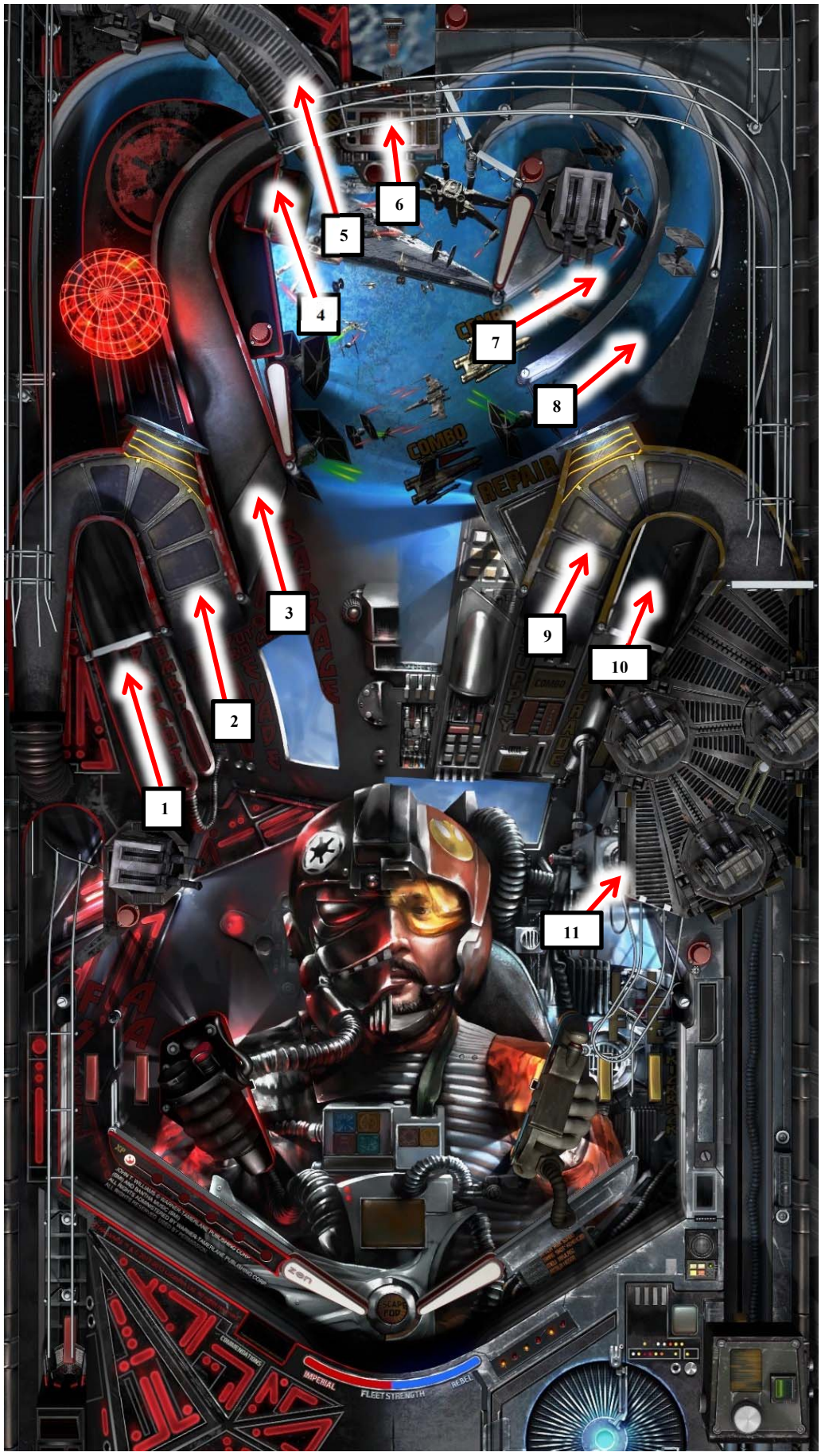
Star Wars: Starfighter Assault Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Left Orbit
2. Evade Ramp
3. Barrage Ramp
4. Mission Sink Hole
5. Operations Ramp
6. Drone Sink Hole/Ramp
7. Top Upper Mini - Orbit
8. Low Upper Mini - Orbit
9. Supply Ramp
10. Right Orbit
11. Squad Sink Hole

