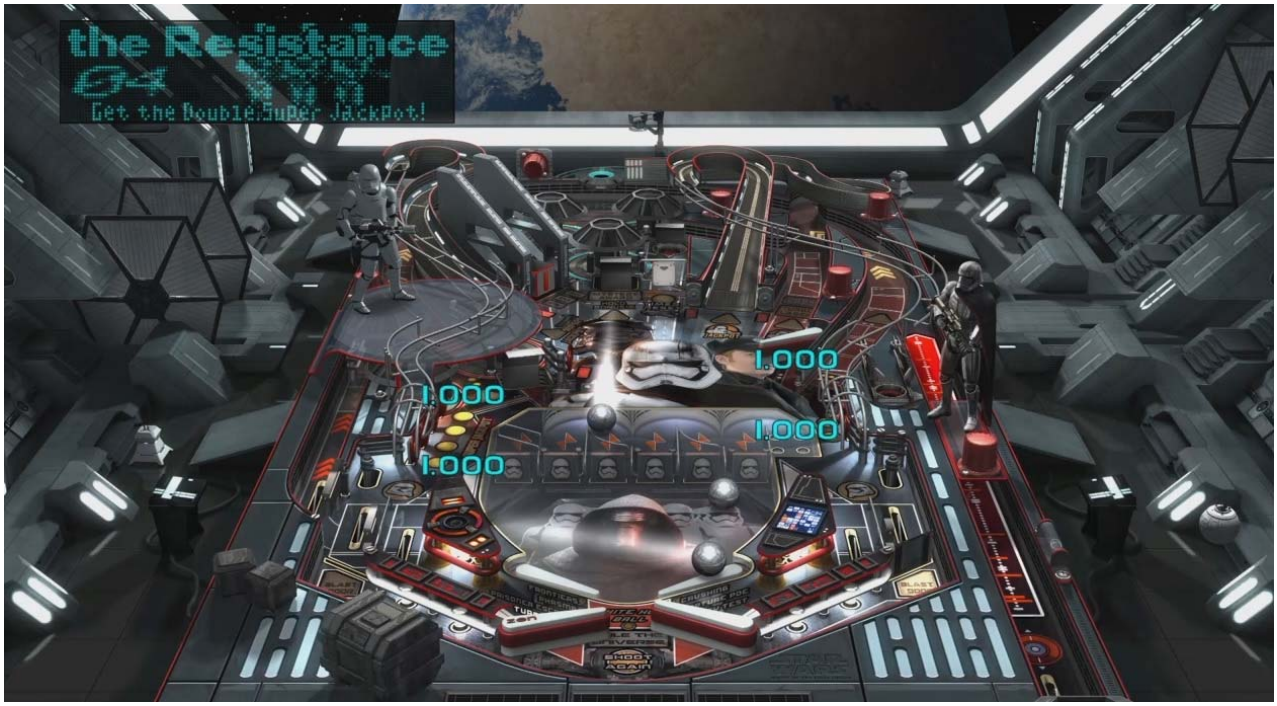
That Ball will then be captured and another Ball will be launched onto the Main Playfield. Now you need to get back into the Mini – Playfield as explained previously. This time the Ball will be fed to the Flippers on the Mini – Playfield. The goal here is to hit the Captive Ball enough times for it to go all the way across to the Right.



Once done the Captive Ball will be locked, and the Dot – Matrix will tell you as such. Now repeat the above again to lock another Ball. Once 2 Balls are locked, hitting the Mini – Playfield Sink Hole (3) will result in starting the Crushing Multiball Mode.

Mode itself -

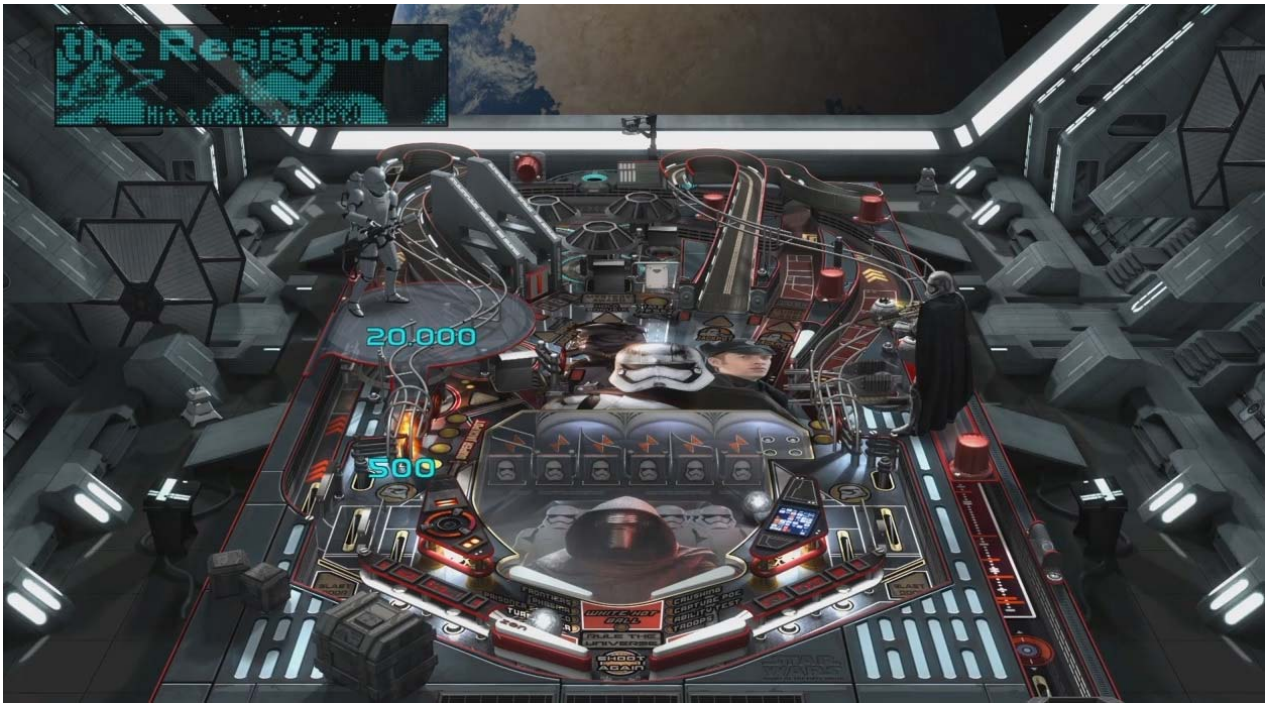
Once this 3 Ball Multiball begins you will have 10 Seconds to hit the Ball up the Right Ramp (8) to score a **Double Super Jackpot**. If you don't manage to hit the Ramp in time, it will just become a **Jackpot** lane and so by hitting it you will score a **Jackpot** award.



