Solo Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Corellia Saucer
2. Mimban Orbit
3. Vandor Lane

***Note - In the in-game Table Guide the Roto-Target term refers to the mechanically rotating Target, which is located within the Vandor Lane (3). Hitting the Chewie Lock Target (4) will turn the Roto-Target only when it is not already in the Jump-Ramp state. ***

4. Chewie Lock Target
5. Side Ramp
6. Left Kessel Ramp
7. Centre Drop Target
8. Right Kessel Ramp
9. Captive Lock Target
10. Beckett Sink Hole
11. Spiral Ramp
12. Reverse Scoop / Right Orbit

***Note – (12) is only the Right Orbit when the Lane is open for a combo shot or in certain game Modes. ***

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 off the Pinball FX3 (PS4) version of the Table on default controls. Some of the controls will be different on the other versions (Steam, 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.

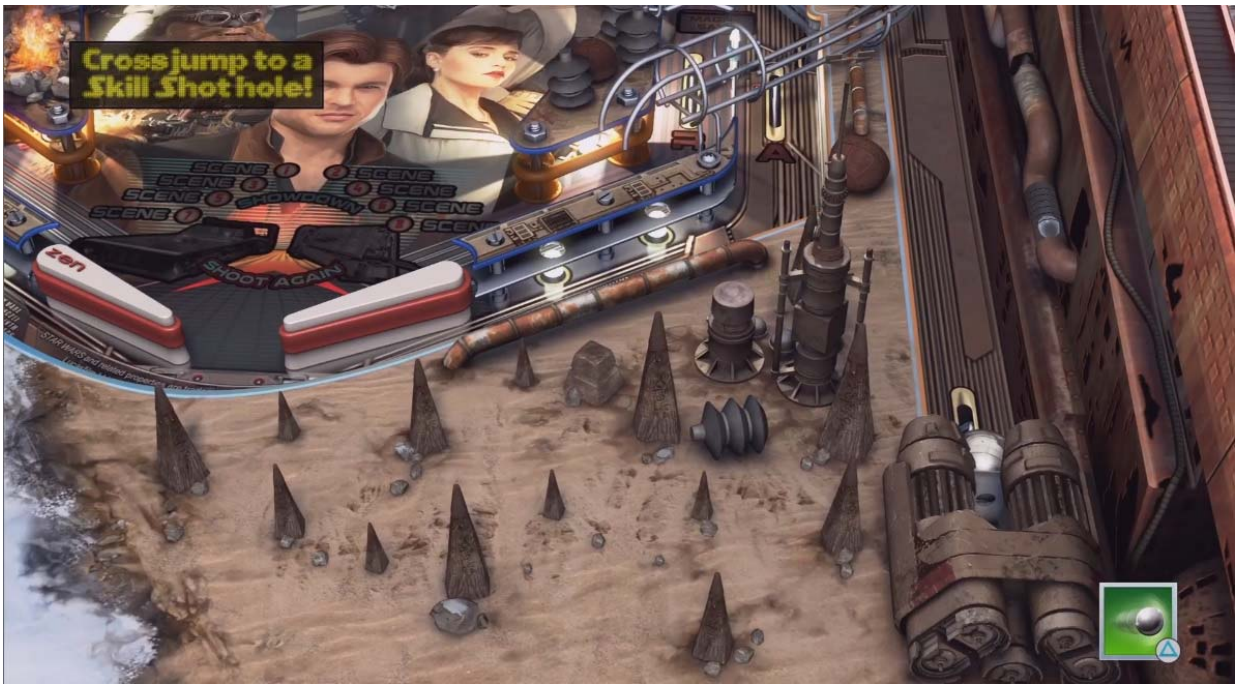
This new Star Wars Pinball Pack; which included such Tables as Solo, Calrissian Chronicles & Battle of Mimban.

This Table is of course the Star Wars: Solo; which is a Table that pays homage to the Blockbuster Film. The Table takes you through various scenes from the Movie itself. This is achieved via its many Modes, like the 8 Scene Modes which are ripped straight from the Film. The Artwork and Audio cues are spot on once again, adding that unique originality to the Table's Playfield.