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



INTRODUCTION

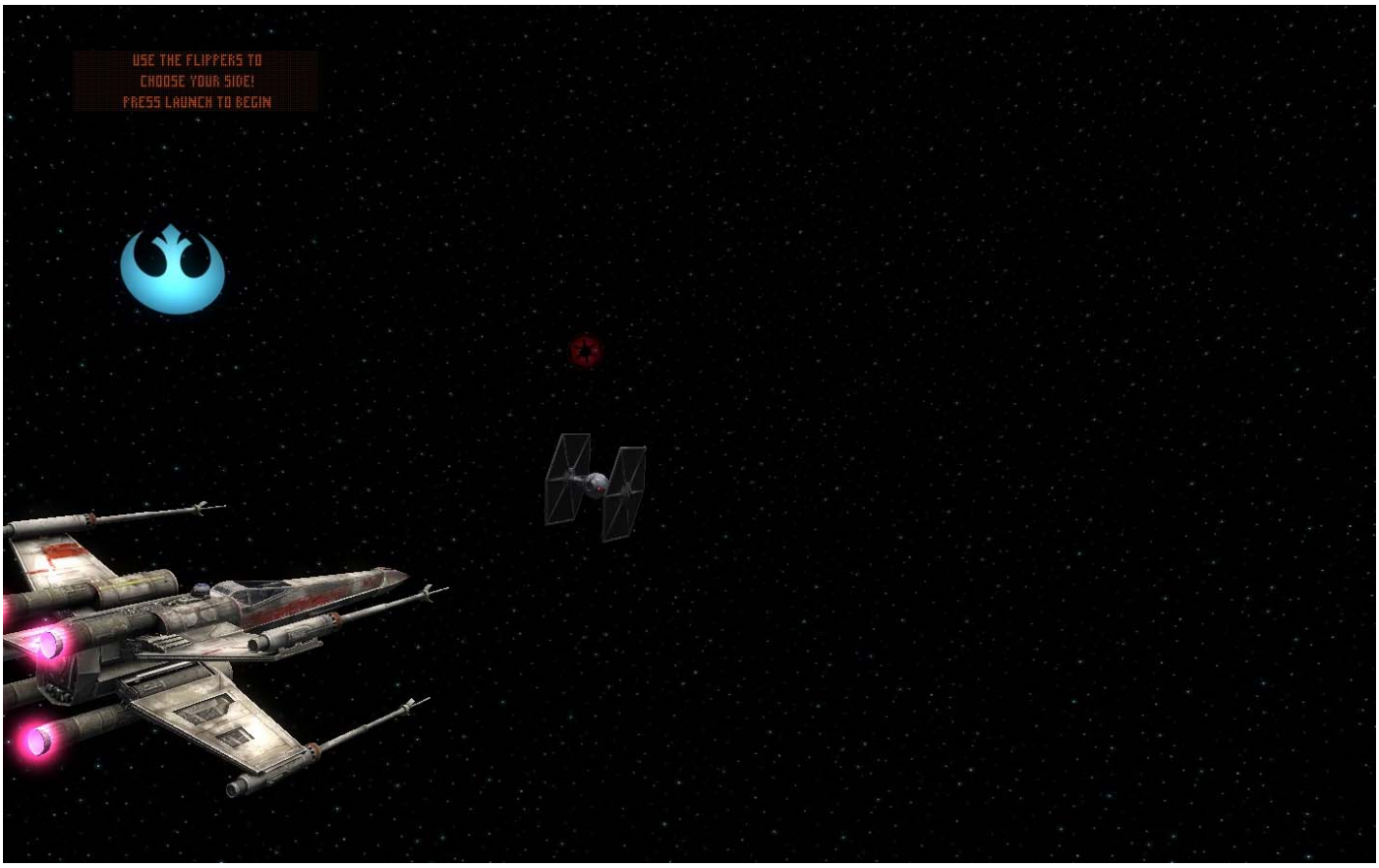
This Table came about as a result of the partnership between Zen Studios and LucasArts; this license allowed Zen to produce Tables based on the Star Wars License, as of which Zen will be releasing 10 Star Wars Themed Tables.

The second batch of Tables was released in a 3 Pack; which included such Tables as Darth Vader, Starfighter Assault & Star Wars: Episode VI – Return of The Jedi.

This Table is of course the Star Wars: Starfighter Assault; which is a Table which allows you to choose which side of the conflict you would like to play with. 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.