If you scored a **Double Super Jackpot** you will then have another 10 Seconds to hit the Ball at the flashing Multiplier Targets (1) to score another **Double Super Jackpot**. This is done using the Cannon which is moving up & down, you will need to press the "Launch" Button to fire the Ball at the flashing Target.

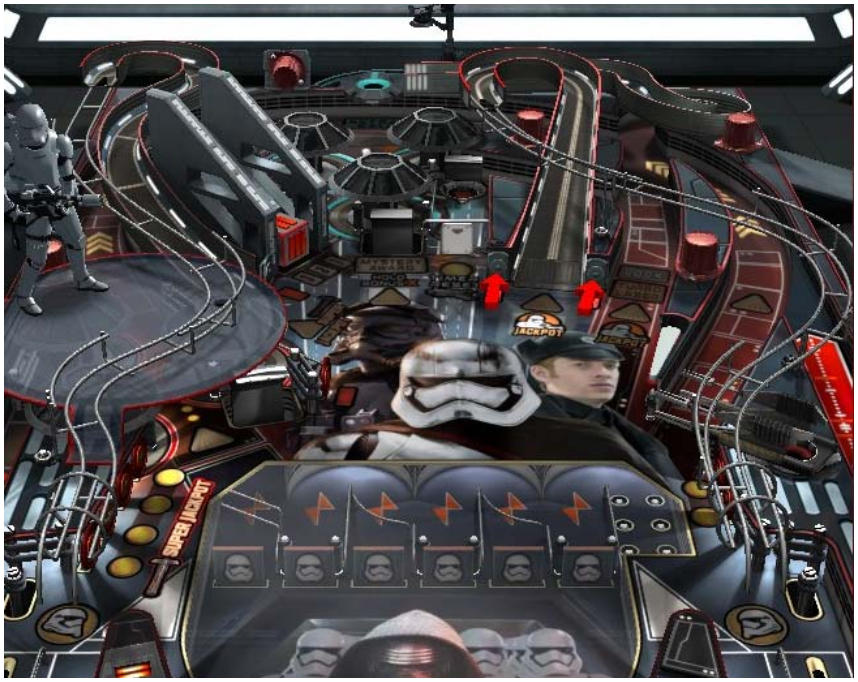
The Multiplier Targets (1) -





Although if you scored a **Jackpot** instead (meaning you missed your chance for a **Double Super Jackpot** on the previous Ramp, hitting the Ramp will only score a **Jackpot**). The flashing Multiplier Targets (1) will instead be available for a **Super Jackpot** award for a short time.

Now if you fail to score a **Double Super Jackpot** or **Super Jackpot** via the Cannon shooting at the flashing Multiplier Targets (1). You will instead need to relight the Jackpot by hitting the 2 Targets at either side of the entrance of the Right Ramp (8). Once done the **Jackpot** will be flashing at the Right Ramp (8) again, rinse and repeat the above.



The **Jackpot** value can also be multiplied. This is done by getting the Balls into the Mini – Playfield via the Mini – Playfield Sink Hole (3). The first Ball which hits that Sink Hole will be locked beneath in the Mini – Playfield, and another Ball will be launched onto the Main Playfield. Now you will need to get the Ball/s into the Mini – Playfield again via that same Sink Hole. Hit the Captive Ball using the Flippers on the Mini – Playfield, this will raise the **Jackpot** Multiplier and getting the Captive Ball all the way across will add-a-ball making this a 4 Ball Multiball (this can be used to add Balls when you have less than 4 Balls in play).



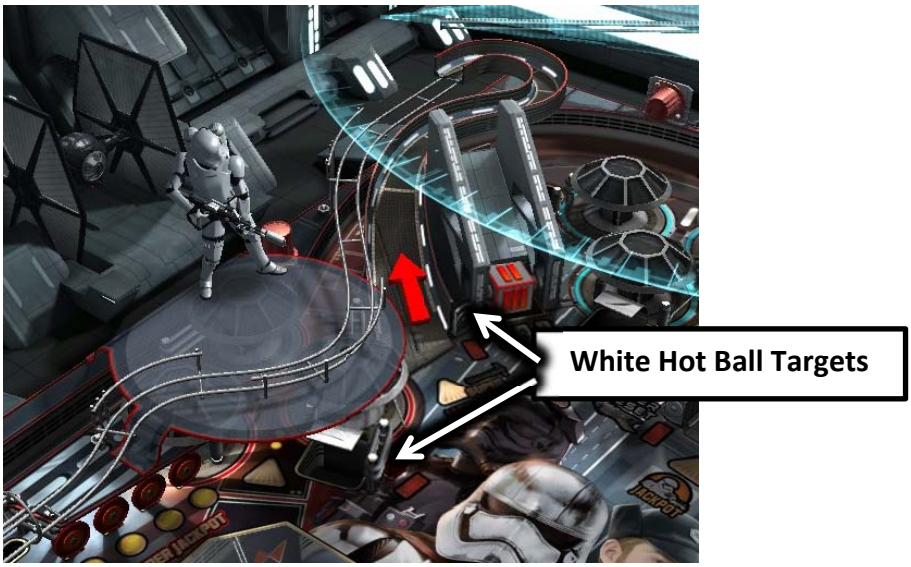
Also note that if you have all 3 activate Balls inside the Mini – Playfield at the same time, this will light **Extra Ball**.

