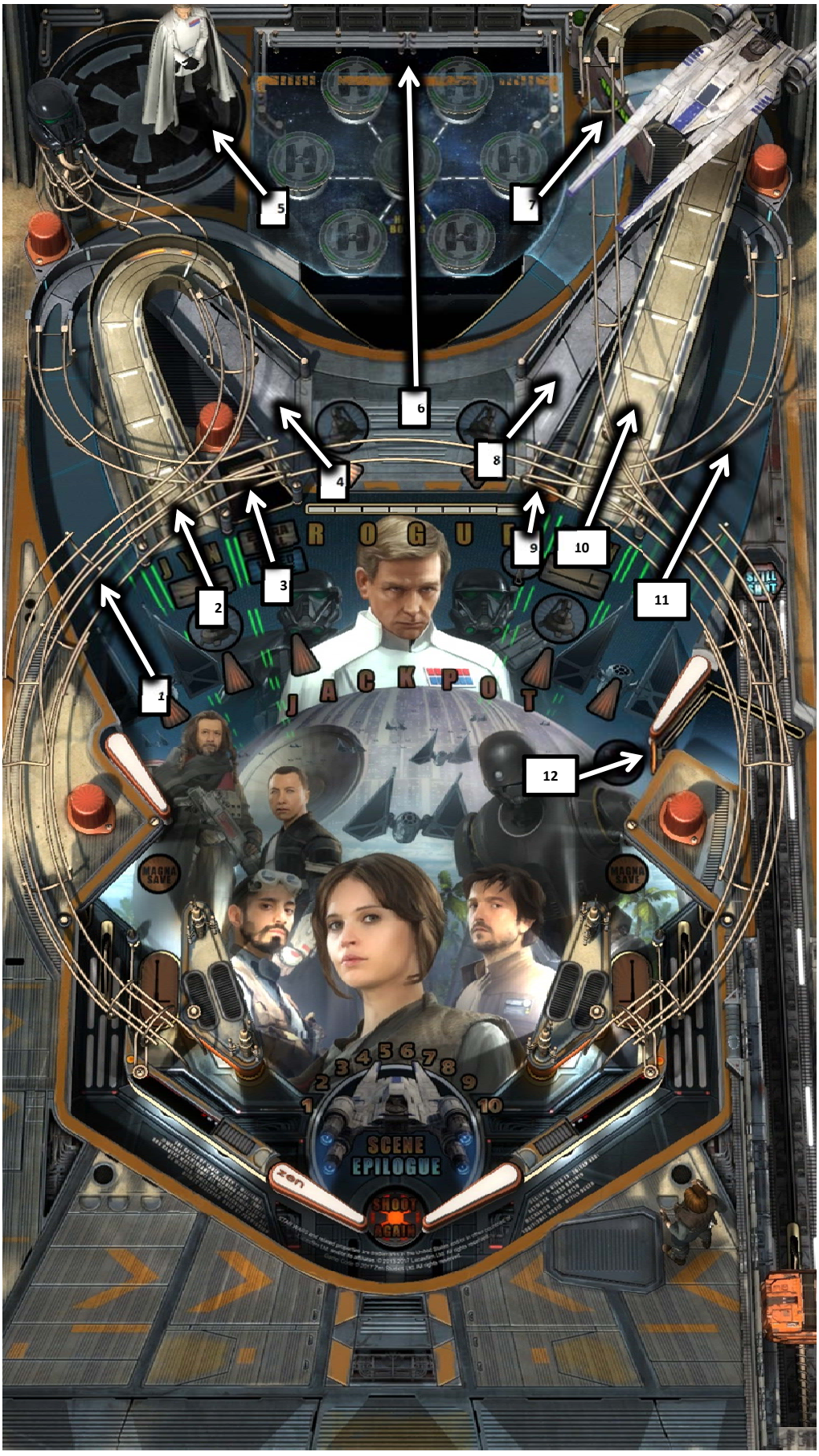
Star Wars: Rogue One Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Left Orbit
2. Left Ramp
3. Extra Ball Sink Hole
4. Left Cross Ramp
5. Krennic Target
6. Story Mode Ramp/Targets
7. Dogfight Target
8. Right Cross Ramp
9. Rifle Target
10. Right Ramp
11. Right Orbit
12. Magna Save Target

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 feature is located.

TABLE SPECIFICS

***Notice*: This Guide is based on 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

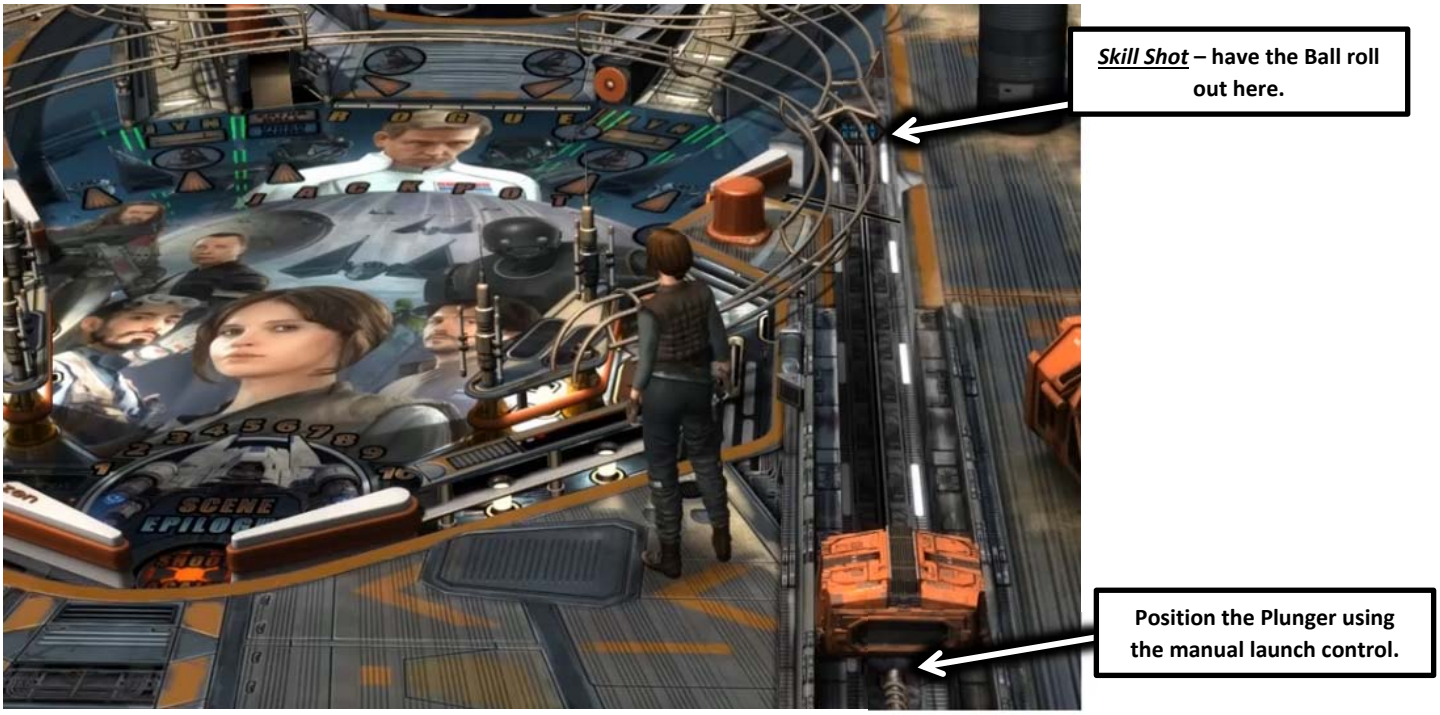
This Table came about because of the ongoing partnership between Zen Studios and LucasArts; this license allowed Zen to produce Tables based on the Star Wars License.

This Table is of course the Star Wars: Rogue One; it pays homage to the iconic Film. The Artwork and Audio cues are spot on once again, adding that unique originality to the Table's Playfield.

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

Skill Shot - *500,000 Points*

The Skill Shot can be attained by having the Ball roll out of the Launch Lane onto the Top Right Flipper. To do this you will need to set the Plunger in the right position. This in-turn will enable the Ball to have the correct amount of momentum for the Skill Shot to be achieved.



If done right, the Ball will roll out there and you will be awarded with 500,000 Points.

Super Skill Shot- *1 Million Points*

Immediately after you achieve a Skill Shot, you can collect a Super Skill Shot. This is achieved by sending the Ball up the Left Cross Ramp (4) with the Top Right Flipper.



Kick Back (Magna Save) & Ball Save

Magna Saves (Kickbacks) –

The Magna Saves are activated by hitting the Magna Save Target (12) twice.



When it is activated using the "Launch" Button will turn on Magnets above the Inlanes, so any Ball near those areas – of course any draining from the Outlanes – will be magnetised to those two spots.



Magna Saves can be stacked by repeating the above activating process. They can be stacked up to 3.

***Note** – Any Magna Saves activated will **remain** activate upon the Ball draining. **

Ball Save -

Ball Save turns on at the start of each Ball launched and during certain game Modes.

***Note** – This Ball Save will expire once its **30 Second** timer expires or you drain the Ball, whichever comes first. **

Extra Balls

There are **5** Ways to achieve an **Extra Ball**;

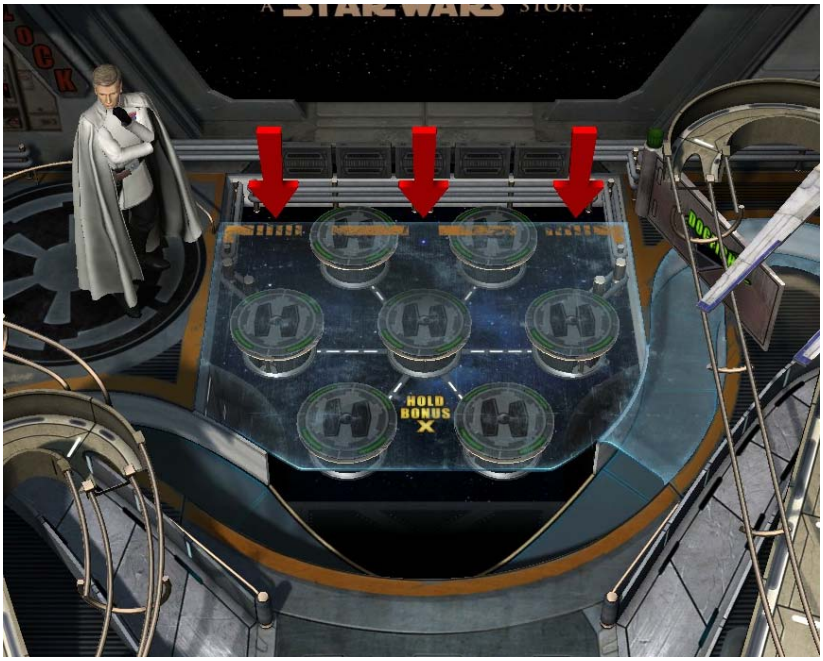
Collect the **Extra Balls** by hitting the Ball into the Extra Ball Sink Hole (3) -



- ***Method 1***: *Achieving level 3 shooter skill;* look later in guide under 'Hurry Up Modes – Rifle Mayhem" for information on how to get this **Extra Ball**.
- ***Method 2***: *Completing 3 AT-ACT Hurry Up Modes with the same Ball;* look later in the guide under "Hurry Up Modes – AT-ACT" section for information on how.
- ***Method 3***: *Complete 3 Close Combat Hurry Up Modes;* look later in the Guide at the section titled "Hurry Up Modes – Close Combat" for information on how to get this **Extra Ball**.
- ***Method 4***: *Completing Dogfight Video Mode on level 3;* look later in the guide under "Hurry Up Modes – Dogfight Video Mode" section for information on how.
- ***Method 5***: *Fast lock 5 Balls;* look later in the Guide at the section titled "Multiball Modes – Deathtrooper Multiball Mode" for information on how to get this **Extra Ball**.

Raising the Multiplier

To raise the Multiplier level you will need to push out the Bumpers, when all of them are pushed out within a short amount it will advance the Multiplier. This is done by hitting them with the Ball. Although in a Multiball Mode it will instead increase the **Jackpot** value.



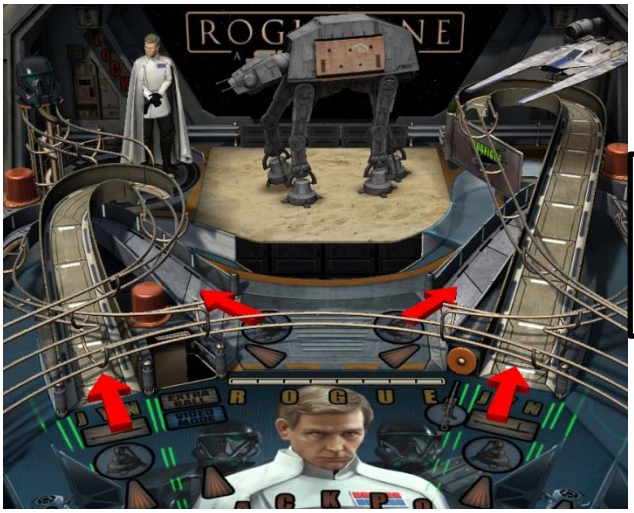
***Note** – Multiplier Level resets upon draining the Ball. Unless you activate the "Hold Bonus" mechanic. This is activated after a lot of Bumper hits have been registered.**

Hurry Ups

AT-ACT:

Activation:

To activate this Mode, you will need to send the Ball up these 4 Ramps at least once.



- Left Ramp (2).
- Left Cross Ramp (4).
- Right Cross Ramp (8).
- Right Ramp (10).

Completion:

Once the Mode starts, you will have until the Hurry Up Score reaches 0 points to hit the flashing Story Mode Target (6). Once the flashing Target is hit the Mode is completed, & you are awarded the score displayed on the Dot-Matrix at that time.