Choose your Side -



Using the Flipper Buttons to cycle through which side you wish to play as –

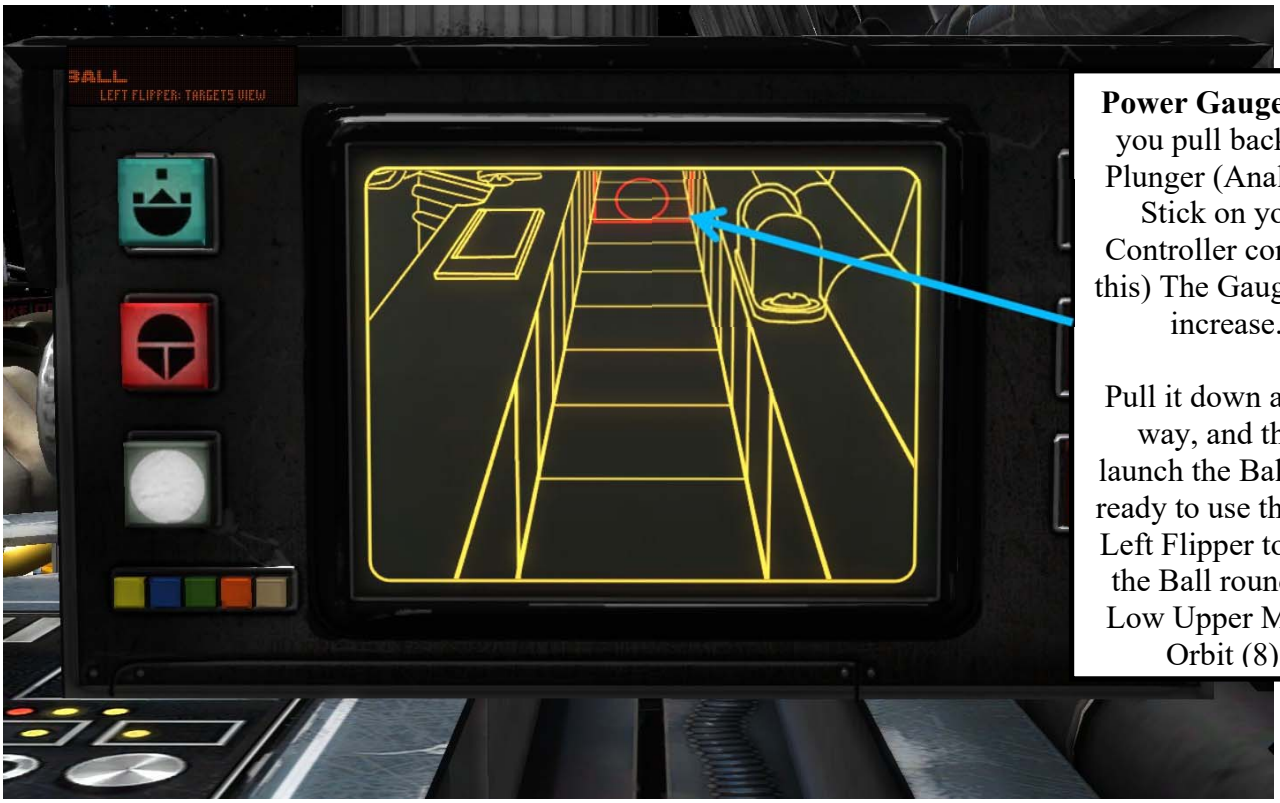
- Alliance
- Empire

Mainly these just affect the Table ascetically for example changing the Bumper Turrets to match the chosen side. Other is each side has a different Plunger – Alliance is on the Right side of the Table Playfield whereas the Empire is on the Left.

NOTE – The below explanations are taken from a play through as the ALLIANCE, if you choose to play as the Empire these still apply!