The Multiball Mode will continue as long as you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode. Also the “Crushing” Notification Light will now be lit solid.

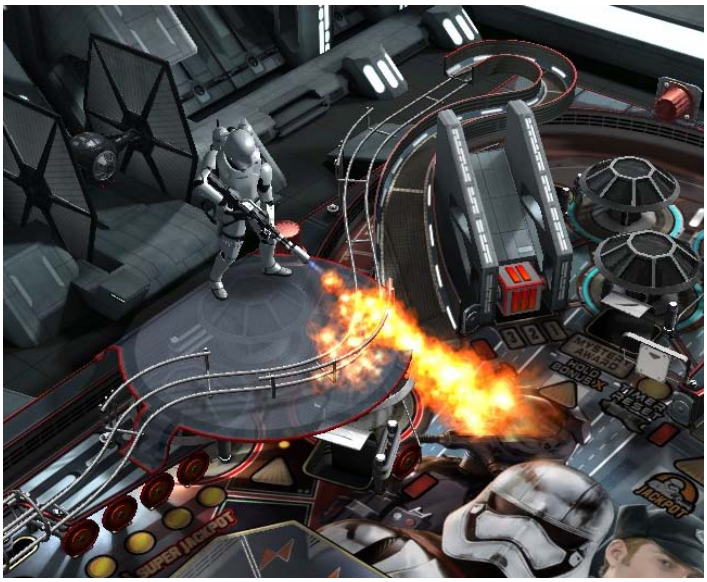
“White Hot Ball” *Timed – 30 Seconds*

Activation –

You will first need to hit the 2 Targets on either side of the Left Ramp.



Once you have hit those Targets. Send the Ball up the Left Ramp (4) to start the White Hot Ball Hurry Up.



Mode itself -

While in this Mode the Ball will be inflamed, and each shot up the major Lanes will score double its usual value until the Modes timer expires. You can hit the Left Ramp (4) while the Ball is inflamed and the Stormtrooper will burn it again, restarting the Modes timer.

You will light **Extra Ball** if you manage to hit the Ball up that Ramp 3 times while the Ball is inflamed.

“Captain Phasma” *Timed*

Activation –

Hitting the Ball up the Right Ramp (8) will gather a Letter of “PHASMA” (shown on the Dot – Matrix at the time of Ramp hit). Repeatedly hit the Ball up that Ramp till all Letters are collected. Once done the Mode will begin.



Mode itself -

Once the Mode begins a Score countdown will begin on the Dot – Matrix, once it reaches 0 the Mode will fail. Now firstly you will need to send the Ball up the Right Ramp (8). This will load that Ball into the Cannon.



Now once the Cannon is loaded, it will start to move Up & Down. You will see 1 of the Multiplier Targets (1) will be flashing. The goal here is to press the “Launch” Button at the right time as to make the Cannon fire the Ball at that flashing Target.

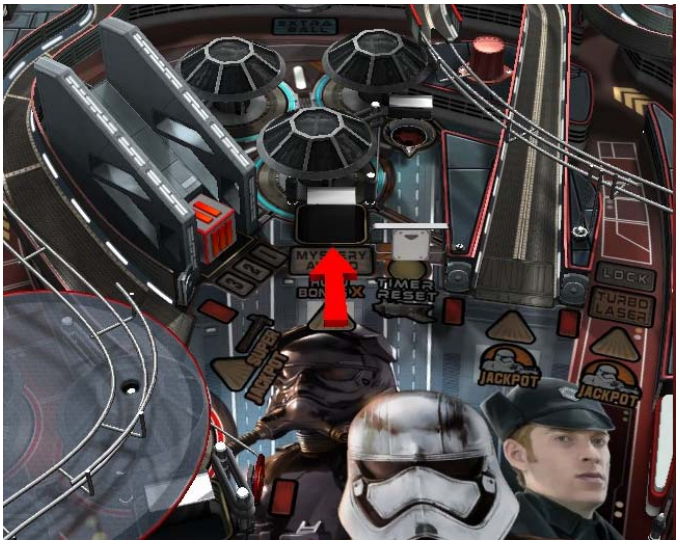


If you manage to hit the flashing Target, the Mode will be completed and the “PHASMA” Notification Light will now be lit solid. Do note if you miss the flashing Target, the Mode will fail and you will need to restart the Mode using the instructions detailed earlier.

“Capturing Poe” *Timed*

Activation –

This Mode is started via a random reward from hitting the Mystery Sink Hole (6). Keep hitting the Ball into it until the Mode begins.