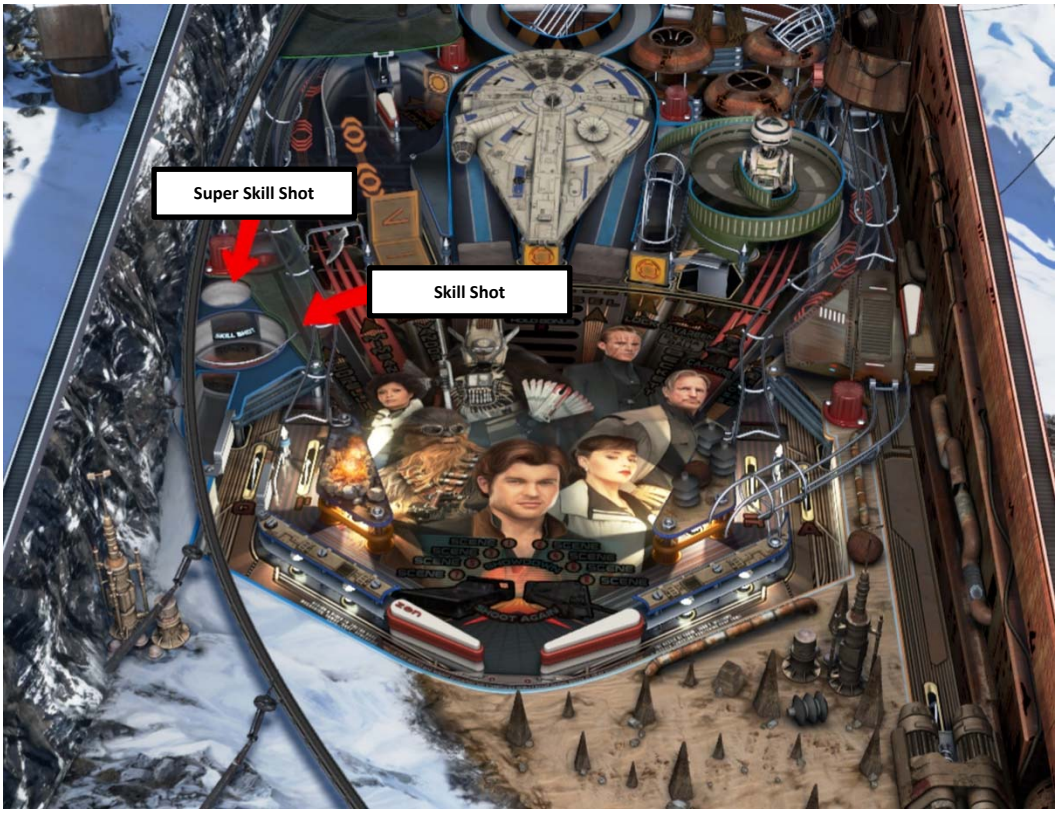
I hope my Guide will help you understand the Table better.

Skill Shot/Super Skill Shot -

Whenever the Ball gets in the Plunger Lane, you will need to send it out using correct strength (using the manual launch function) required for it to land in the Reverse Scoop (located in the Right Orbit (12).



Doing so, will divert the Ball to the Top Right Flipper. Now with that Flipper you have the chance to hit the Jump Ramp, doing so will give you the chance of landing the Ball into either of the 2 large holes on the opposite side of the Table. Landing the Ball in the smaller of the holes will result in a Super Skill shot being rewarded, otherwise for the bigger hole it will grant you a Skill Shot.



Super Skill Shot

Hit the Ball with the Top Right Flipper when it's at the position shown in the below Image.

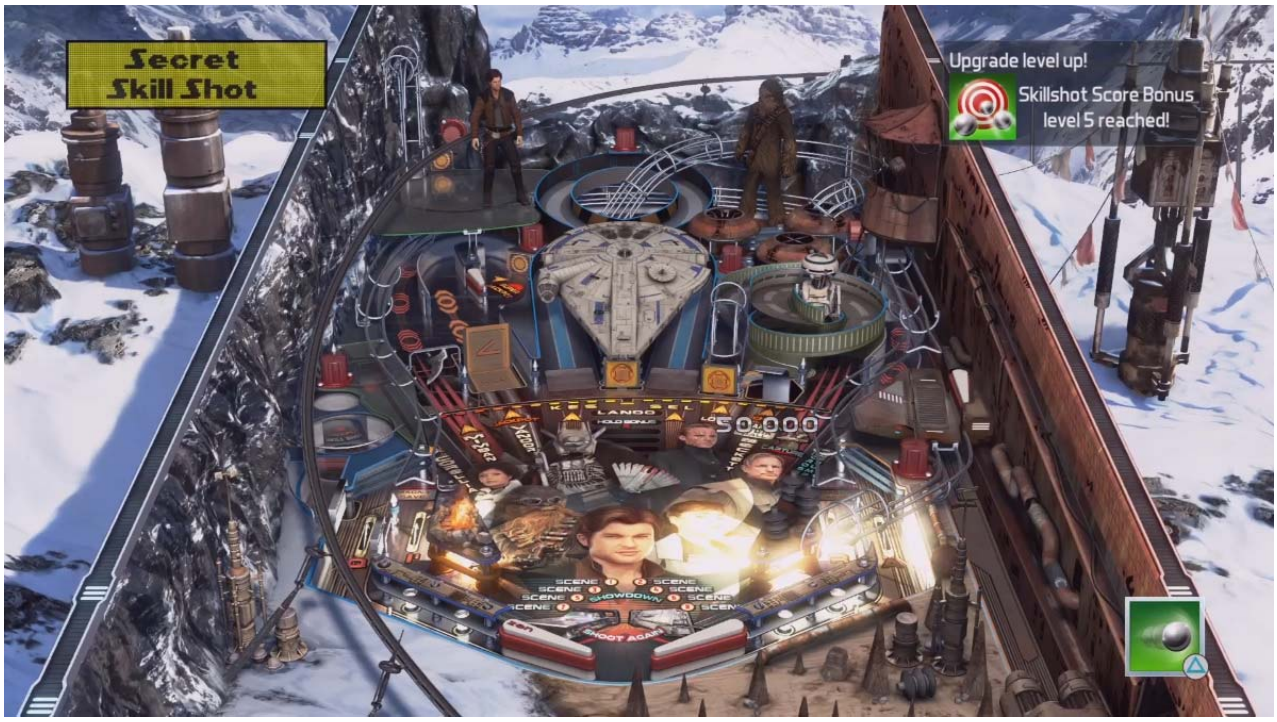


This should result in the Ball landing in the hole to collect the Super Skill Shot.