Skill Shot -

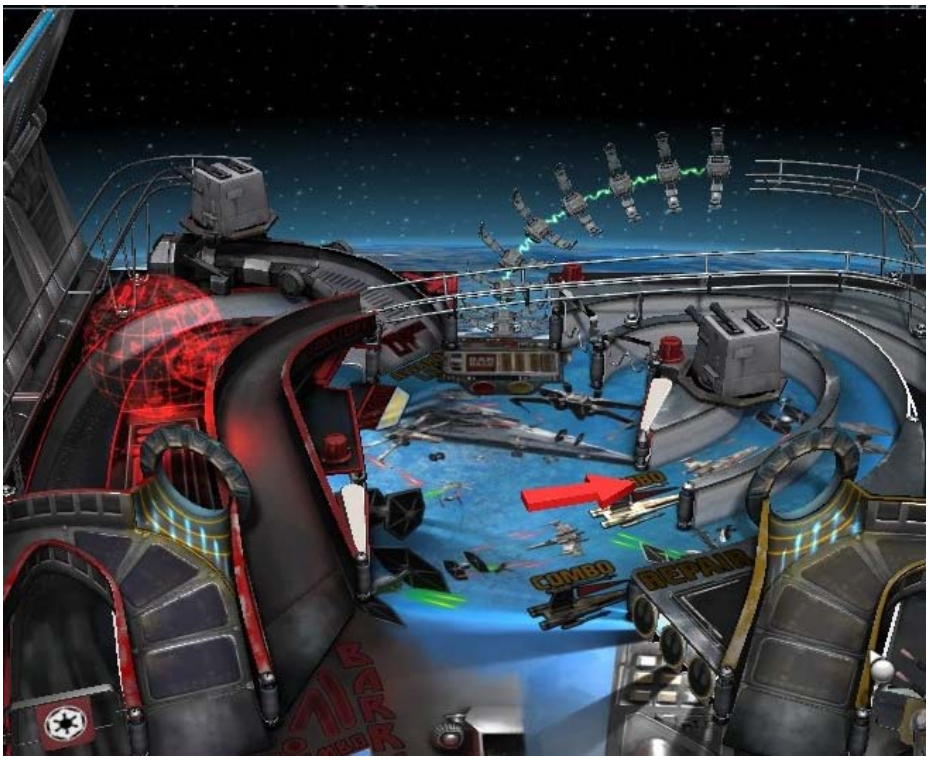
To acquire a Skill Shot award you will need to launch the Ball from the Plunger -



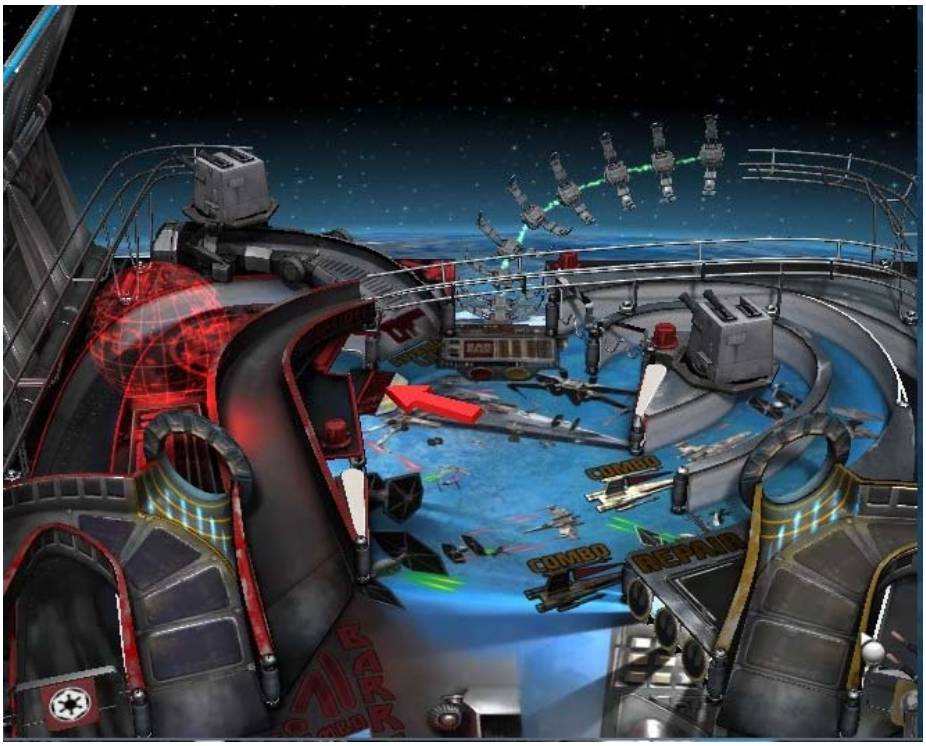
Power Gauge – As you pull back the Plunger (Analogue Stick on your Controller controls this) The Gauge will increase.

Pull it down all the way, and then launch the Ball. Get ready to use the Top Left Flipper to send the Ball round the Low Upper Mini – Orbit (8).