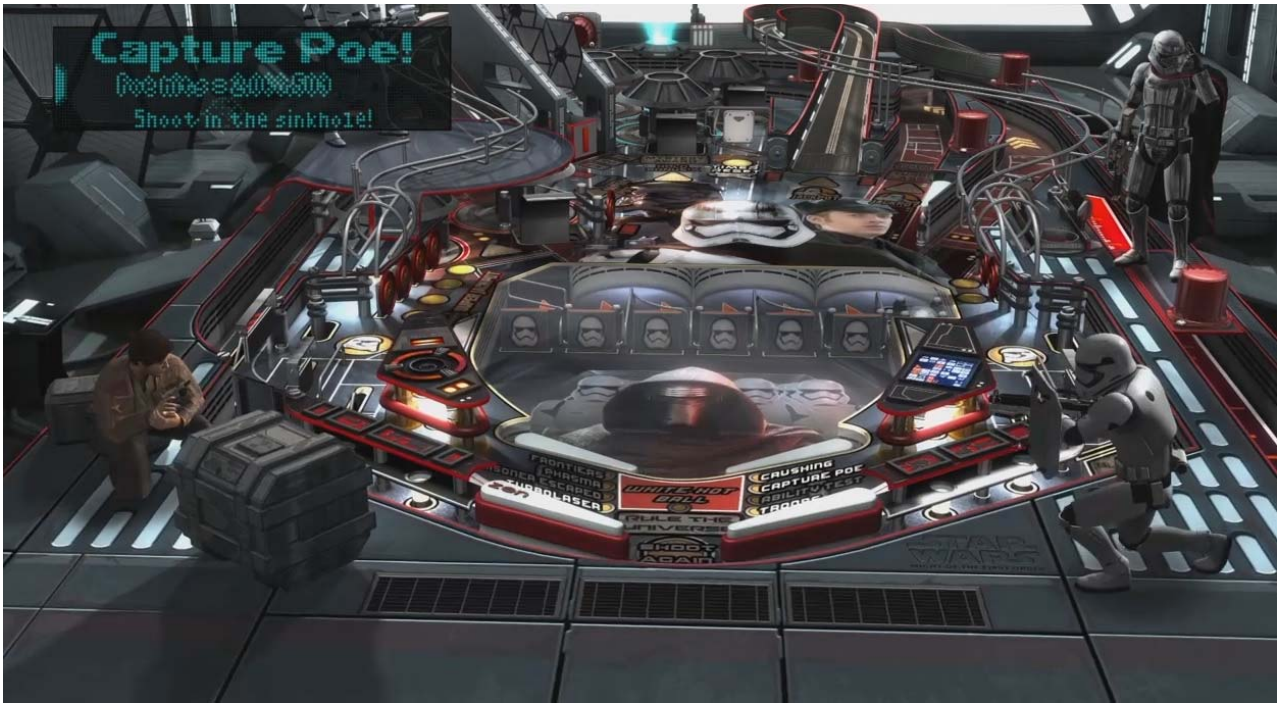
Mode itself -

Upon the Mode starting a Score countdown will begin on the Dot – Matrix, once it reaches 0 the Mode will fail. Now you will need to hit the Ball into the Mystery Sink Hole (6).



Each time the Ball is hit into the Sink Hole, the Countdown will reset. Repeat this a further 2 times, hitting the Sink Hole 3 times in total. The Mode will then move onto Phase 2, meaning if you fail the Mode at this Stage it will save the progress. So once you restart it, you will carry on where you left off.

Now in this Phase you will just need to repeat the above a further 3 times, once that is done the Mode will be completed.



Completion of this Mode will also light the “CAPTURE POE” Notification Light solid.

“Prisoner Escaped” *Timed – 60 Seconds*

Activation –

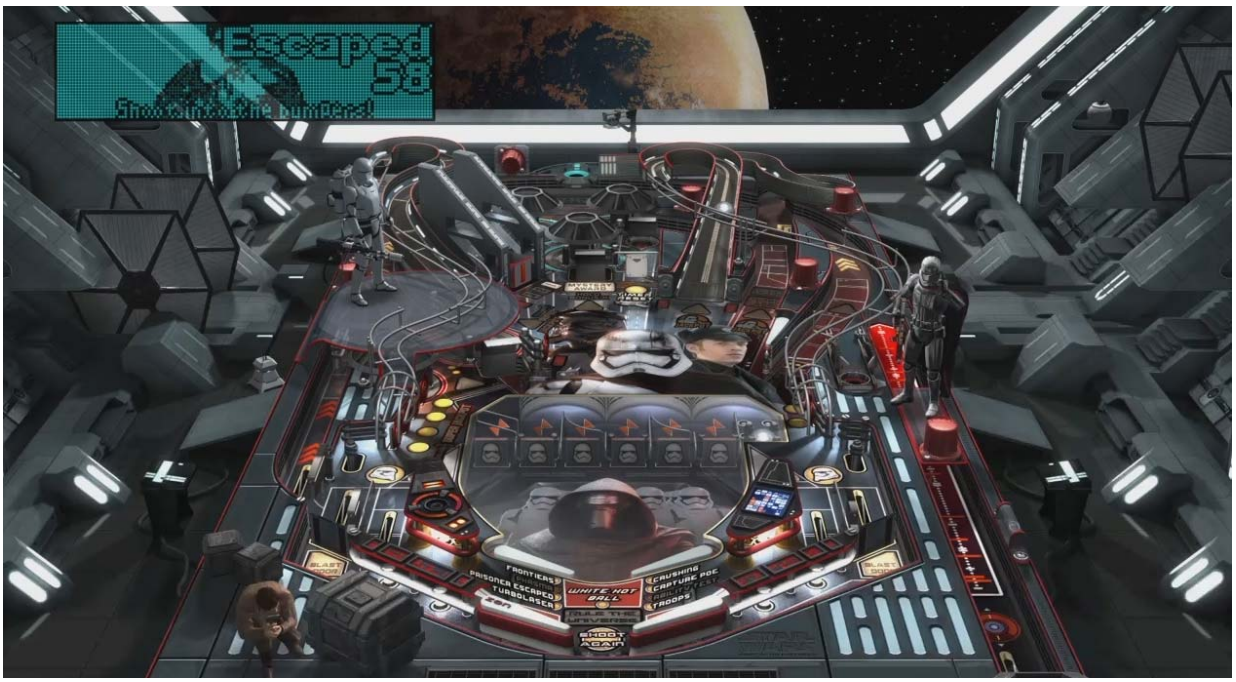
Must complete the Capture Poe Game Mode to enable activation of this Mode.