Secret Skill Shot

If the manually launched Ball reaches the Right Orbit (12) but rolls back to the right flipper. Shooting the Beckett Sink Hole (10) subsequently scores Secret Skill Shot.



This time the award is not necessarily a score. The Ball will be halted in the Sink Hole, and you will have 8 seconds to choose from random scores or a Main Game Mode to be lit. Use the Flipper Buttons to cycle through the awards and press the “Launch” Button to select your chosen award.



Magna Save & Ball Save

Magna Save –

To activate the Magna Save, you will need to collect all 4 of the "QI'RA" Rollover lights which are located on the In's & Outlanes.



******Tip - If you complete "QI'RA" with an "Q" or "A" (and you might think the Ball drains down through the Outlane), then a short Ball Saver will be activated, so don't waste your Magna Saves in vain. ******



When its activated pressing the "Launch" button will turn on the Magnets above the Inlane's magnetising the Ball thus saving it from draining. If the Magna Save is already activated, doing the above will instead stack another Magna Save – the stack limit is 3.

****Note – Any Magna Saves that have been activated will remain as such upon the Ball draining. ****

Ball Save -

Ball Save is temporary activated at the start of the many Game Modes.

****Note – This Ball Save will expire once its 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 Beckett Sink Hole (10) –



- ***Method 1***: *Lando Award;* look later in the section titled "Side Modes - Lando Awards" for information on how to get this **Extra Ball**.
- ***Method 2***: *Collecting a **Super Jackpot** award in the Big Duo Multiball Mode;* look later in the Guide under "Main Modes – Big Duo Multiball" section for information on how.
- ***Method 3***: *Defeating Enfys Nest during Conveyex Robbery;* look later in the Guide under "Main Modes – Conveyex Robbery" section for information on how.
- ***Method 4***: *Performing 3 successful cross jumps;* look later in the Guide under "Multiplier" section for information on how.
- ***Method 5***: *Achieve an Ultra Combo;* below this page you will find an explanation on how to achieve this. The short answer is you need to perform an 8-way combo to get this **Extra Ball**

Combo shots

A combo shot is when you hit Lanes successively (hitting another Lane immediately after successfully hitting one previously).

There are many 3-way combos, worth 3 Million Points each:

Consecutive Corellia Saucer (1), Mimban Orbit (2), Vandor Lane (3), Side Ramp (5), Left Kessel Ramp (6), Right Kessel Ramp (8), Right Orbit (9), Reverse Scoop (12) and – after the latter were hit in the combo – the Right Orbit (12) during single-Ball play are counted as Combos.

4-way combos worth 4 Million Points (7 Million Points since it includes a 3-way combo), and 5-way combo will score 5 Million Points, 6-way combos (Super Combo) 6 Million Points, and 7-way combos (Master Combo) 7 Million Points & 8-way combos (Ultra Combo) 10 Million Points. Once an Ultra Combo is achieved an **Extra Ball** will be made available at the Beckett Sink Hole (10).

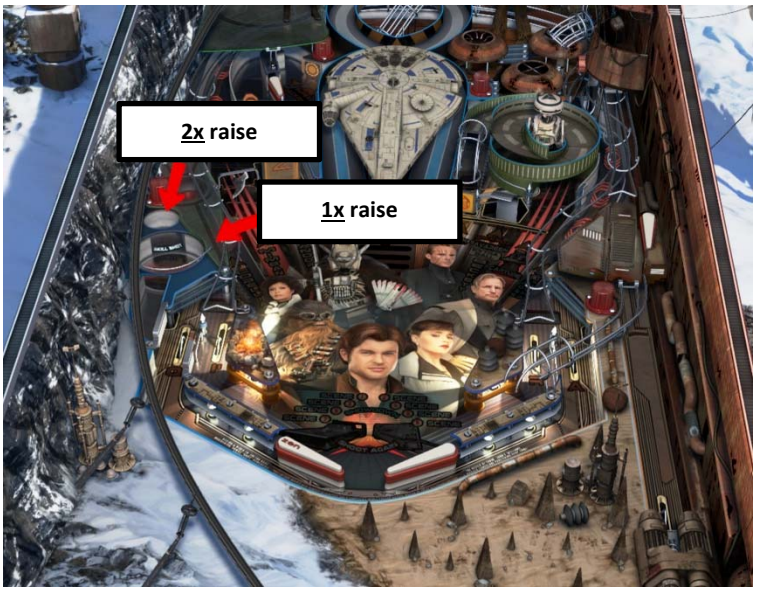
Moreover, the base value of all combo shots will be increased by 1 Million Points with each Ultra Combo till it reaches 10 Million Points. Losing a Ball will reset the value.

Raising the Multiplier

To raise the Multiplier on this Table you will need to do the following; You will need to hit the Ball into the Reverse Scoop (12) during mono Ball (outside Multiball) gameplay and not while a combo is underway.



Doing so, will divert the Ball to the Top Right Flipper. Now with that Flipper you have the chance to hit the Jump Ramp, doing so will give you the chance of landing the Ball into either of the 2 large holes on the opposite side of the Table. Landing the Ball in the smaller of the holes will result in the Multiplier level raising by 2x, otherwise for the bigger hole it will raise it by 1x.