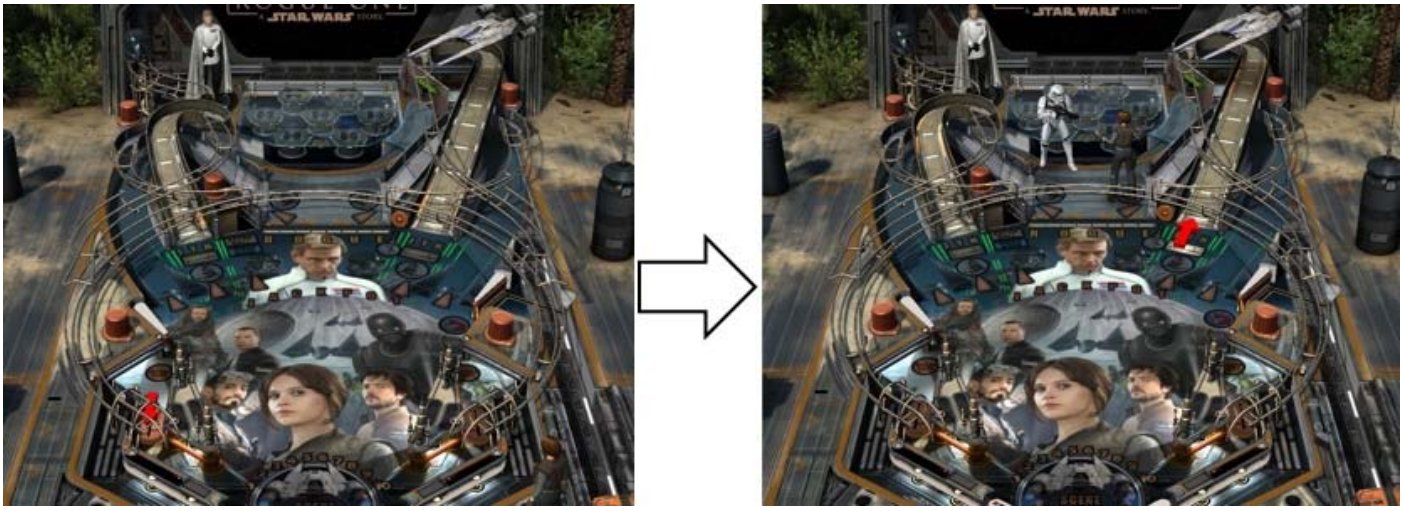
Completing this Mode 3 times with the same Ball, will then light up an **Extra Ball** for collection.

Close Combat:

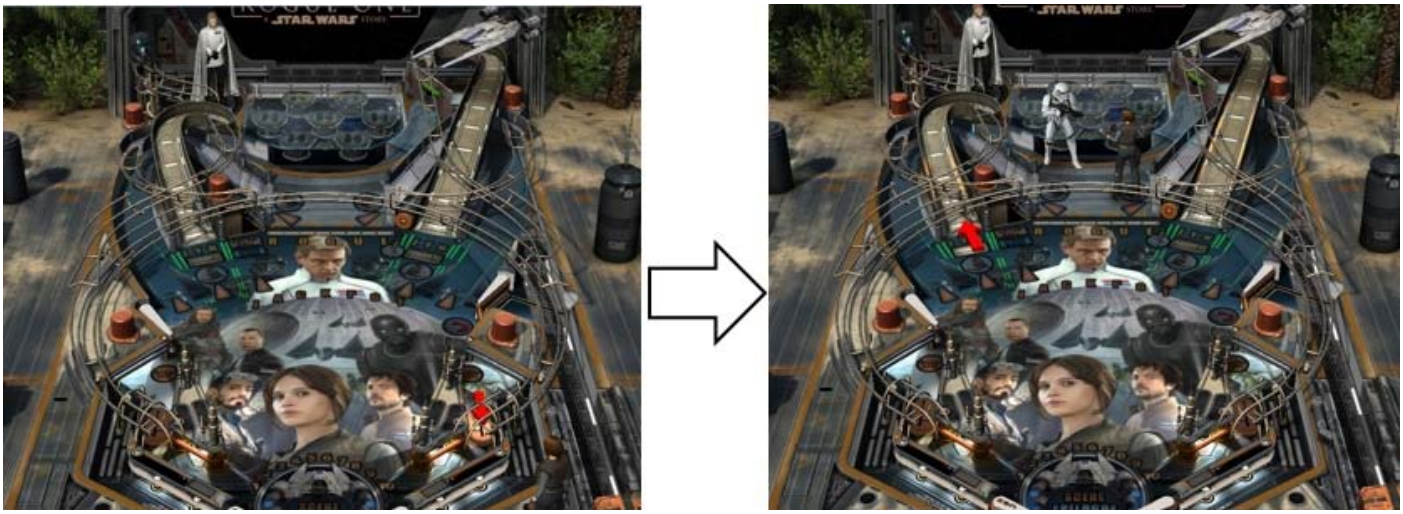
Activation:

To activate this Mode, you will need to light up all the letters of “JYN”. This is achieved by hitting the opposite Ramp from the Inlane that the Ball has just rolled down from. Below I will explain this in more depth.

Left Inlane hit the Right Ramp (10):

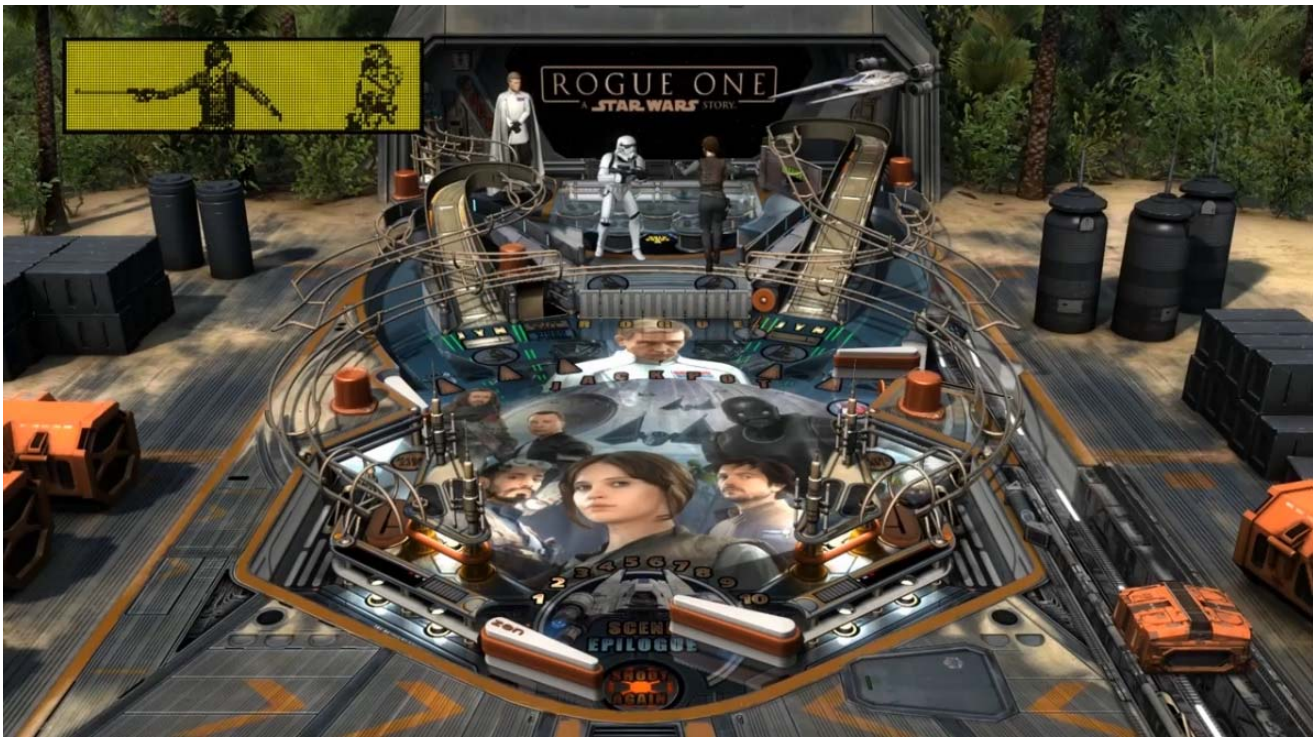


Right Inlane hit the Left Ramp (2):



Completion:

Once the Mode starts, the opposite ramp to the Inlane must be hit immediately after the Ball is released to win the combat.



Each “JYN” letter is acting as a multiplier for the scoring. Completing the word will result in the default value being increased on the next round.

Completing this Mode 3 times with the same Ball, will then light up an **Extra Ball** for collection.

Death Star Intial Tests:

Activation:

To activate this Mode, you will need to repeatedly hit the ball into the Extra Ball Sink Hole (3) when it's not lit for a game Mode. This will decrease the time left to start the next Death Star initial test.



Completion:

Once the Mode starts, the Death Star must be turned to its front position so that the tractor beam can be activated to catch the Ball. Once the Death Star is lined up, hit the Ball into the Dish -



After the Ball is caught. The Dish needs to be turned to line up with the holographic image using the Flipper & “Launch” Buttons.



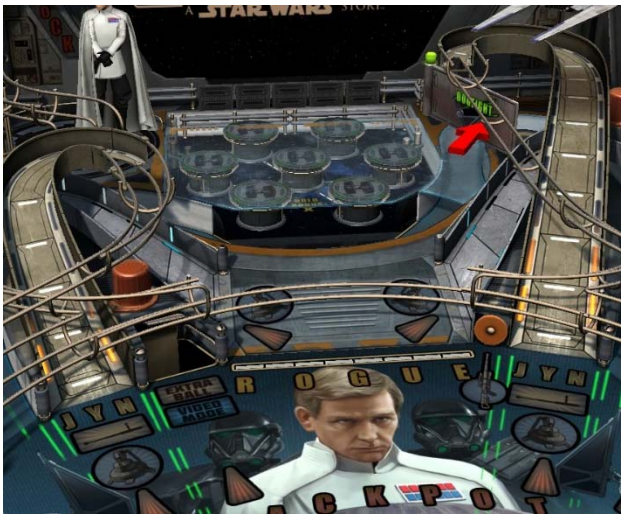
Once that is done, the Mode will be completed.



Dogfight Video Mode:

Activation:

To activate this Mode, you will need to push back the Dogfight Target (7). This means hitting the Target repeatedly in quick succession, since gradually over time the Target will move back into its position.

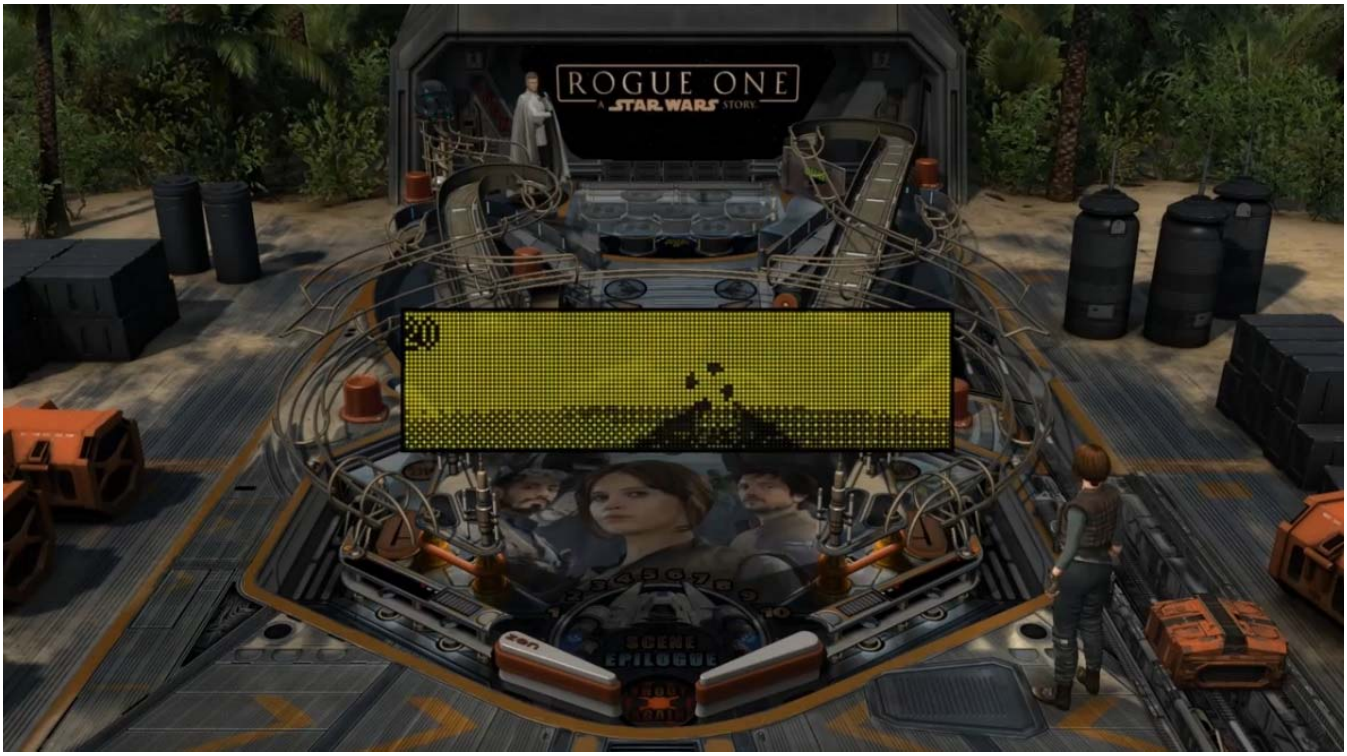


Once the Target is pushed back enough. The U-Wing will take-off, & you must sink the Ball into the Extra Ball Sink Hole (3) to start-up the Video Mode.



Completion:

Once the Mode starts, you will take control of the U-Wing with a first-person view.