Hitting the Ball around the Orbits – Left Orbit (2) &/or Right Orbit (10) with the correct power will result in the Ball bouncing on the Bumpers. The Dot – Matrix will show how many Bumper hits are required for the Mode to start.



***Tip** – Using the Tractor Beam mechanic (explained earlier in the Guider under “Tractor Beam). Pressing the “Launch” Button while the Ball is going around either of the Orbits – Left Orbit (2) or Right Orbit (10) will turn on the Magnet. This will either divert the Ball to the Bumpers. This will make it easy to accumulate the amount of hits required.**

Mode itself -



To complete this Mode you will need to repeatedly send the Ball around the Orbits – Left Orbit (2) &/or Right Orbit (10) to hit the Bumpers. The Dot – Matrix will show how many Bumper hits are required for the Mode to complete.



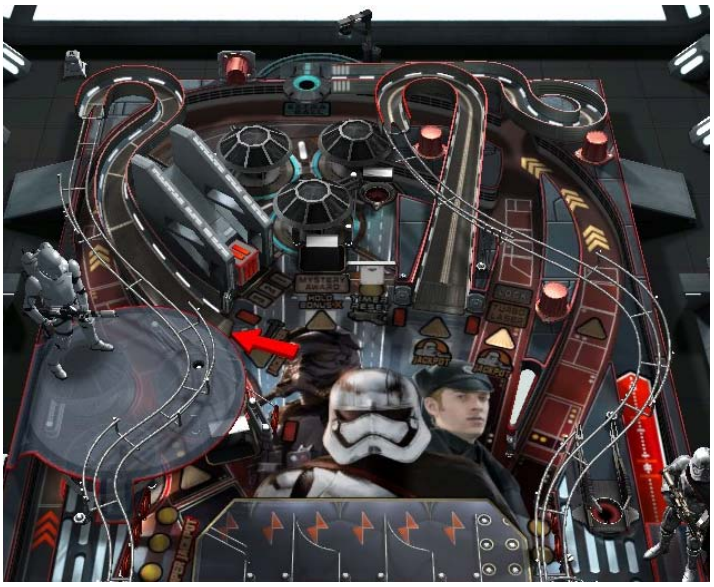
***Tip** – Using the Tractor Beam mechanic (explained earlier in the Guider under "Tractor Beam). Pressing the "Launch" Button while the Ball is going around either of the Orbits – Left Orbit (2) or Right Orbit (10) will turn on the Magnet. This will either divert the Ball to the Bumpers. This will make it easy to accumulate the amount of hits required.**

Completion of this Mode will also light the "PRISONER ESCAPED" Notification Light solid.

“Ability Test” *Timed*

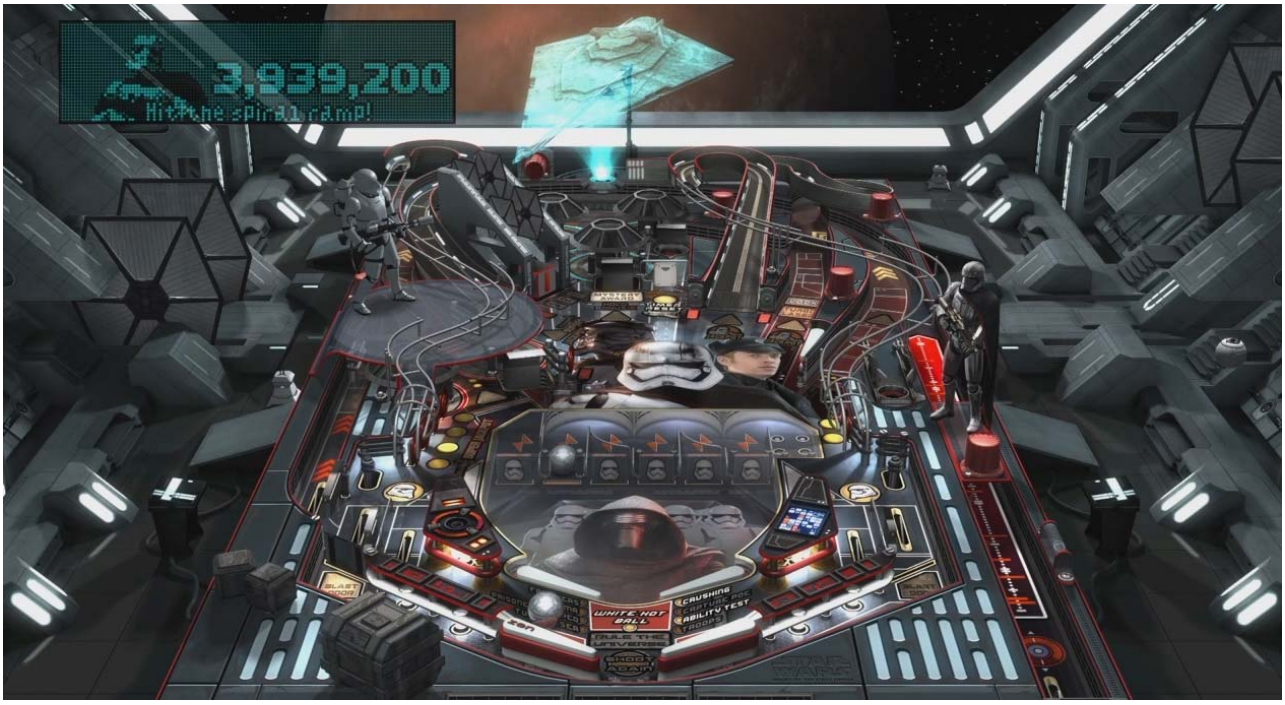
Activation –

Hitting the Ball up the Left Ramp (4) will gather a Letter of “DRILL” (shown on the Dot – Matrix at the time of Ramp hit). Repeatedly hit the Ball up that Ramp till all Letters are collected. Once done the Mode will begin.