You can also increase the Multipliers by collecting the corresponding award from the Lando Awards, and if you gain the award for holding the Multipliers then they won't be reset upon the Ball draining. (look later in the section titled "Side Modes - Lando Awards" section).

End-of-Ball Bonuses

All major parts of the Table will award bonuses: when the ball is lost, the Table will be darkened, and flasher lamps will indicate, which part gives the specific bonus (appearing on the Dot-Matrix).

- ***Scam bonus*** – for Corellia Saucer (1) hits (spelling out the name of the Corellia).
- ***Buck private bonus*** – for Mimban Orbit (2) hits (spelling out the name of the Mimban).
- ***Heist bonus*** – for Vandor Lane 3) hits (spelling out the name of the Vandor).
- ***Pilot bonus*** – for Left Kessel Ramp (6) & Right Kessel Ramp (8) hits (spelling out the name of the Kessel).
- ***Deserter bonus*** – for Side Ramp (5) hits toward the bumper area (toward the Penal Pit).
- ***Crook bonus*** – for Beckett Sink Hole (10) shots (spelling out the name of Beckett).
- ***L3-37 bonus*** – for Spiral Ramp (11) shots and locking Balls (starting the Revolt Multiball).
- ***Jumping bonus*** – for cross-jumps via the Reverse Scoop (12).

Side Game Modes

- **Lando Awards–**

If you hit the Centre Drop Target (7) in front of the Millennium Falcon twice within a short time,



Lando will pop up as a cardboard Target for a few seconds,



Meanwhile a list of different awards will appear on the Dot-Matrix Display. With every split second the pointer of the display will point to the next award, and if Lando is hit with the Ball, the selected award will be earned. The selection is pretty random because of the speed of the pointer.

******TIP*** – The selection process can be slowed down. If there is at least 1 Ball in the lock, this becomes a captive Ball and takes the place of the Drop Target. There is a hidden hole under the Millennium Falcon: when the captive Ball is hit with enough strength, it will land in that hole, and you can get the mystery award for more time and slower selection speed. If there are 2 Balls in the lock, then selecting the desired award will be much easier using the same method. ***

Awards available include:

- **Fast Lock** (an additional ball will pop up from the award hole).

- **Light** **Extra Ball** (**Extra Ball** will be lit at the Beckett Sink Hole (10)).

- **Slow-mo jump** (when the Ball hits the Reverse Scoop (12) the game enters into a slow-mo mode making the cross jump shot easier).

- **Spinner Millions** (the revolutions of the Spinner will be worth Millions till the Spinner stops).

- **Hold Multipliers** (the End-of-Ball Multipliers will be held to the next Ball).

- **+1 Bonus X** (the End-of-Ball Multipliers will be increased).

- **+1 Jackpot Multiplier**.

- **Magna Save** (Magna Save will be activated or stacked).

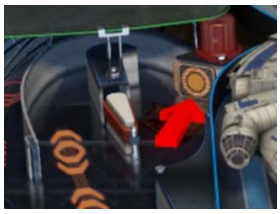
- **10.000 points** (it will be increased by 10.000 whenever it is collected till Ball is out).

Multiball Modes –

- ## Big Duo Multiball *2 Ball Multiball Mode*:

Activation –

You will first need to get the Roto-Target (located at the entrance of the Vandor Lane (3)) into the Jump-Ramp position. This is done by first hitting the Chewie Lock Target (4).



Now the Roto-Target will be switched to the Jump-Ramp position, and the target on the platform near Solo will move into position.



You will have a few seconds to hit the Jump-Ramp via the Vandor Lane (3) so that the Ball hits the Target on the upper left platform. If you manage to hit the Target, then Solo will catch the Ball and throw it to Chewie. At this stage, 1 Ball will be locked.

Repeat the above process again, and once 2 Balls are locked the Multiball will begin.

Mode itself -

The 2 Ball Multiball begins; at the start of the Mode the Balls will roll down into the Bumper area. The number of Bumper hits will in-turn determine the value of the **Jackpot** & **Super Jackpot** scores. The **Jackpots** will be available at the Sink Holes – via the Vandor Lane (3) & Beckett Sink Hole (10).



Once both of those **Jackpots** have been collected. **Super Jackpot** will become available for collection at the Bumpers via the Side Ramp (5).



Since the way to the Bumpers is via the Roto-Target, the latter gives only 2 chances to get the Ball to the upper Left Flipper and to collect the **Super Jackpot** with a precisely timed hit. Collection of **Super Jackpot** will also light **Extra Ball** for collection at the Beckett Sink Hole (10)

This Multiball Mode will continue if 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 Scene Modes

The chronological order of the film is represented on the playfield art of the Table since the Lanes from left to right will start the events from the beginning to the end. You can start any of the Modes whenever you want, however the Wizard Mode (Final) – of course – will be available only if all Movie Scene Modes have been completed.