Then using the Top Left Flipper hit the Ball through the Low Upper Mini – Orbit (8), doing this will result in a Skill Shot Award –



Super Skill Shot Award – Once you have achieved a Skill Shot award by doing the above, hit the Ball using the Top Right Flipper into the Mission Sink Hole (4) this will award 1 Million Points.



Fail Save (Kick Back) & Ball Save

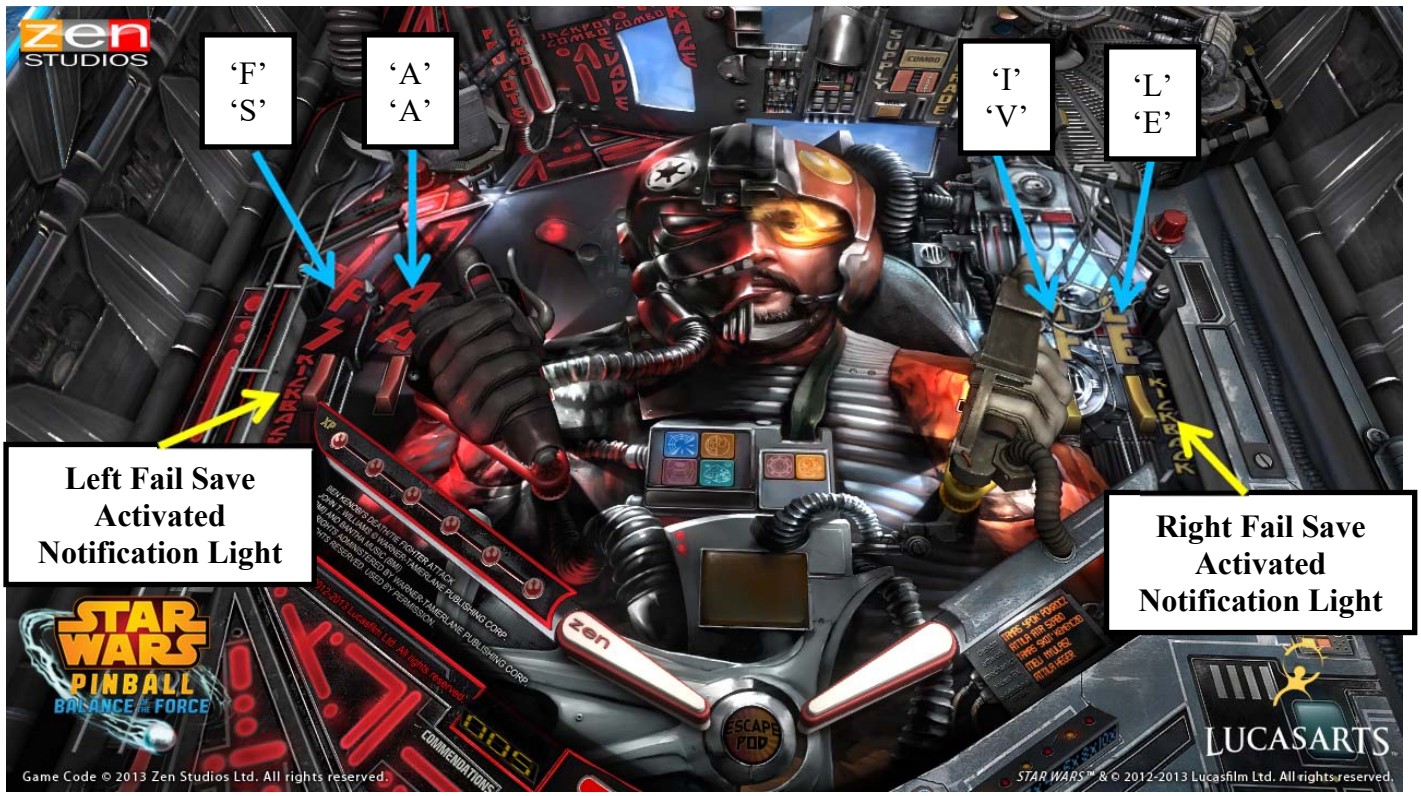
Fail Save (Kickback) –To activate the Fail Saves on either side of the Table Playfield you must do the following –

1. Light up the Rollovers on the In's & Outlanes that spell 'FAIL SAVE', using the Flipper Buttons on your Controller to alternate the Rollovers so the Ball rolls through an unlit Rollover.

2. Now hit either –

    - **Left Orbit (1)** to activate the Left Fail Save.
    - **Right Orbit (10)** to activate the Right Fail Save.