Mode itself -

Once the Mode begins a Score countdown will begin on the Dot – Matrix, once it reaches 0 the Mode will fail. You will have to hit the flashing Lane before that happens to continue the Mode, otherwise it will fail.



Now after you hit a few of the flashing Lanes, the last Lane to hit will always be the Left Ramp (4).

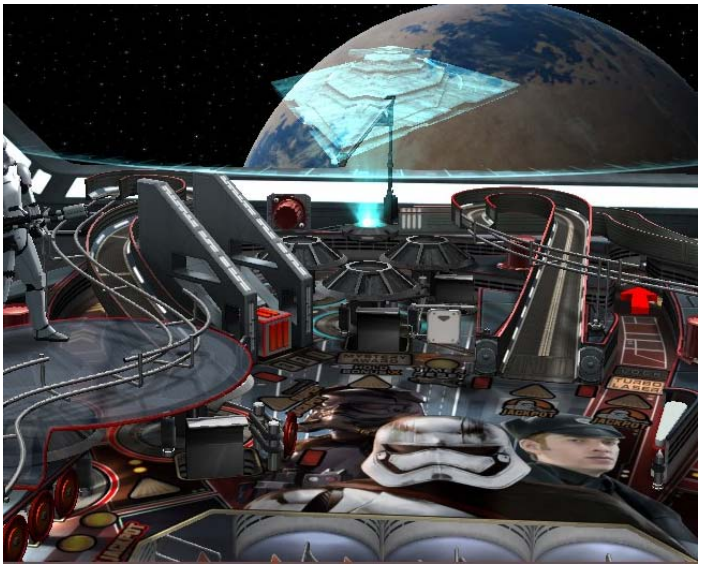


If you manage to hit that in time, the Mode will be completed and it will also light the “ABILITY TEST” Notification Light solid.

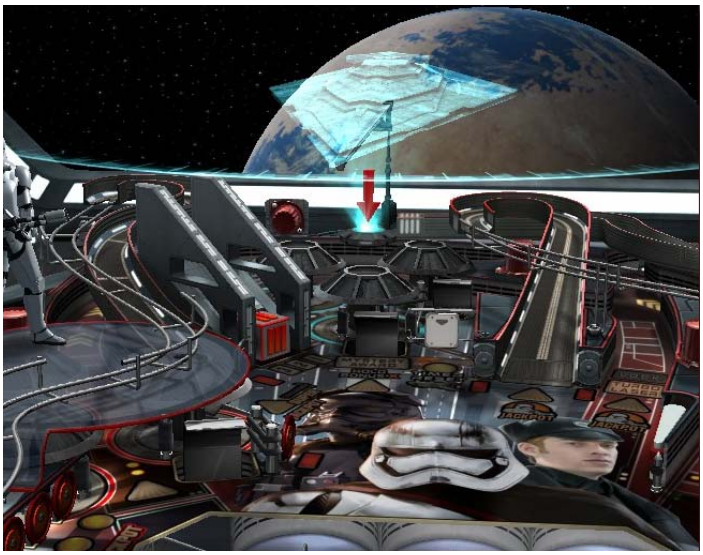
“Turbolaser” *Timed*

Activation –

Hitting the Ball up the Destroyer Ramp (9) with enough power will feed the Ball into the Destroyer. You will need to do this a total of 5 times to activate this Mode.