Scene 1 "Speeder Chase" *Timed*

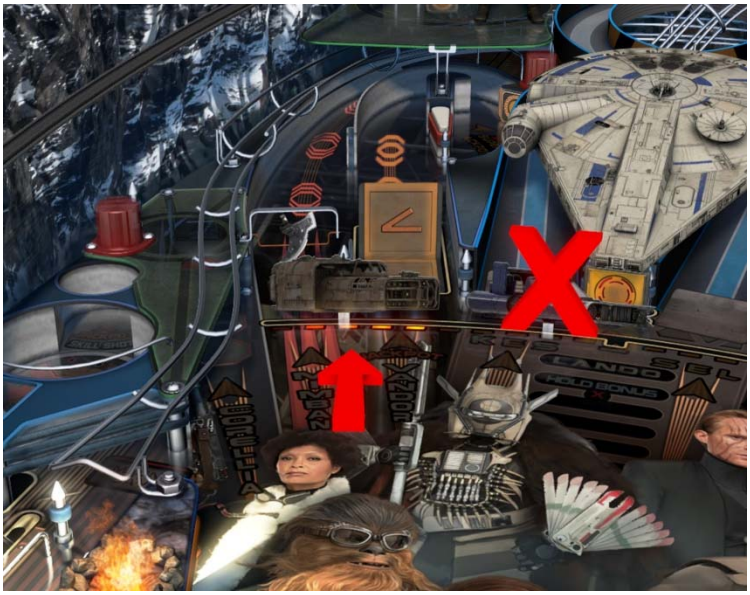
Activation –

You will need to send the Ball into the Corellia Saucer (1) several times to collect all the letters of "CORELLIA" (displayed on the Dot-Matrix each time a successful Saucer shot is made).



Mode itself -

In the 1st round Solo's Speeder will pop up as a swinging target, and it flies across the table (left to right) chased by Moloch's Speeder (Enemy).
These swinging Targets will appear periodically and at a high pace, so it will be hard to hit them. Hitting the enemy Speeder will add time while hitting Solo's Speeder will decrease the time and the gap between the two vehicles. Each successful hit to the enemy Speeder will also increase the rate at which the Speeders will fly across the Table playfield.



Once you have gained enough distance from the rival gang, the 2nd round will begin with an Imperial Police Speeder. Win that battle to complete the Scene.

Scene 2 "Recruited" *Timed*

Activation –

You will need to send the Ball around the Mimban Orbit (2) several times to collect all the letters of "MIMBAN" (displayed on the Dot-Matrix each time a successful loop shot is made).



At the same time the revolutions of the Spinner (located at the entrance of the Orbit) will increase the "uncovered enemy time": this is the time while the Mimbanese soldiers will remain uncovered during the Recruited Mode itself.

Mode itself -

Once this Mode begins; a Mimbanese Soldier Drop Down Target will appear, but only for a few seconds, then after dropping down it will reappear shortly after at a different place.



When the Target is hit, it will remain on the Playfield, but it will swing to another place, where it will try to hide again. When hit again, it will swing constantly for a longer period of time – since he is trying to flee. After the finishing that shot, 2 other Mimbanese Soldiers must be hunt down in the same way to finish the Mode.

Scene 3 “Beckett” *Timed*

Activation –

You will need to send the Ball into the Beckett Sink Hole (10) several times to collect all the letters of “BECKETT” (displayed on the Dot-Matrix each time a Ball is successfully hit into the hole).



Mode itself -

This is a stealth mission. You must avoid certain lanes which are illuminated by a search light. If you hit one of these Lanes it will cause the AT-DT to fire and this will also raise the alert level. If 4 shots are missed the Mode will fail.



A Beckett cutout appears in this Mode, which you must avoid hitting it. Actually, this cutout will show the progress of the Mode since it moves more and more closer to the AT-Hauler depending on your performance. If Beckett is hit, it will instead take a backward step in the overall progress.

Scene 4 "In The Pit" *Timed*

Activation –

You will need to send the Ball up the Side Ramp (5) towards the Bumper area.



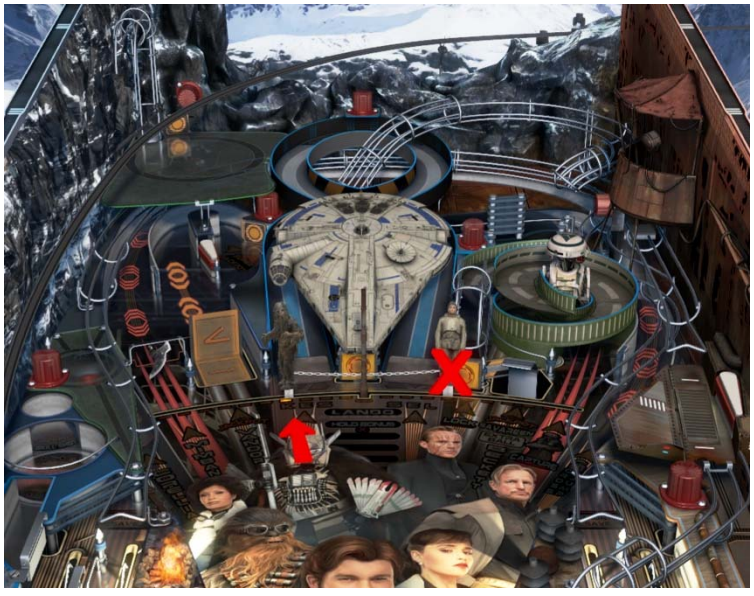
The Ball will need to hit the Bumpers a certain amount of times (displayed on the Dot-Matrix each time they are hit) until the Mode activates. Repeat the process as needed.