The goal here is to shoot down the Tie Strikers using the U-Wing. This is done by moving the Crosshair with the Flipper Buttons, & “Launch” Button to shoot at the Tie Strikers.

You will start at level 1, & each time you complete that level it will move up.

Completing this level 3 of the Dogfight Video Mode, will then light up an **Extra Ball** for collection.

Rifle Mayhem:

Activation:

To activate this Mode, you will need to fill up the Weapon progress bar which will display on the Dot-Matrix every time you hit the Rifle Target (9).



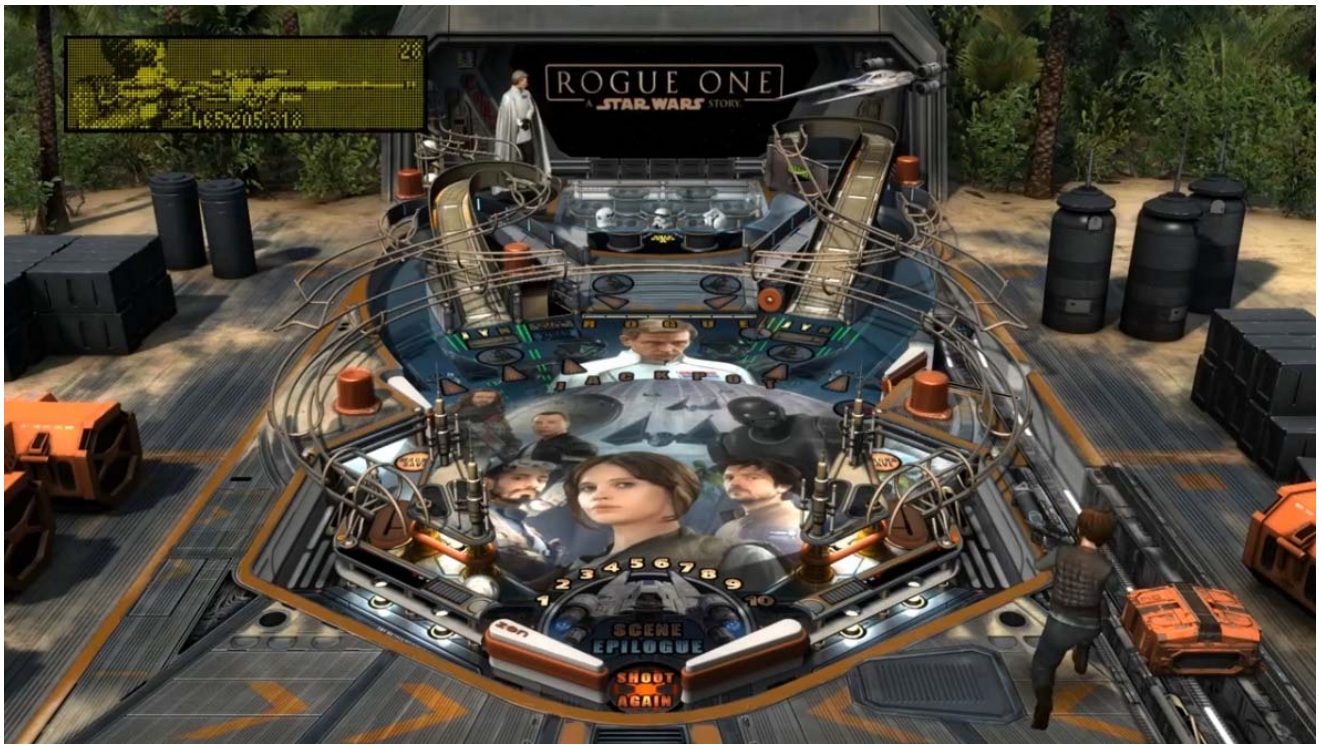
Whenever that progress bar is full, Rifle parts can be earned. After 2 parts are collected, the 3rd time repeating the above will instead start-up the Rifle Mayhem Mode.

Completion: *Timed - 30 Second*

Once the Mode starts, 3 Stormtrooper Helmet Targets will appear at the Bumpers.



The goal in this Mode is to hit all 3 of those Targets, thus making them into airborne moving Targets for Jyn to shoot down.



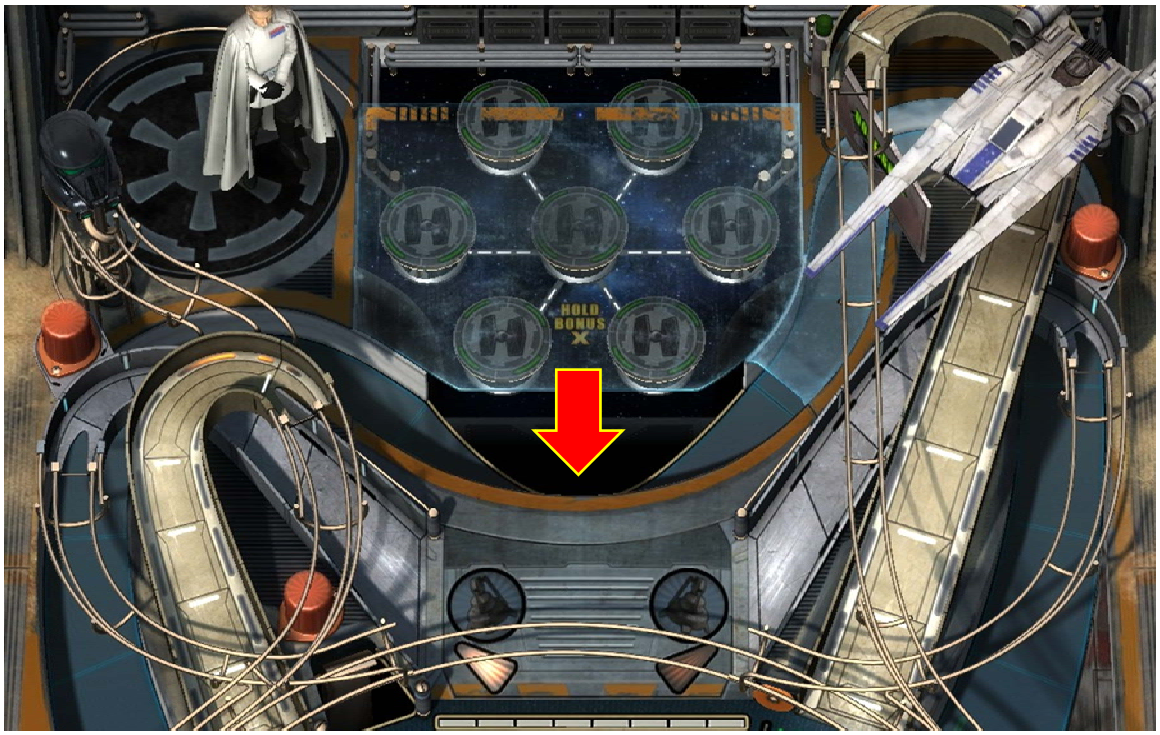
Once all 3 are shot down, the shooter skill will advance to the next level.

Completing this Mode 2 times in the same game, will then light up an **Extra Ball** for collection.

Unexpected Ambush:

Activation:

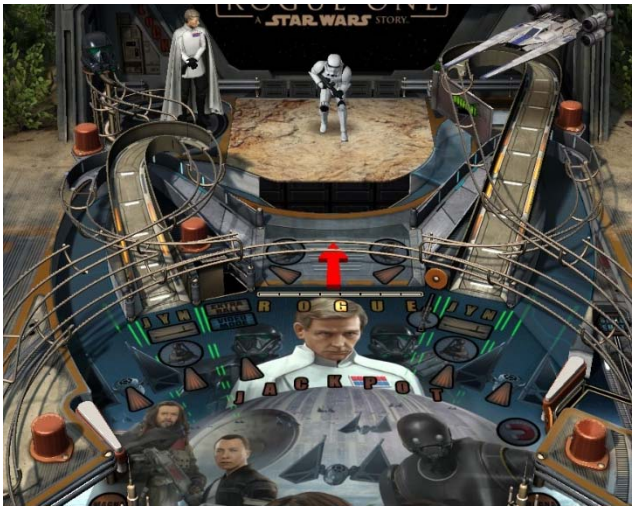
To activate this Mode, you will need to have the Ball roll down into a Hole in the winding loop. This is achieved with weakly hit shots. For example, hitting the Ball weakly around either Orbits will cause the Ball to stall & roll back into the Hole shown in the image below.



After this is done a few times. The Mode will then begin.

Completion:

Once the Mode starts, a single assaulting Stormtrooper will appear.



The goal here is to hit the Stormtrooper with the Ball before the timer expires. Achieving this will result in the completion of this Mode.

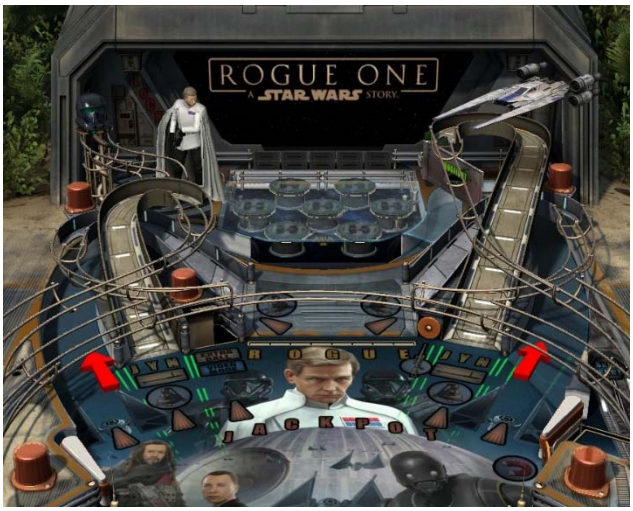
Multiball Modes

There are 2 Multiball Modes available for activation on this Table;

Krennic's Wrath *3 Balls*

Activation –

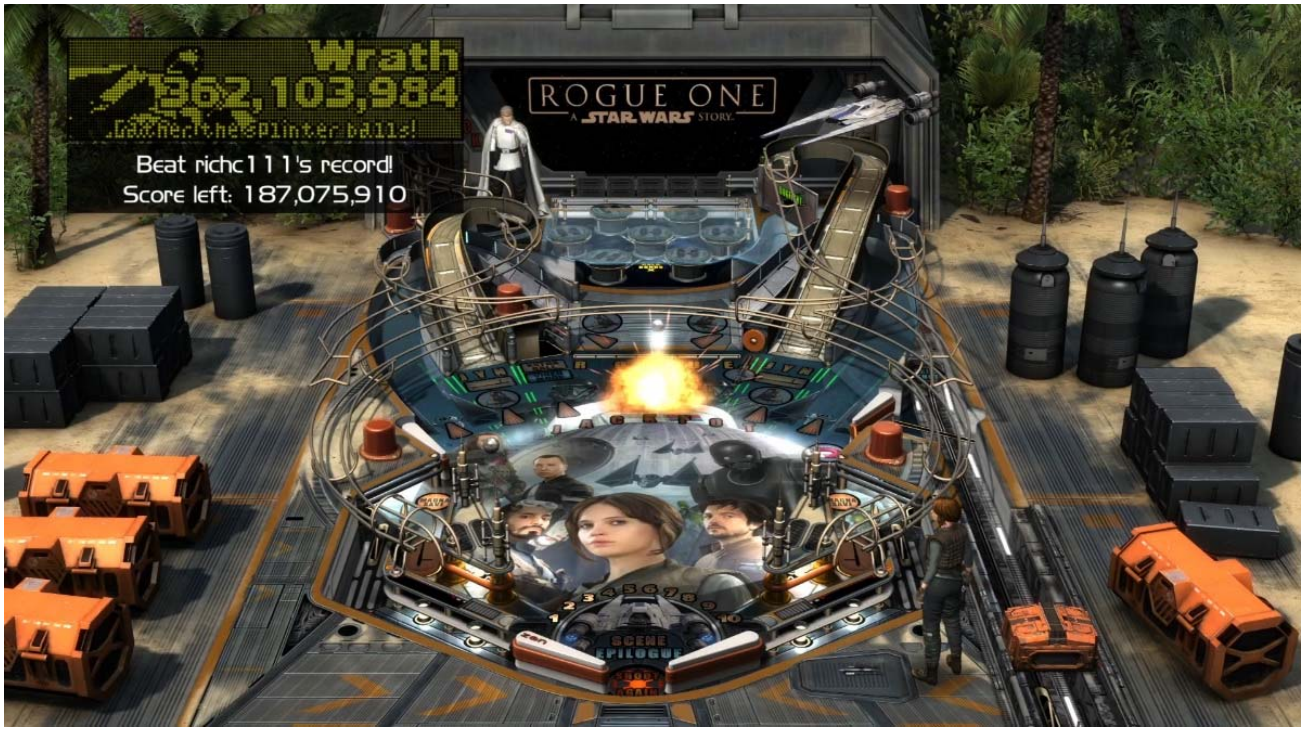
Activation of this Mode will require several shots around the Orbits – Left Orbit (1) &/or Right Orbit (11). This means the Ball needs to go around the loop in its entirety, from one side to the other.



Once enough full loop shots have been registered, Krennic will shot the Ball & the Multiball Mode will begin.

Mode itself -

The 3 Ball Multiball will then begin:



As you can see in the above image, the Ball has been split into 3 parts. The goal here is for you to get all those parts into the Extra Ball Sink Hole (3).



Each of the Balls that are hit into the Sink Hole will reward you with 1 Million points. Once all the Balls that remain on the Playfield are hit into that Sink Hole, the Mode will end. Now, the next time you enter this Mode it will contain more rounds.

Deathtrooper Multiball *3 Balls*

Activation –

You will need to lock 3 Balls to start-up this Multiball Mode.