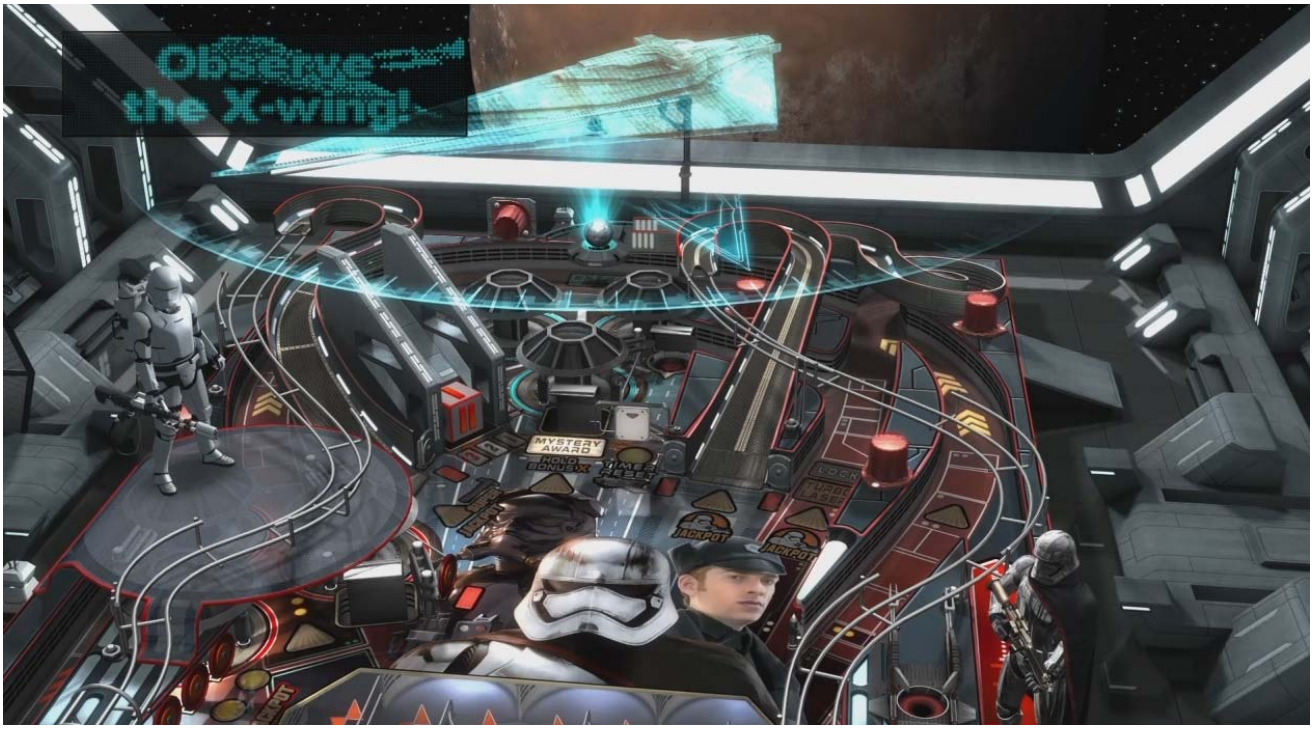


***Tip** – Using the Tractor Beam mechanic (explained earlier in the Guider under “Tractor Beam). Press and hold the “Launch” Button while the Ball is going around either of the Orbits – Left Orbit (2) or Right Orbit (10) will turn on the Magnet. This will either divert into the Destroyer via the Tractor Beam. This will make it easy to accumulate the amount of hits required.**



Mode itself -

Once the Mode begins you will take control of the Destroyer, and an Arrow will appear on the HUD showcasing where the Destroyer needs to be to successfully defend against the attack X-Wing.



Move the Destroyer into position using the Flipper Buttons; e.g. Left Flipper moves Left and so forth.

Put the Destroyer into position in time, and the X-Wing will be destroyed.



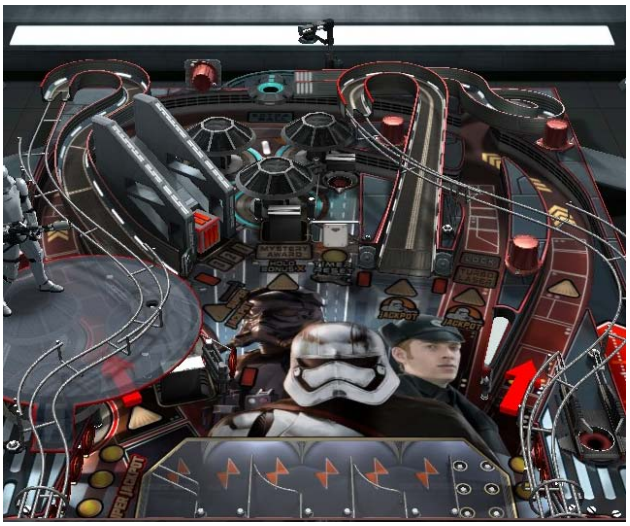
If you manage to hit that in time, the Mode will be completed and it will also light the “TURBOLASER” Notification Light solid.

You can light **EXTRA BALL** if you complete this Mode 3 times in the same game. Now each time this is completed the Points rewarded at the end is increased. Maxes out at 30 Million Points.

“Troops” *Timed*

Activation –

Hitting the Ball around the Orbits – Left Orbit (2) &/or Right Orbit (10) will gather a Letter of “TROOPS” (shown on the Dot – Matrix at the time of Ramp hit). Repeatedly hit the Ball around either of those Orbits till all Letters are collected. Once done the Mode will begin.