Mode itself -

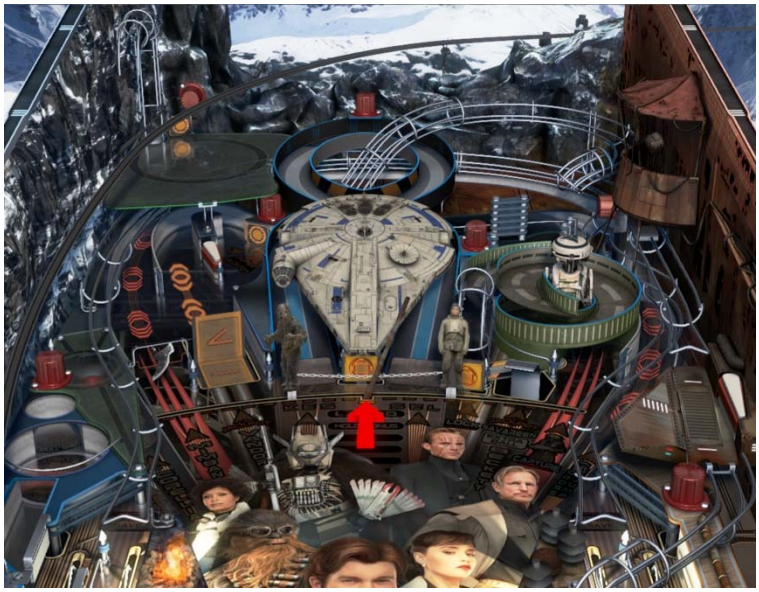
Both Solo & Chewie will appear as swinging Targets.

This will be a 3-round Mode:

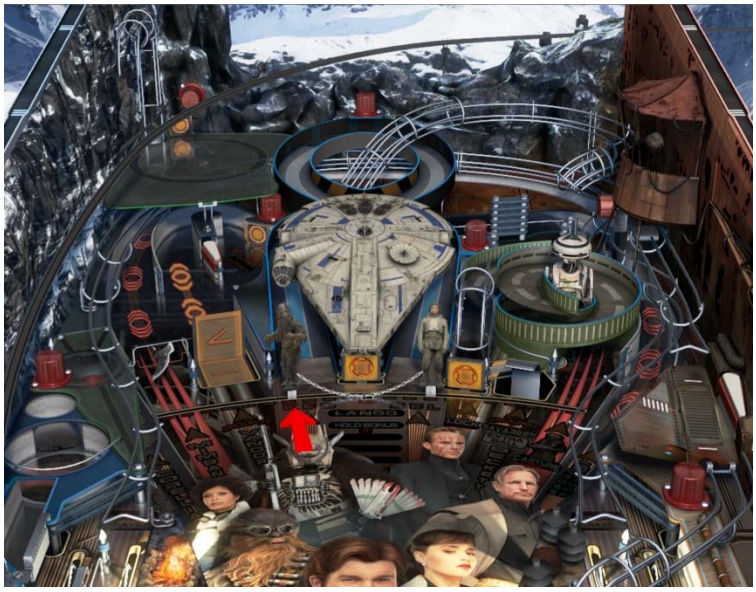
1. Chewie (Left) & Solo (Right) are chained to a pole on the right. Chewie has to be hit with the Ball during the fight, since Solo must be the winner. In the end the pole will be loosened a bit.



2. Now, the pole must be hit, and it has to be destroyed completely.



3. Lastly you must get them out of the pit. They must work as a team, so, they both must be hit in turns until the Mode is completed.



Scene 5 "Conveyex Robbery" *Timed*

Activation –

You will need to send the Ball up the Jump-Ramp (when the Roto-Target is in that state) via the Vandor Lane (3). The Conveyex will pass by a few times as the Ball gets to the track and letters are collected. Once all the letters of "VANDOR" (displayed on the Dot-Matrix each time a successful shot is made) the Mode will begin.



Mode Itself –

Once the Mode begins; a Range Trooper will appear from the left side of the Table Playfield.



The 1st hit will determine the value of the hurry-up: hitting the Range Trooper as fast as possible will result in bigger scores. After this hit the Conveyex will reappear, and Beckett's AT-Hauler will be on its tail, at this point it will catch the Range Trooper's attention which causes him to begin an assault against Solo, who will take cover.

During this the Range Trooper will move towards Solo and hitting him with the Ball will halt him for a few seconds. If the Range Trooper gets too close to Solo, then Solo will flee the scene; resulting in failing the Mode. Now if you manage to repeatedly hit the boots then the Range Trooper will be unable to reach Solo, thus resulting in him drifting out from the Table: the Conveyex will pass by again on its track while the Range Trooper boots no longer hold him down safely. Then another Range Trooper will appear for the next round. When the last Range Trooper appears, the Conveyex will be split in half.

******TIP: if the upper body of the Range Trooper is hit by a well-aimed cross-jump shot, then it will worth 10 times more score and the Range Trooper will fall instantly. ******

******TIP: The way to the Roto-Target is blocked most of the time by the Range Trooper, however it is possible to hit it (and to get up to the railway) while a new Range Trooper arrives: in this case the starter countdown of the round will start from a higher value. ******

If you manage to make Solo hold out through the 3 rounds, then cardboard targets consisting of Enfys Nest gang members will pop up for a bonus round.