3. Repeat the above and hit the opposite Orbit to activate the other Fail Save.



Note - This Table doesn't reset the Fail Saves (Kick Backs) upon draining your Ball

Ball Save –

This is activated in certain Modes, but it can be manually activated by performing the following action – hit the Low Upper Mini – Orbit (8) a total of 6 times.

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

Extra Balls

There are **4** Ways to achieve an **Extra Ball** – the **Extra Ball** is collected by hitting the Operations Ramp (5) -

- ***Method 1***: *Hit the Operation Ramp (5) 8 times;* hit the Operations Ramp (5) when it's not lit a total of 8 times.

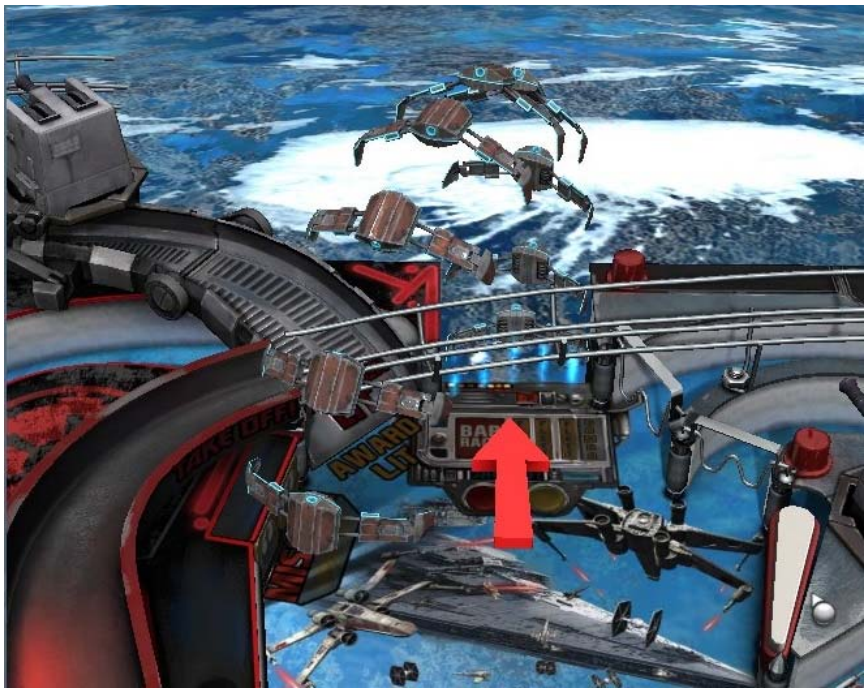
- ***Method 2***: *Operations Ramp (5) Random Award;* look later in the Guide under the section 'Operations Ramp (5) Random Award' for more information on how to acquire this **Extra Ball**.

- ***Method 3***: *Hitting the Squad Sink Hole (11);* Hitting this 5 or so times will result in a random Award such as **Extra Ball** (look later in the Guide under the section 'Squad Sink Hole (11) Random Award –' for more information on how to acquire this **Extra Ball**.)

- ***Method 4***: *Completion of The Lone Fighter Squad Mission;* look later in the Guide under the section 'Pilot Ranking & Squad Missions – Squad Missions – Rank 1: The Lone Fighter' for more information.

Raising the Multiplier

You can raise the Multiplier Level on this Table by hitting the Drone Sink Hole/Ramp (6) enough times to go through its 4 Cycles. After which the Multiplier Level will advance.



Repeat the above again to reach 4x Multiplier and so forth.

The max Multiplier Level is 10x Multiplier.

Note – Multiplier Level resets upon draining the Ball.

Operations Ramp (5) Random Award -

Occasionally as you are playing the Table, you will see a flashing Light under the Operations Ramp (5) which says ‘AWARD LIT’ –



These Awards range from Point based Bonuses to an **Extra Ball**.

Squad Sink Hole (11) Random Award -

Hitting the Squad Sink Hole (11) 5 or so times will result in a random Award such as light one of the Fail Saves (look earlier in the Guide for more information on this) or even an **Extra Ball**.

Fleet – Strength, Upgrades etc. -



Fleet Strength -

Throughout your progress while playing this Table the opposing Fleet Strength will be altered; in essence if you win the various Modes available on the Table then your Fleet becomes stronger, whereas if you lose your enemy's Fleet will gain strength while yours loses.