This can be achieved in 2 ways:

1. Hitting the Krennic Target (5) enough times to light up “LOCK”.



2. Sending the Ball into the locking mechanism (**fast lock**).

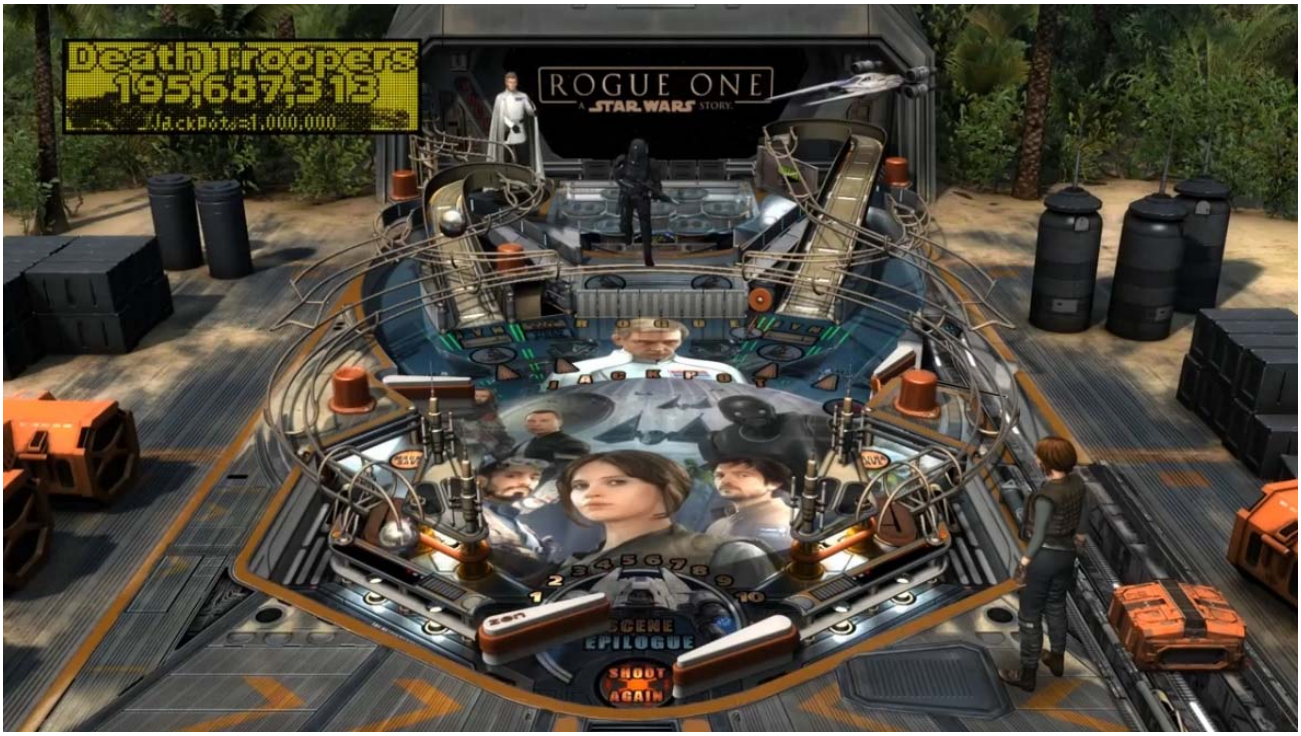


   Managing to get 5 of these fast locks in the same game, will result in an **Extra Ball** becoming available to collect.

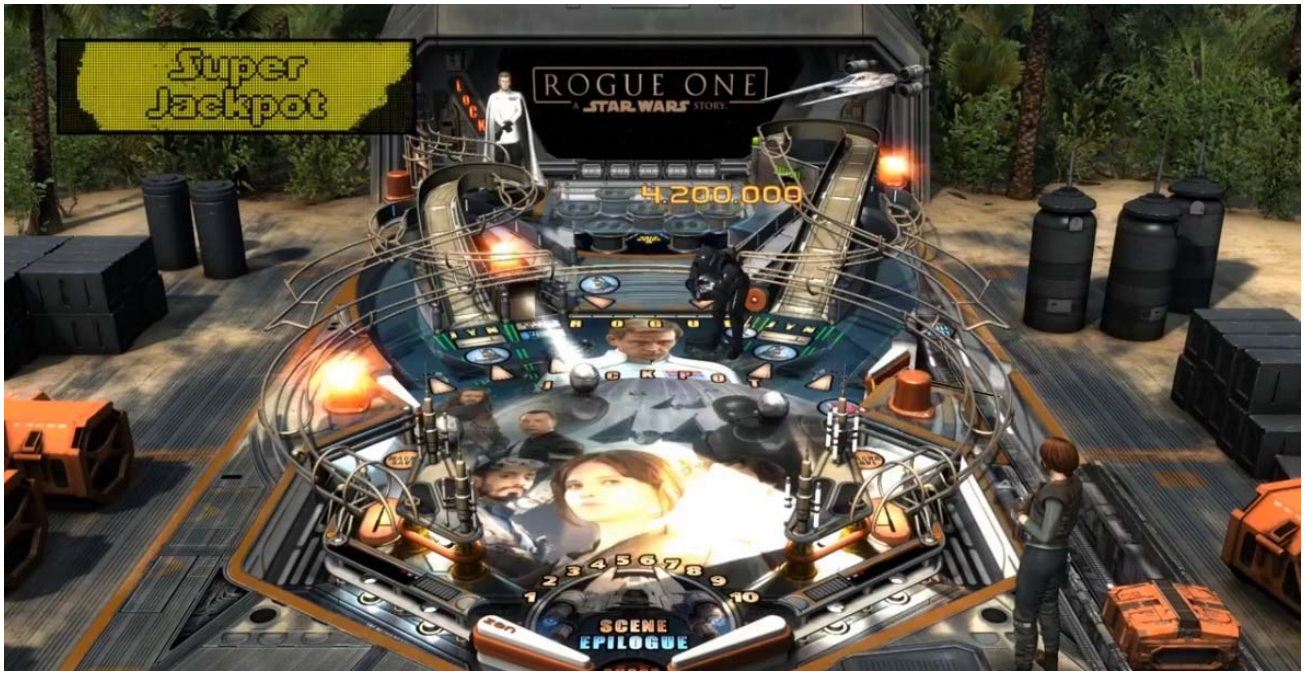
Repeat either of the above processes again until 3 Balls have been locked. Once done, the Multiball Mode will begin.

Mode itself -

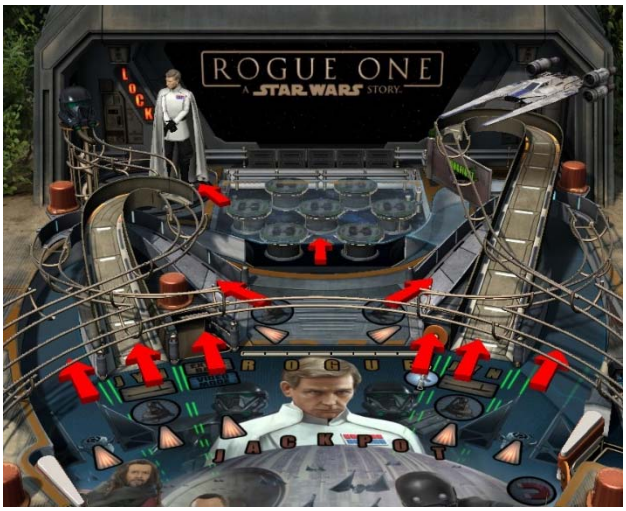
The 3 Ball Multiball will then begin & a Death Trooper will appear on the table.



Hitting the Death Trooper will collect the **Jackpot**. After that, another Death Trooper will appear, who will be a little faster, & will retreat after a few Blaster shots. Hitting this Death Trooper will grant you a **Super Jackpot**.



The major shots on this table will increase the **Jackpot** value, which must be increased to 1 Million points to relight the **Jackpot**.



Sending a Ball through the lock will increase the **Jackpot** value by 1 Million points.



Now if you push back the Dogfight Target (7) all the way back, this will in-turn increase the **Jackpot** multiplier. This means hitting the Target repeatedly in quick succession, since gradually over time the Target will move back into its position.

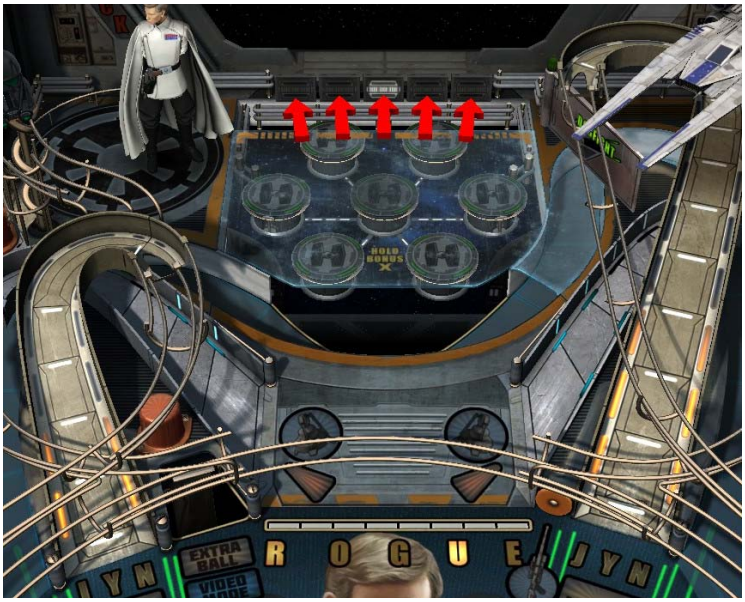


The Multiball Mode will continue as long as you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode.

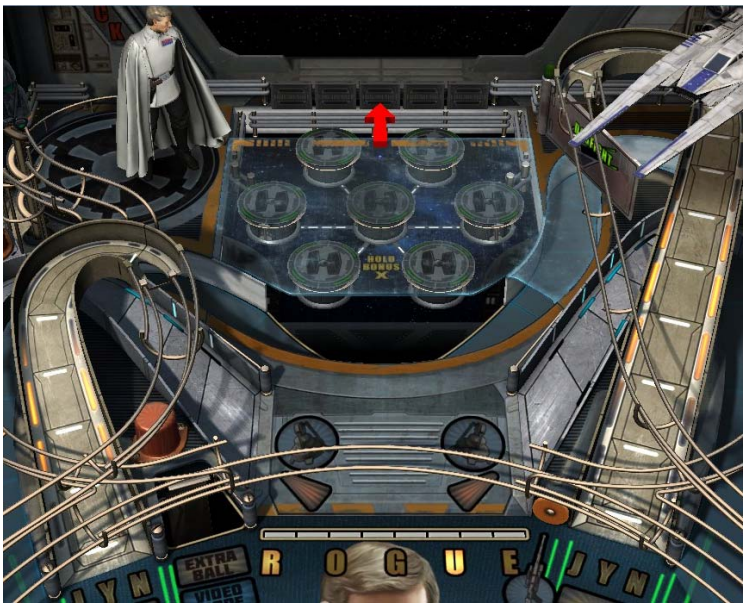
Movie Scenes

Completion of all 10 Movie Scenes will then allow access to the Wizard Mode.

To start a Movie Scene, you will need to hit all the “ROGUE” Targets.

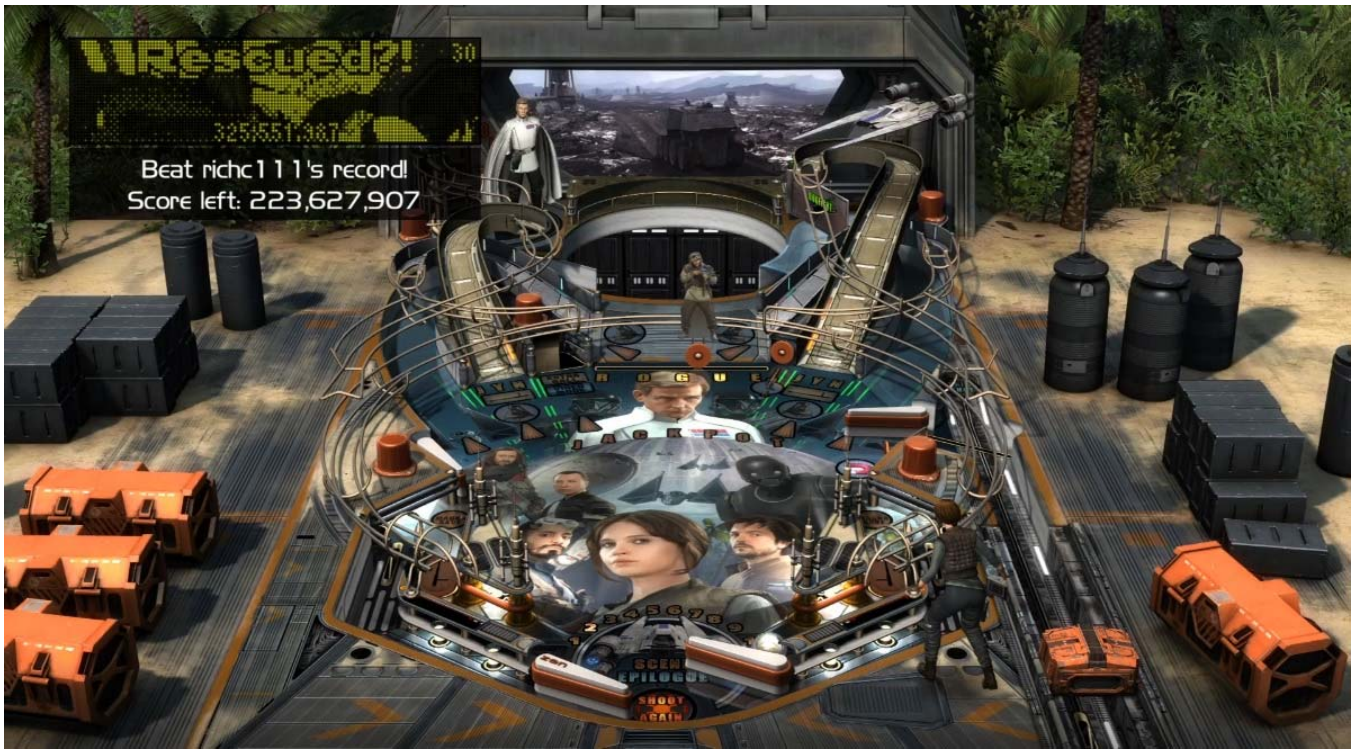


Note that there is always a flashing Target, this can be changed by pressing the Flipper Buttons while the Ball is in play. If you manage to hit the flashing Target, then the adjacent Targets will be lit up as well.