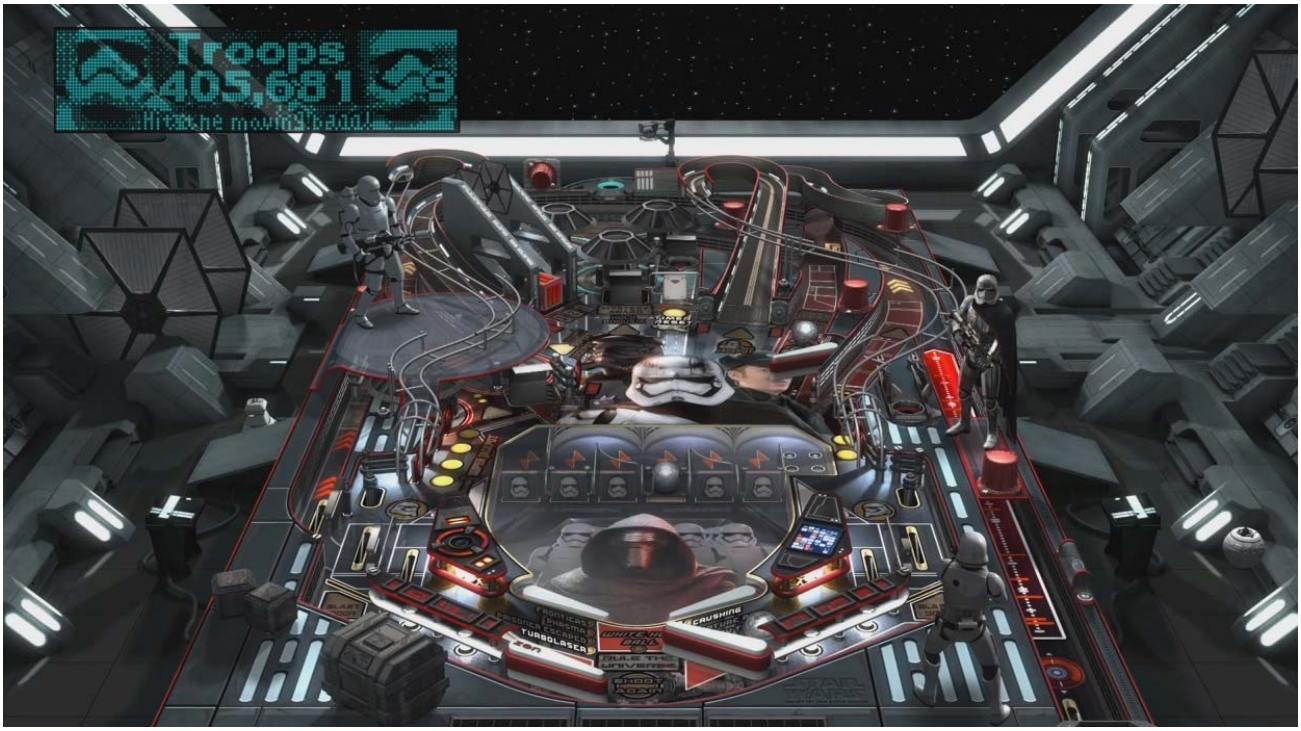


Mode itself -

Once the Mode begins a Score countdown will begin on the Dot – Matrix, once it reaches 0 the Mode will fail. You will have to send the Ball around either Orbit – Left (2) or Right (10), otherwise the Mode will end.



Now upon hitting the Ball around the Orbit, the Ball will be stuck just in front of the entrance of the Destroyer Ramp (9) and another Ball will be launched onto the Playfield. You will have to hit the Captive Ball (it will move left across the Playfield) before the 10 Second timer expires, and if that happens the Mode will fail.



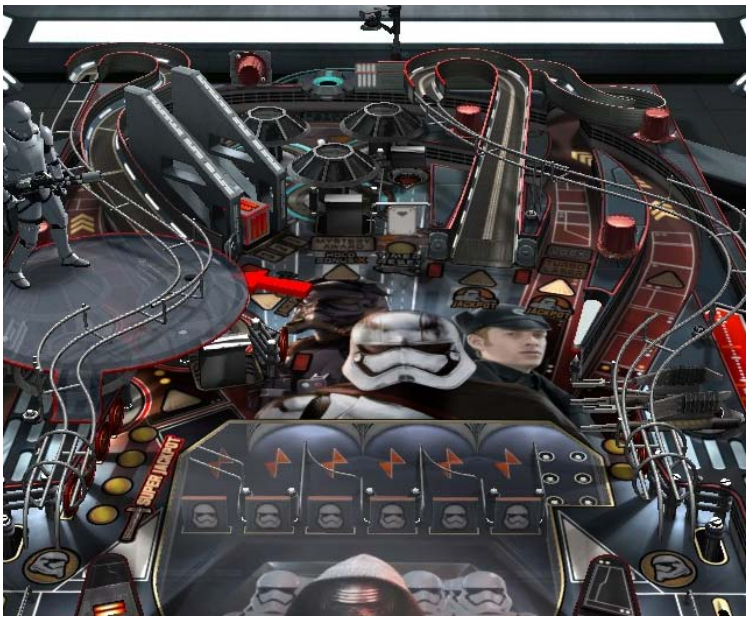
Hitting the Captive Ball once is enough to light the “TROOPS” Notification Light up solid. Although you can continue the Mode if you manage to repeat the above processes before the timer expires, this is a good way to make quick Points.

Wizard Mode – "Rule The Universe" *3 or 4 Ball Multiball*

Once you have completed all of the Main Game Modes (explanations for those can be found in the above Pages);



The Wizard Mode will then be available at the Left Ramp (4).



Wizard Mode itself –



Now the **Super Jackpot Value** within the Wizard Mode will depend on the number of times you have completed the Main Game Modes before activating it.

***TIP** – You can have White Hot Ball ready to be activated before the shot up the Left Ramp (4) to start the Wizard Mode. This means that the White Hot Ball will remain active for the Ball throughout the duration of that Balls life within the Wizard Mode.**



The **Super Jackpot** can be collected with shots up the Left Ramp (4), or a well-aimed shot using the Cannon to the flashing Multiplier Targets (1), within the Wizard Mode. The Cannon is accessible via a shot up the Right Ramp (8). You will have 10 Seconds to hit the flashing Multiplier Target (1) using the "Launch" Button to shoot. If you hit the flashing Target, you will score a **Double Super Jackpot**.



Example of a **Double Super Jackpot** being collected.



Every other shot across the Table Playfield will score a **Jackpot** award worth 10% of the **Super Jackpot** Value.

Now this Wizard Mode is a 3 Ball Multiball Wizard Mode (can become 4 Balls). This is done by getting the Balls into the Mini – Playfield via the Mini – Playfield Sink Hole (3). The first Ball which hits that Sink Hole will be locked beneath in the Mini – Playfield, and another Ball will be launched onto the Main Playfield. Now you will need to get the Ball/s into the Mini – Playfield again via that same Sink Hole. Hit the Captive Ball using the Flippers on the Mini – Playfield, getting the Captive Ball all the way across will add-a-ball making this a 4 Ball Multiball (this can be used to add Balls when you have less than 4 Balls in play).

The Wizard Mode will continue as long as you have more than a single Ball alive on the Playfield. Otherwise the Wizard Mode will end, and you will need to repeat the above activation process to re-enter this Wizard Mode.

Once the Wizard Mode is completed the Table will then **reset**.

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Cloda, Ty-43, Deep, skyway73, 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.

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 -

"Nothing will stand in our way of conquering this Table. Nothing!!!"

Yours
ShoryukenToTheChin