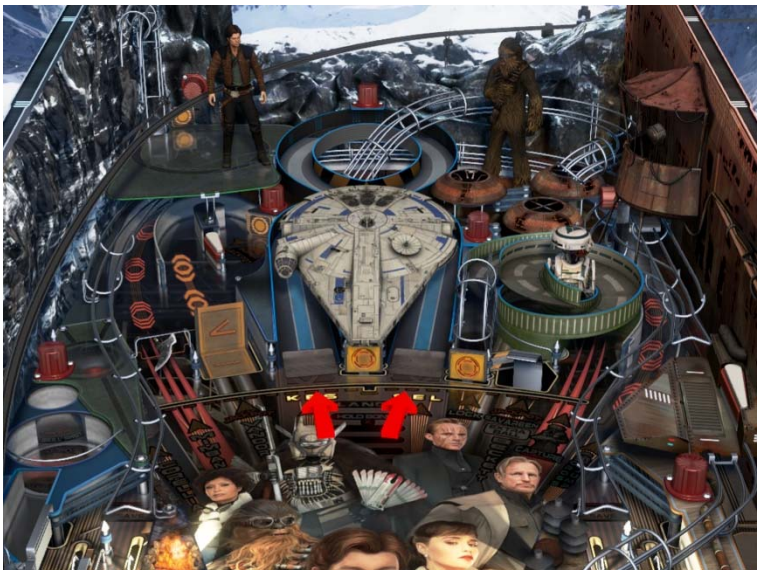


Meanwhile the track will be blown up in the background and the Conveyex cars will fall down, except one, which will be attached to the Hauler. At this point the bonus round ends, and the Mode is completed. Note: If you manage to defeat Enfys Nest in the bonus round, you will be rewarded with an **Extra Ball** becoming available for collection at the Beckett Sink Hole (10)

Scene 6 "A Proper Ship" *Timed*

Activation –

You will need to send the Ball up the 2 Kessel Ramps in turns – Left Kessel Ramp (6) & Right Kessel Ramp (8) to collect all the letters of "KESSEL" (displayed on the Dot-Matrix each time a successful Ramp shot is made).



Mode Itself –

This Mode requires you to hit the flashing Lanes to pilot the Falcon to navigate it to the correct locations.



Scene 7 "Revolt Multiball" *3 - 4 Ball* *Timed*

Activation –

You will need to lock 3 Balls to start this Mode; to achieve this follow the instructions listed below:

1. Send the Ball up the Spiral Ramp (11) with enough force that it is captured.



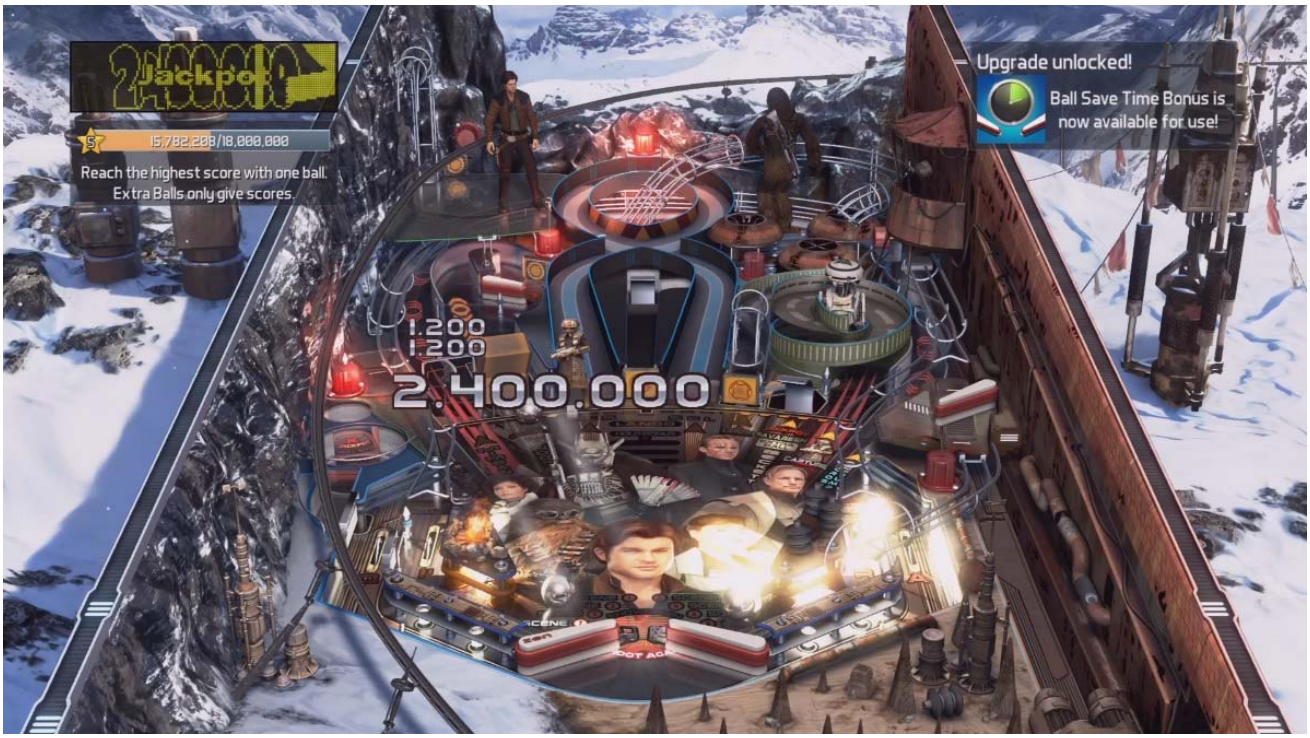
2. Hit the captured Ball which is located at the Captive Lock Target (9). This will then lock the Ball.