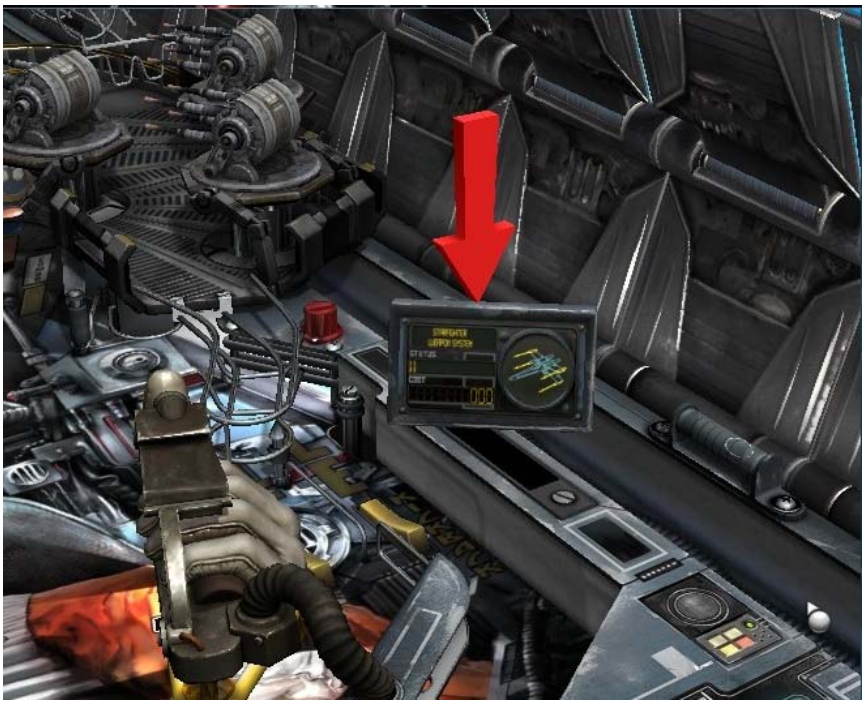
Fleet Strength influences the score awarded on the Table for every single shot you make, so it's very useful to try to have your Fleet as maxed out as possible.

Commendations and Fleet Upgrades -

For each Mission, Downed Fighter or Capital Ship you will be awarded with Commendations –



These act like a form of Currency in that you use these Commendations to buy Upgrades for your Fleet; this is done by hitting the Right Orbit (10) enough times to light all of the Letters of '**UPGRADE**', each time you hit the Ball through that Orbit 1 Letter is lit. You then need to hit the Ball up the Operations Ramp (5) to gain access to the Upgrade selection screen –



These Upgrades will affect various Modes etc. on the Table, for example in the Lone Fighter Squad Mission (explain later in the Guide under 'Pilot Ranking & Squad Missions – Squad Missions – Rank 1: The Lone Fighter') if you increase your X – Wing's Shield Generator you will then be able to take more Enemy fire before the Mode is failed.

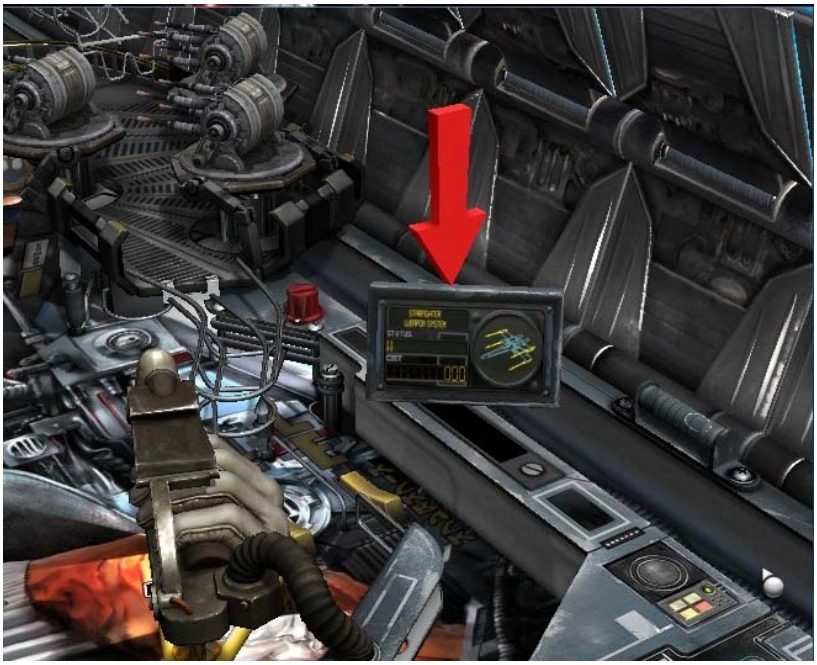
Spelling Modes -

These are activated upon hitting the corresponding Orbit/Ramp enough times, some of which will require you to have amass enough Commendations etc. (explained above) to activate. I will explain each below –

Upgrades -

This is how you spend the Commendations you have earned while playing through the Table, these will help you and your Fleet thus allowing you to complete Modes easier.