Scene 1 - Chapter 1 – Jedha - "Rescued" - *Timed*

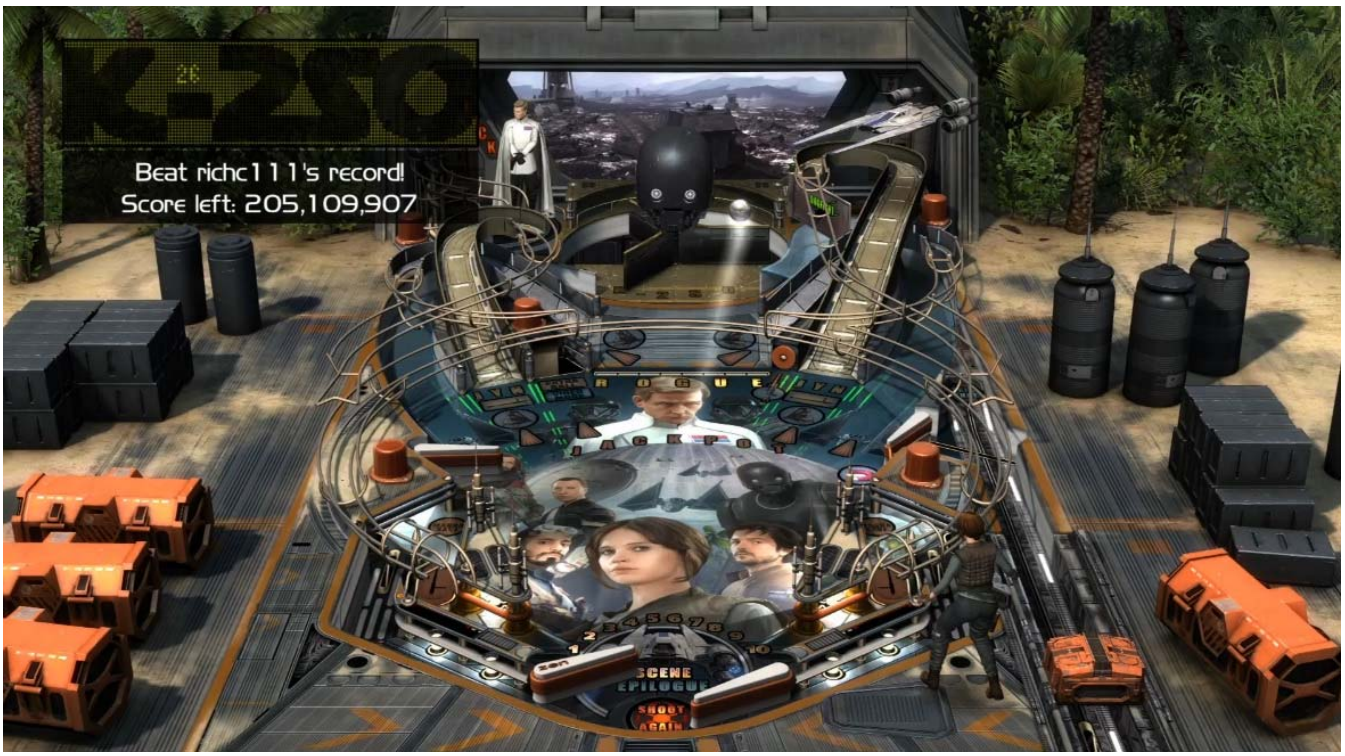
Upon starting this Scene, you will have 30 seconds to hit the flashing Target –



The Target will then move to another position. Hit it again, and now it will begin to swing from side to side. Hit it again. This must be done in the 30 second time limit, otherwise the Scene will fail.

Once the above is done. The timer will reset back to 30 seconds, & you must repeat the above process again.

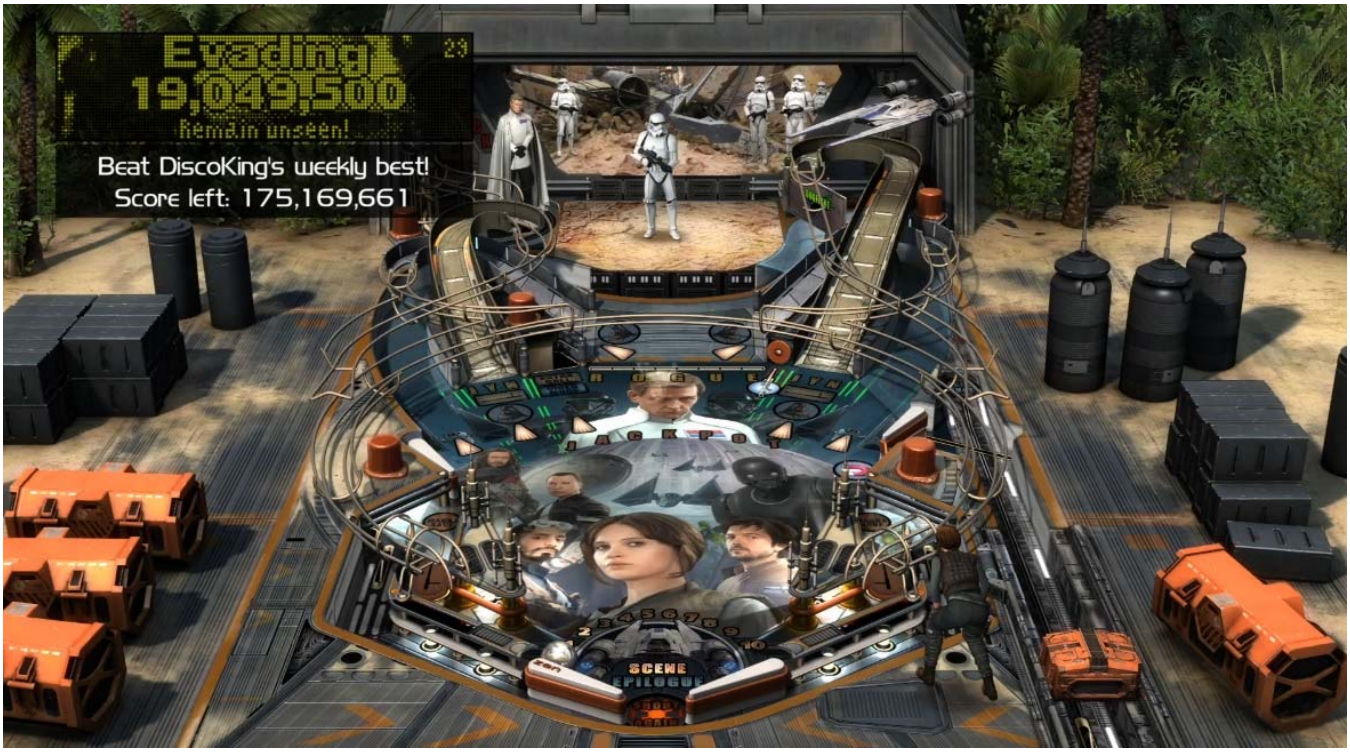
When that has been achieved, a huge K-2SO Spinner will appear.



The objective here is to rotate the Spinner enough times to fill all the K-2SO letters. Each time a letter is filled, the timer will reset back to 30 seconds. Try to hit the same side of the Spinner because if you change sides, instead of filling the letters, it will decrease them. The Scene is completed once all the K-2SO letters are filled.

Scene 2 - Chapter 2 - Jedha – "Evading the Patrols" - *Timed*

In this Scene, you will need to hit the flashing Lanes & avoid the unlit Lanes. The timer starts at 30 seconds, and you will add time back to it with every successful hit flashing Lane.

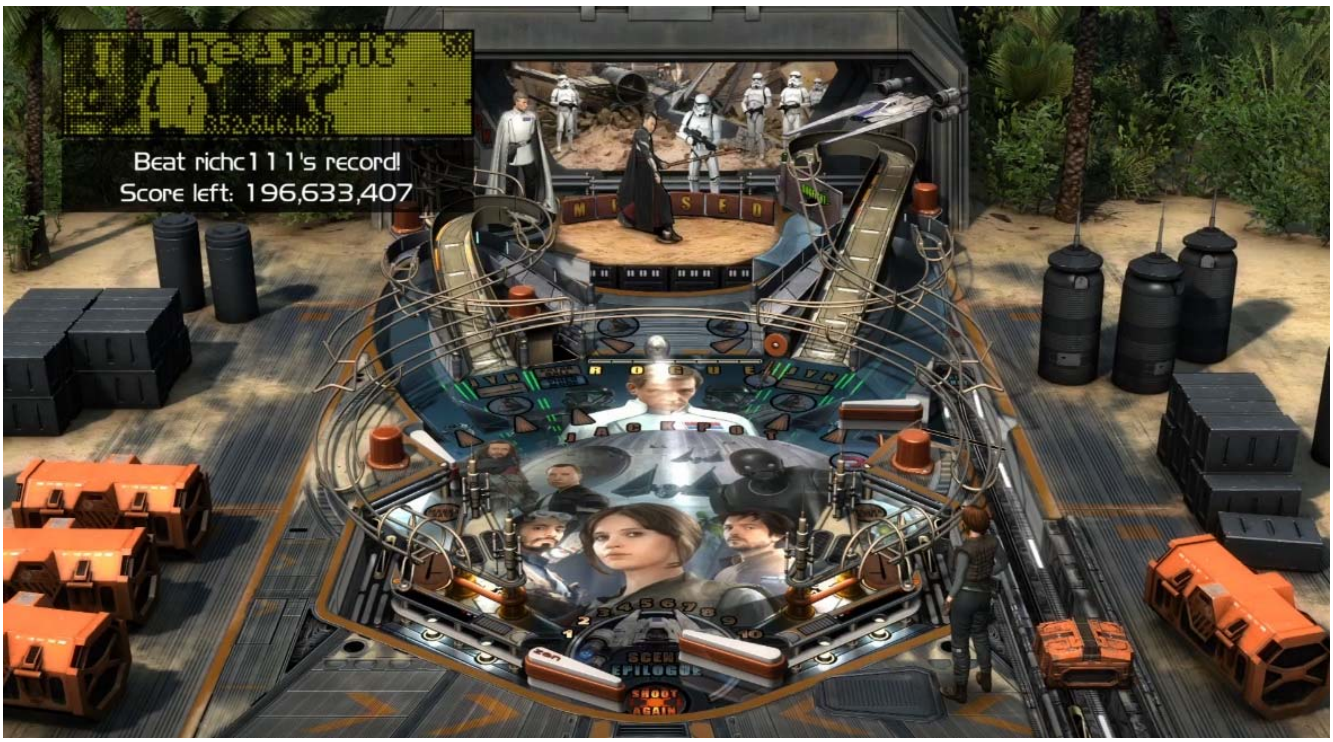


Once you have hit 4 flashing Lanes, the Scene will be completed.

Scene 3 - Chapter 2 – Jedha - "The Spirit of Chirrut" - *Timed*

This Scene will require you to hit the Chirrut Target at the right moment when he is lined up to hit the Stormtrooper. You will have a minute to do so.

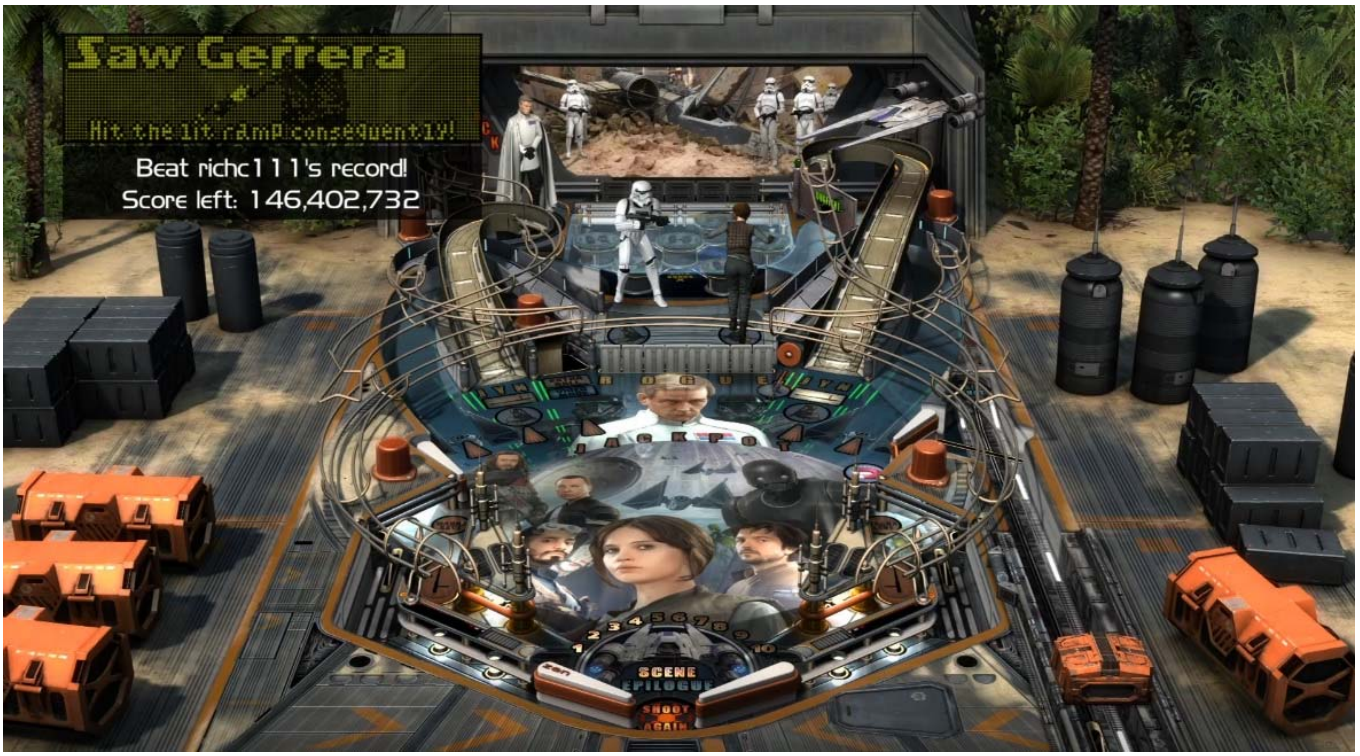
The Image below shows near about when to hit the Target.