Repeat the above process a further 2 times, thus locking 3 Balls and the Mode will then begin.

Mode Itself –

This is a 3 Ball Multiball; Pyke Sentinel shaped swinging target begin to swing and hitting it will collect **Jackpots**.



When it is dropped, a Pyke Emissary shaped target will swing only for a limited time to providing the chance for a **Super Jackpot**.



Recapturing a Ball during Multiball (repeating the process you did for locking the Balls) will increase the **Jackpot** value and a replacement Ball will be plunged (unless all 4 Balls of the Table are on the Playfield) and releasing the captive Ball will increase the **Jackpot** value as well. (And the 3-Ball Multiball can be upgraded to 4-Ball Multiball.)

The **Jackpot** of the Multiball Modes can be multiplied. The **Jackpot Multiplier** will be increased when it is selected from the Lando awards (see earlier in the guide under "Side Modes – Lando Awards" for more info) during single Ball play, and it will be reset only after the Multiball is over.
The other way to increase this multiplier is making successful Cross-Jumps during the Multiball session, but this increase will affect only the next round of collected **Jackpots** or **Super Jackpot**.

This Multiball Mode will continue if 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.

Scene 8 "Kessel Run" *Timed*

Activation –

Once all 7 of the previous Scenes (Main Modes) have been completed at least **once**, you will be able to activate Scene 8 "Kessel Run" which is an advanced version of the "A Proper Ship" Scene which you completed previously. This of this as a penultimate Wizard Mode of sorts.

Mode Itself –

A Star Destroyer appears on the Dot-Matrix display. In order to escape from it the ship must be navigated as usual through the flashing Lanes, but after a few rounds a giant creature will block the way – the creature will be represented as a huge cardboard Target.



The hovering Millennium Falcon can be rotated by hitting the Mimban (2) or Right Orbit (12) (clockwise or counter clockwise accordingly).



When the Millennium Falcon faces toward the needed direction, the escape pod can be launched by hitting the flashing Lane. The creature will move toward the escape pod, which will explode and the Kessel Run can now complete.

Wizard Mode – "Showdown" *4 Ball Multiball*

When all Main Modes are completed, once Scene 8 "Kessel Run" is completed you will see Savereen lit at the Beckett Sink Hole (10). Sink the Ball into that Sink Hole to start the Wizard Mode.



A 4 Ball Multiball begins; now your performance during the Scenes (Main Modes) affects the **Dryden Jackpot** and the overall scoring of this Wizard Mode.

The Wizard Mode is played out as a 3-round fight between our heroes vs. the villains.

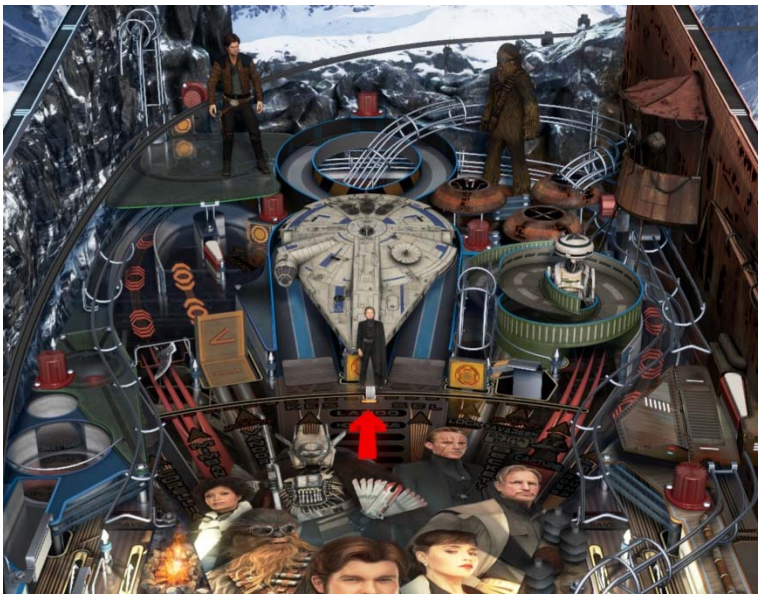
In the 1st round the Enfys Nest gang appears with Enfys Nest herself for a few seconds.



If Enfys Nest is hit fast enough, then the 2nd round begins against her immediately, otherwise 2 of her henchmen must be defeated beforehand.



After you defeat Enfys Nest, Dryden appears for the 3rd round & hitting him will allow you to collect the **Dryden Jackpot**.



This Wizard Mode will continue if 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, Zoltán Vári (without his help this guide wouldn't have been possible!), Captain B. Z., 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 -

"Never tell me the odds for performing a Bang-Back."

Yours
ShoryukenToTheChin