If you hit the Target at the correct time. Chirrut will knock out the Stormtrooper, & the Scene will be completed.

Scene 4 - Chapter 2 - Jedha - "Saw Gerrera" - *Timed*

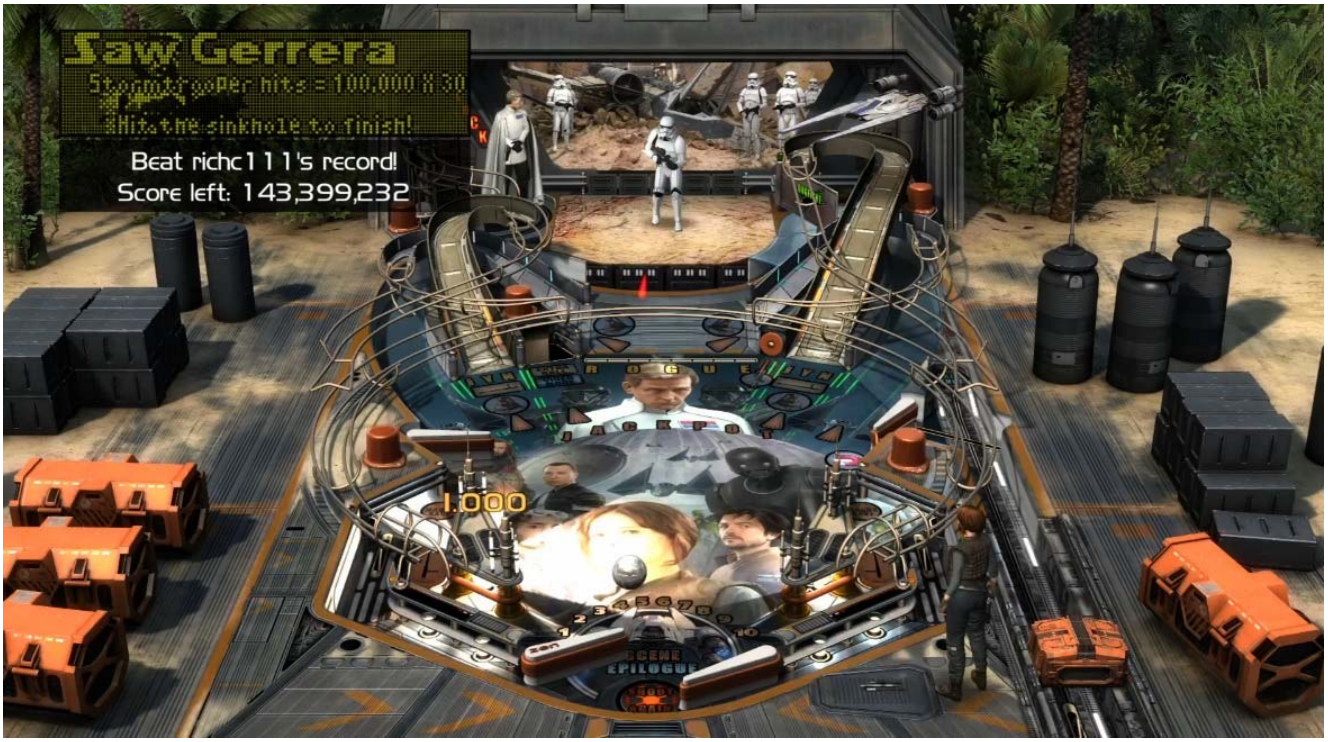
This Scene requires you to hit the Right Ramp (10).



Immediately after a short cut scene, hit the Ball into the Extra Ball Sink Hole (4).

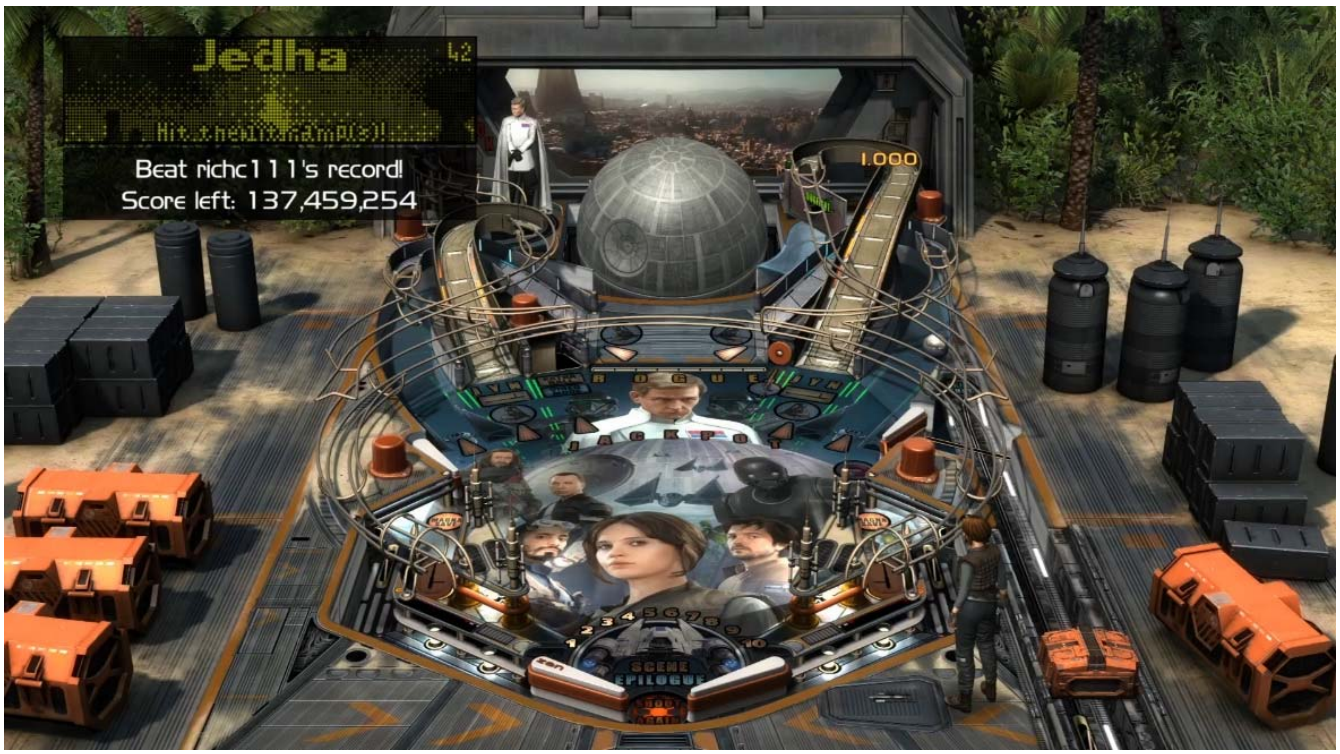


If you fail to hit that Sink Hole the first time. That Sink Hole will still need to be hit to complete the Scene.



Scene 5 - Chapter 2 - Jedha - "Escape From Jedha" - *Timed*

In this Scene, you will need to hit both the Cross Ramps – Left Cross Ramp (4) & Right Cross Ramp (8) to complete the Scene in 45 seconds.

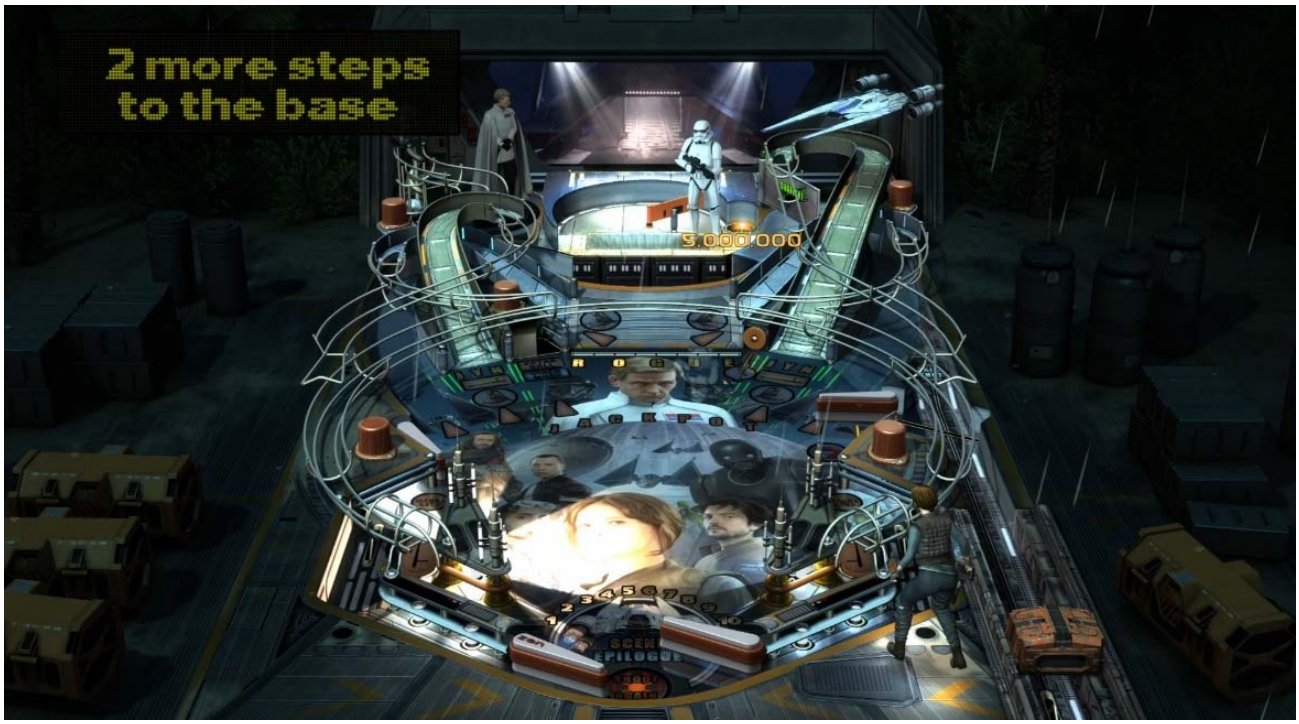


Scene 6 - Chapter 3 - Badu - "Sneaking into the base" - *Timed*

In this Scene, you will start with a timer of 60 seconds, which you must send the Ball with enough power up the middle of the playfield, so that is goes around the Stormtrooper and into the Sink Hole. The Dot-Matrix will show the state of alert that the Trooper is. The goal here is to sink the Balls behind him without alerting the Trooper.



The image below shows the Ball landing into the Sink Hole for the first time in the Scene.



After, some time will be added to the overall timer each time you sink a Ball into that Sink Hole. Repeat the above a further 2 times, & the Scene will be completed.

Scene 7 - Chapter 3 - Badu - "Almost Caught" - *Timed*

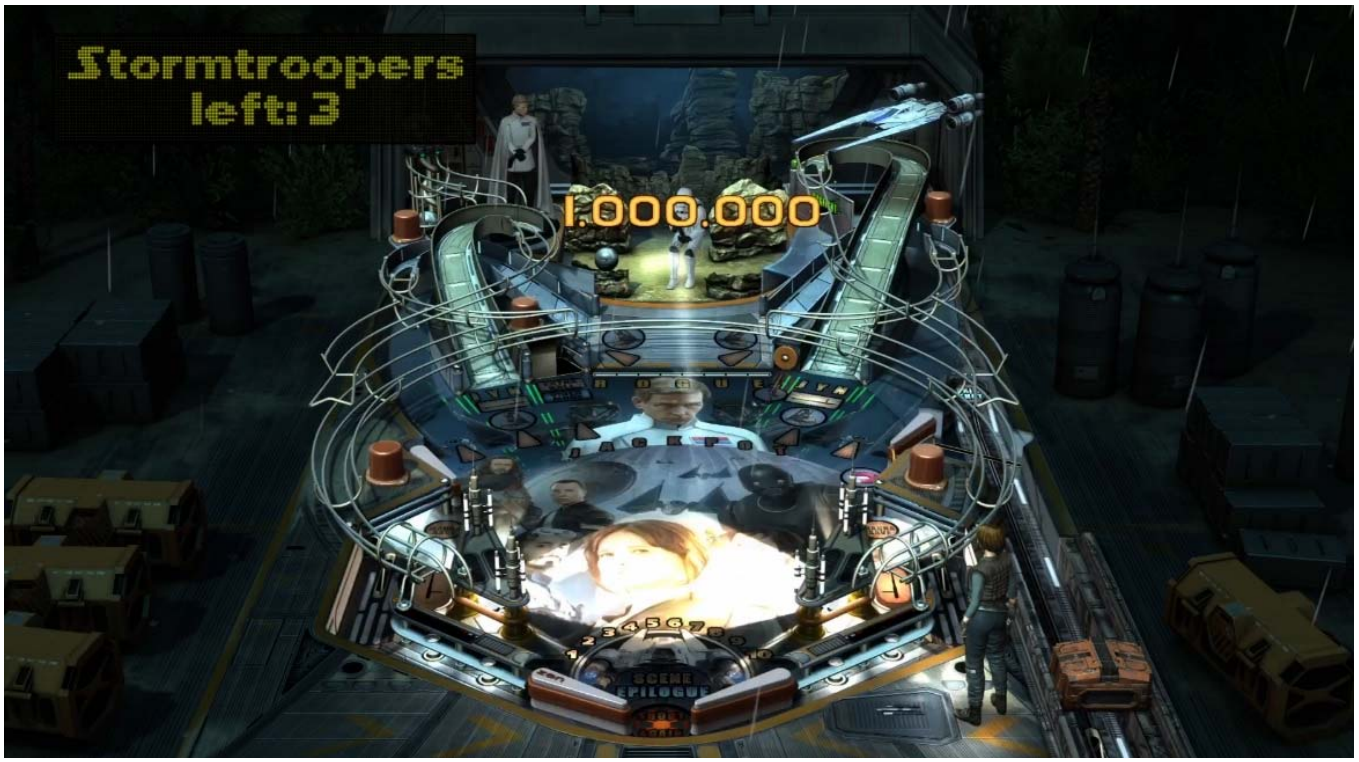
In this Scene, you will need to hit 4 Stormtroopers with the Ball before they escape. Each Trooper will move across to 3 areas, each time the Dot-Matrix will show a countdown of how long they will stay there for.



The Trooper will then move to another position, & the timer will begin counting down again.



You have until the Trooper has moved to 3 places, to hit the Ball at the Trooper. I find it easiest to try & hit the Trooper when in the middle (as shown in the image below).



Once you have hit a Trooper, the next set of Troopers will be harder to hit & will require you to hit them when they are in the middle. The below image shows the Trooper in the middle.



Once 4 Troopers have been hit, you will then have 20 seconds to hit the swaying Mining Ship Target a total of 3 times. Once done, the Scene will be completed. If you fail to hit any Trooper or the Mining Ship Target, the Scene will be failed.

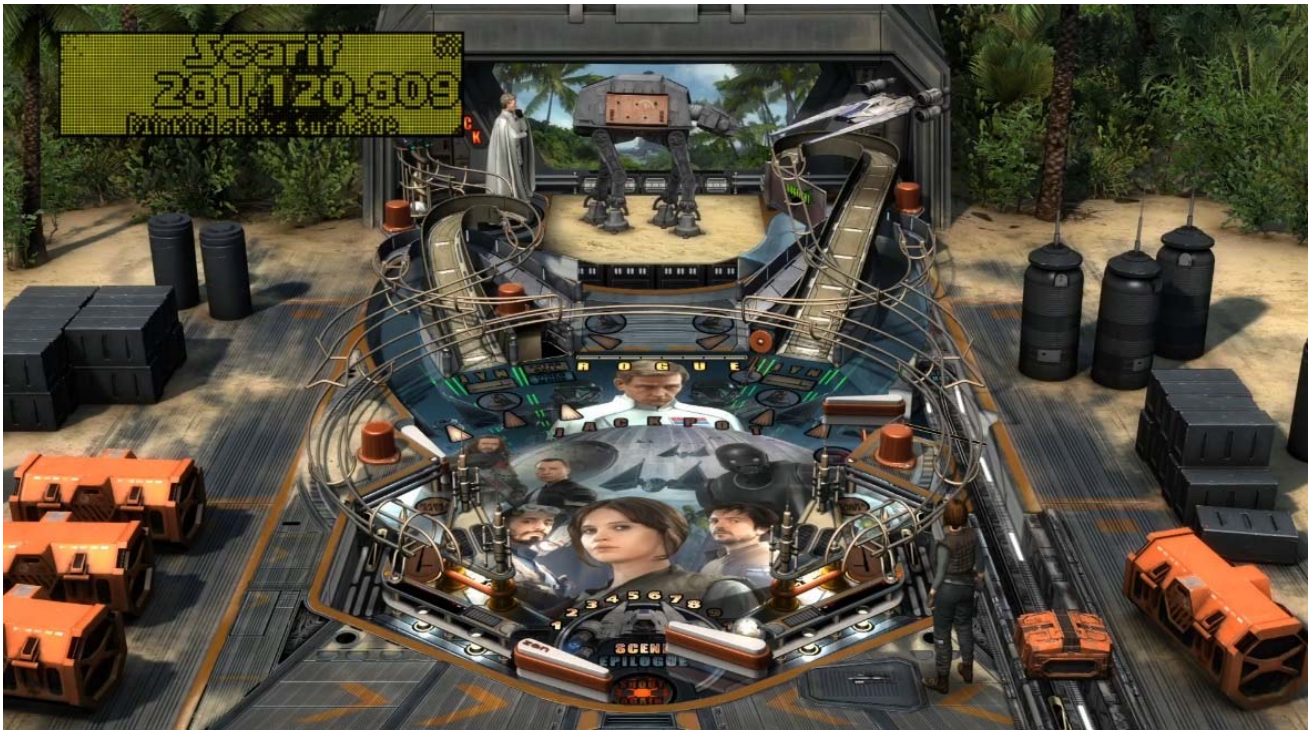


Scene 8 - Chapter 4 - Scarif - "Battle of Scarif" - *Timed*

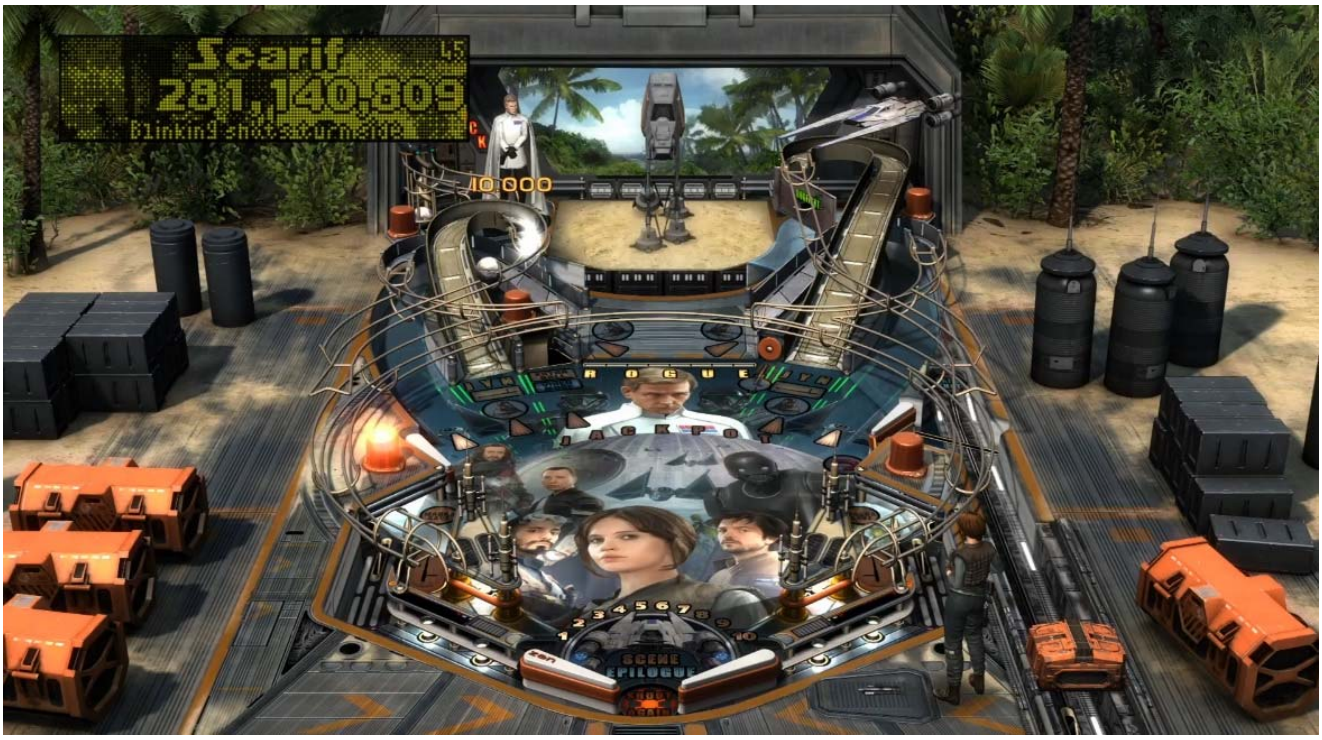
In this Scene, you will have 60 seconds to hit all the 5 "ROGUE" Targets. It won't be easy, since an AT-ACT will be moving in front of the Targets.



Now you can move the AT-ACT by hitting the flashing Lanes.



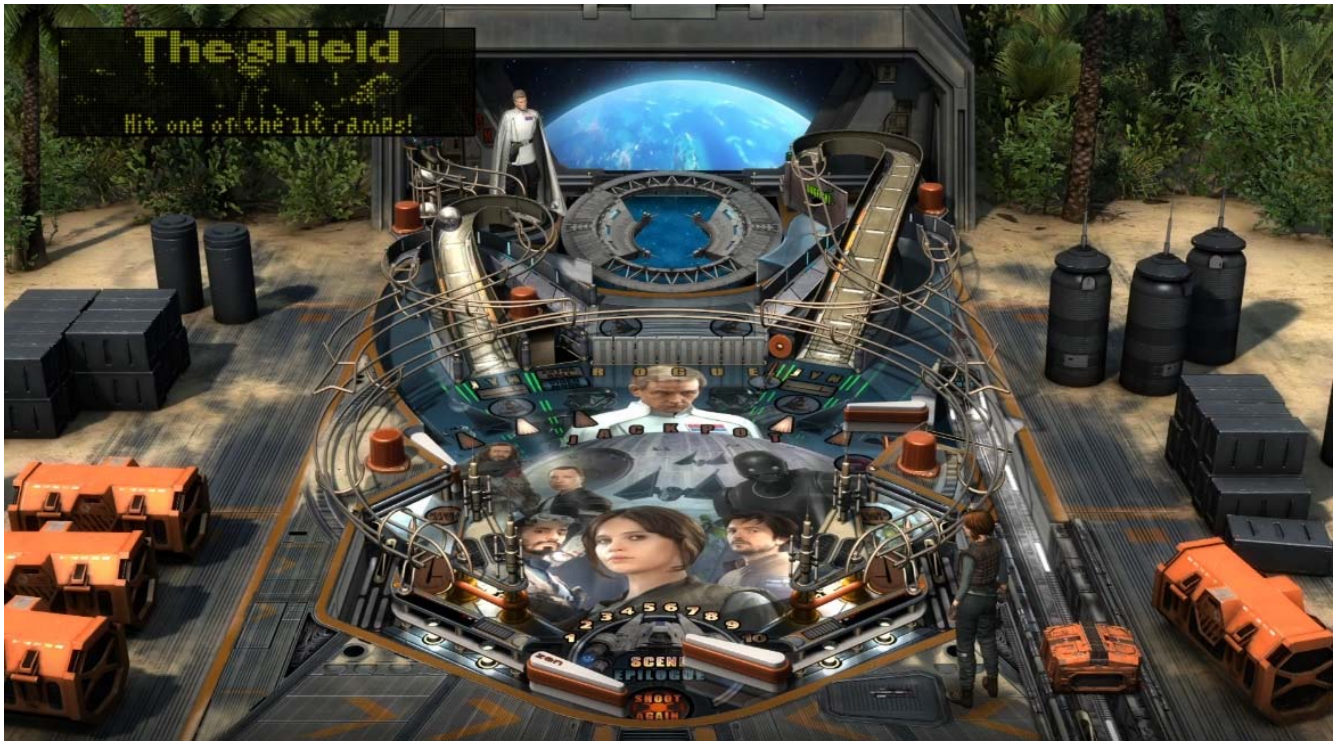
The below image shows what happens once the Extra Ball Sink Hole (3) was hit. As you can see, the AT-ACT has turned 90 degrees left. This allows for easier access to some of the “ROGUE” Targets.



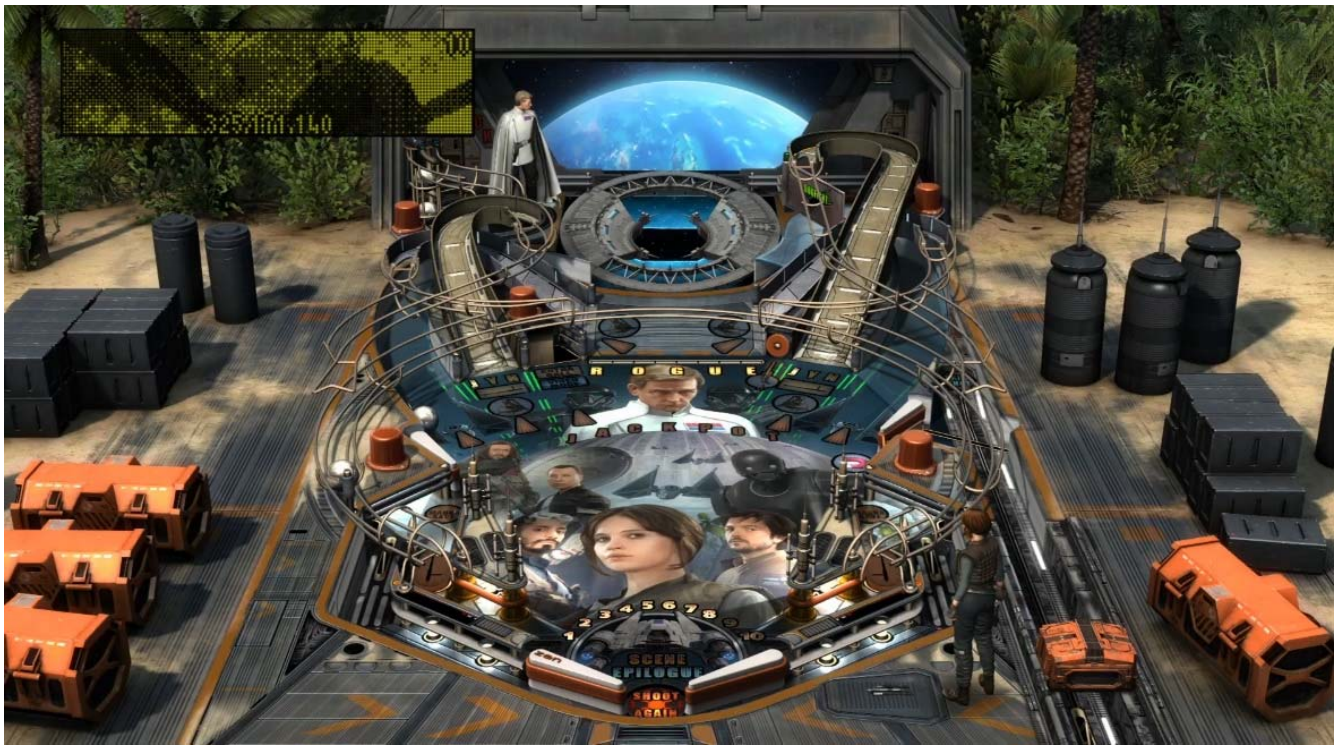
The timer will reset with every “ROGUE” Target that is hit. Once all those Targets are hit. The Scene will be completed.

Scene 9 - Chapter 4 - Scarif - "The Shield is Open" - *Timed*

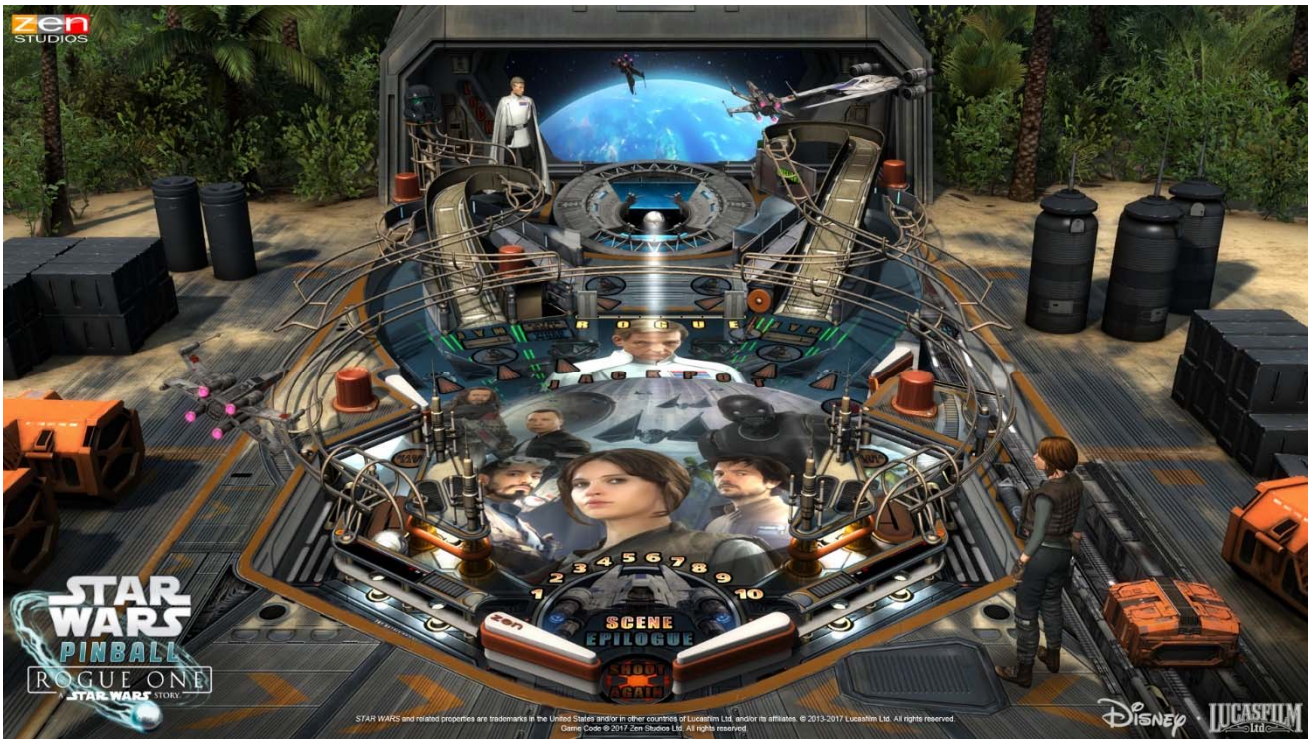
Upon this Scene starting, immediately you will be given a 2 Ball Multiball. Firstly, you will need to hit 1 of those Balls up either of these Ramps – Left Ramp (2) or Right Ramp (10). This will lower the Shields defences, allowing access to the Gate.



That Ball hit up either of those Ramps will then be held for 10 seconds. During these 10 seconds, using the other Ball, hit it up the middle into the unprotected Gate.



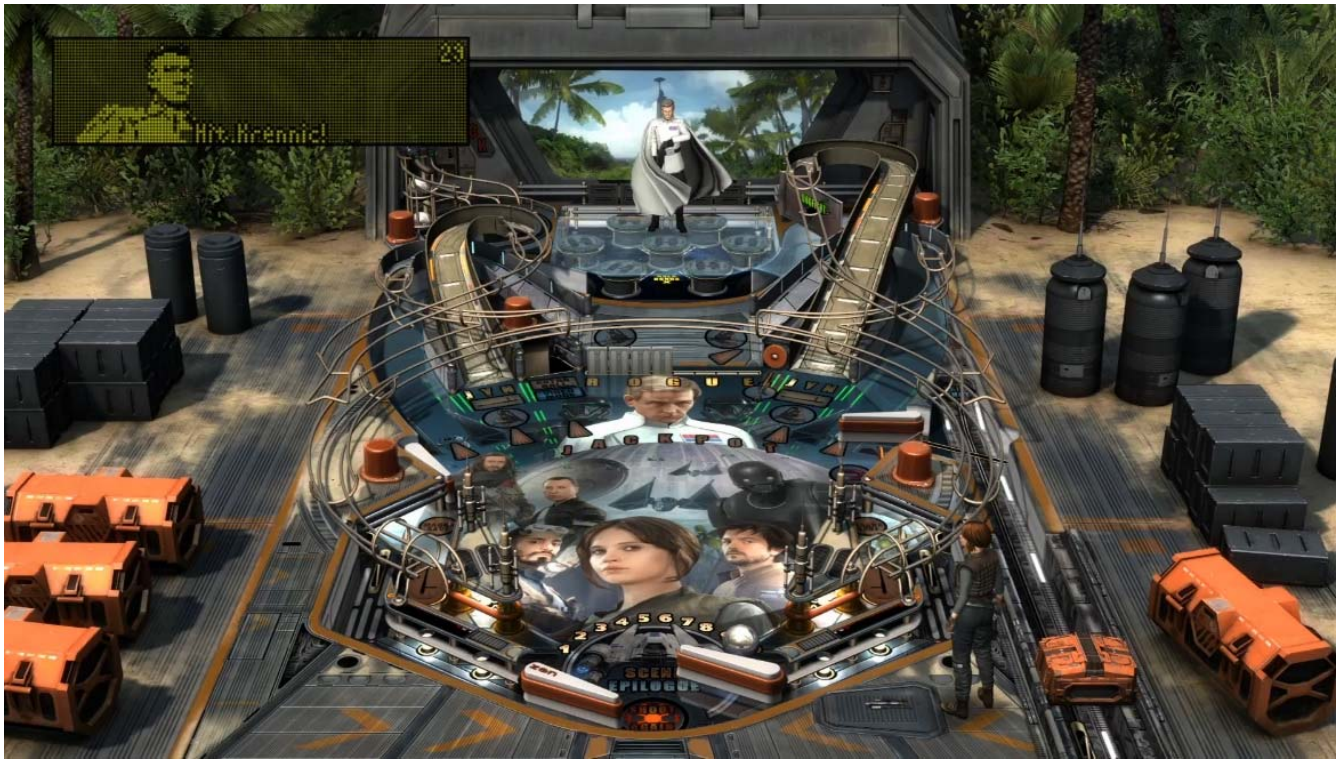
As the timer decreases, the Shield will begin reactivating. So, try to hit the Ball through the Gate as many times as possible.



Once the Ball has been through the Gate a total of 6 times, the Scene will be completed.

Scene 10 - Chapter 4 - Scarif - "The Fall of Krennic" - *Timed*

This Scene will require you to hit Krennic within a 30 second time limit. You will notice a Shield will be moving across the centre blocking access to Krennic. So, you will need to time you shot carefully, as this can lead to unwanted Ball Drains.



Once that is achieved, the timer will reset & you must hit him a further 4 times to complete the Scene.



The Shield will also move faster after each successful Krennic hit. Therefore, it will become harder to time your shots.

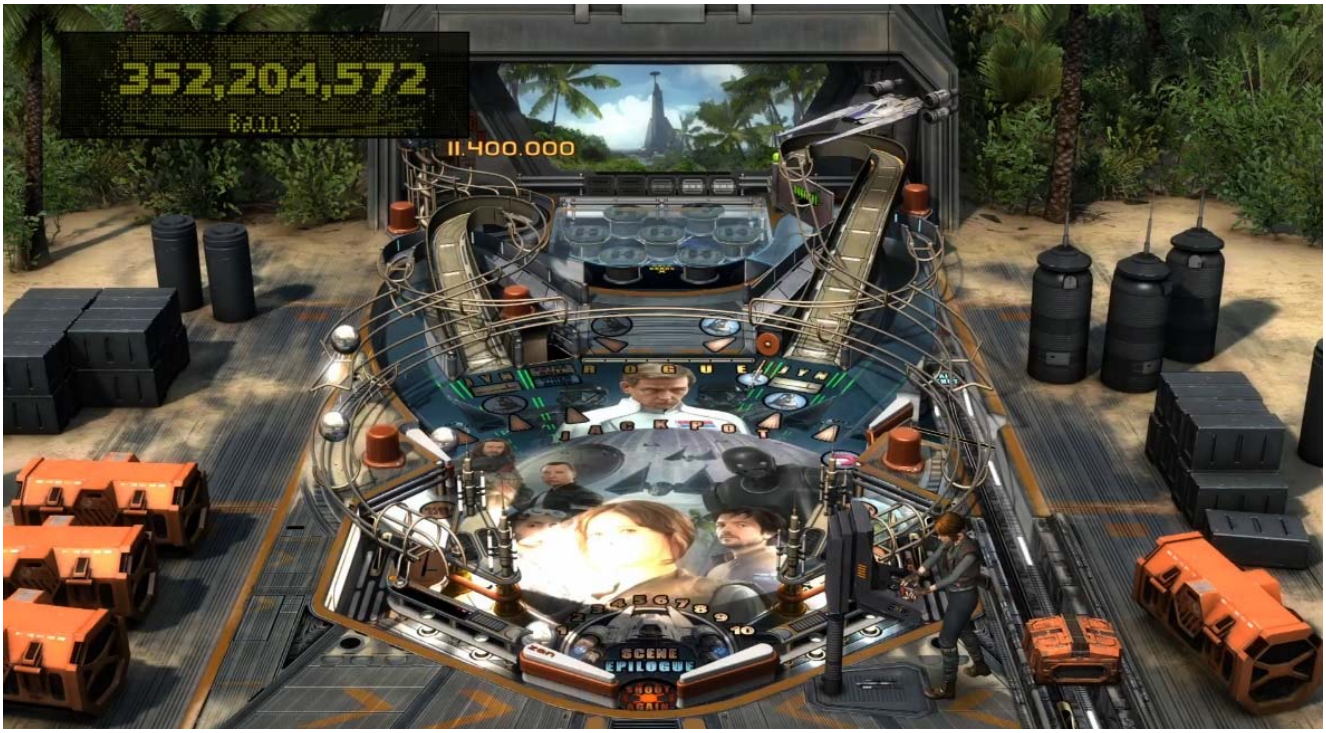
Wizard Mode – Epilogue "Transmitting" *4 Ball Multiball*

This Wizard Mode is available to start once you have completed all 10 of the Movie Scenes.

To start-up the Wizard Mode, just repeat the same process you had been doing to start the Movie Scenes previously.

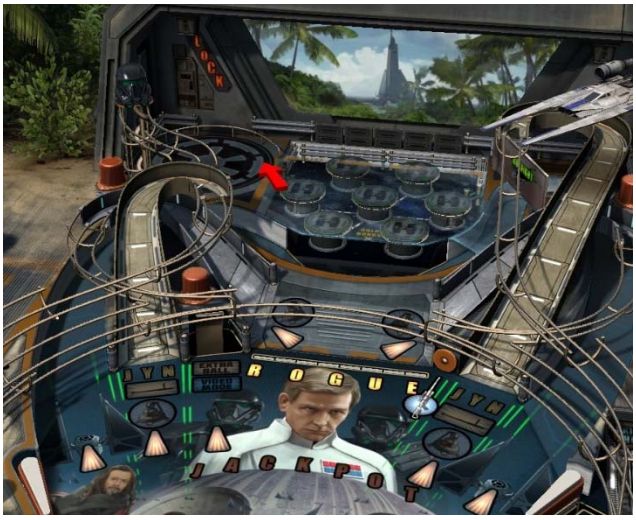
Wizard Mode:

In this Wizard Mode, you will be given a 4 Ball Multiball. The goal here is to just repeatedly hit the flashing "JACKPOT" Lanes to score **Jackpots**.



Note that the highest scores of the completed Movie Scenes will determine the **Wizard Jackpot** value & the overall scoring of this Wizard Mode.

The huge **Jackpot** can be collected with a shot at Krennic Target (5)



Repeat the above to gather as much Points as possible before the Wizard Mode ends.

The Wizard 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.
The Table will also **reset**.

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

"I'm one with the Pinball. The Pinball is with me.!!!"

Yours
ShoryukenToTheChin