You need to hit the Right Orbit (10) to light a Letter of '**UPGRADE**'; you will need to repeat this process till all the Letters are lit. Now at the Operations Ramp (5) you will see a Green sign hovering above it that looks like a '+', hit the Ball up this Ramp to be taken to the Upgrade Screen –



Here is where you can upgrade various parts of you Fleet, as well as your own Vessel. Note that there are 2 types of Upgrades – one for your Ship and the other for your Capital Ships'.

You will have various Options such as increasing your Ship &/or your Capital Ship Shield Generator; this will allow them to be able to take more damage. Many more are available.
The first time you upgrade a Part it will cost 10 Commendations; now if you choose to upgrade that same Part again it will cost 30, then 60, then 100 and so forth.

Each time you upgrade a Part you will have to repeat the above process of activating the Upgrade Screen to be able to further your upgrades.

Promote –

Now for each Mission, Downed Fighter or Capital Ship you will be awarded with Experience. If you manage to earn enough you will hear the Table say "Promotion Available!" this means you can start the Promotion Ceremony.

You need to hit the Left Orbit (1) to light a Letter of '**PROMOTE**'; you will need to repeat this process till all the Letters are lit. Now at the Operations Ramp (5) you will see a Green sign hovering above it that looks like a '+', hit the Ball up this Ramp to start the Promotion Ceremony.

You will then be given a 2 Ball Multiball; simply hit the flashing Lanes to score Points awards.
The Ceremony will continue as long as you have a minimum of 2 Balls in play, once you lose 1 of the Balls you will see that you Pilot Rank will advance –



This enables you to access different Squad Missions (explained later in the Guide under 'Pilot Ranking & Squad Missions – Squad Missions').

Repair –

You need to hit the Low Upper Mini – Orbit (8) to light a Letter of '**REPAIR**'; you will need to repeat this process till all the Letters are lit. Now at the Operations Ramp (5) you will see a Green sign hovering above it that looks like a '+', hit the Ball up this Ramp to start the Repair Hurry Up Mode.

This Hurry Up Mode requires you to do Combos (by hitting another Ramp/Orbit in quick succession); doing this in turn will increase your Fleets overall strength.

Evade –

You need to hit the Evade Ramp (2) to light a Letter of '**EVADE**'; you will need to repeat this process till all the Letters are lit. Now at the Operations Ramp (5) you will see a Green sign hovering above it that looks like a '+', hit the Ball up this Ramp to start the Evade Hurry Up Mode.

This Hurry Up Mode requires you to hit the flashing Lanes to attain Point Bonuses, but be careful due to the fact by hitting a non – flashing Lane you will in turn decrease your Fleets strength.

Barrage –

You need to hit the Barrage Ramp (3) to light a Letter of '**BARRAGE**'; you will need to repeat this process till all the Letters are lit. Now at the Operations Ramp (5) you will see a Green sign hovering above it that looks like a '+', hit the Ball up this Ramp to start the Barrage Frenzy Mode.

Upon the Mode starting you will be given a 2 Ball Multiball; the goal here is to hit the Balls into the Drone Sink Hole/Ramp (6) to collect Barrage **Jackpots**.
If you manage to spell out '**BARRAGE**' again while in the Frenzy you will be awarded with another Ball, making this into a 3 Ball Multiball Frenzy.

The Frenzy will continue as long as you have a minimum of 2 Balls in play.

Supply –

You need to hit the Supply Ramp (9) to light a Letter of '**SUPPLY**'; you will need to repeat this process till all the Letters are lit. Now at the Operations Ramp (5) you will see a Green sign hovering above it that looks like a '+', hit the Ball up this Ramp to start the Supply Hurry Up Mode.

This Hurry Up Mode is basically just requires you to hit the Ball towards the Bumpers either via the Barrage Ramp (3) &/or Supply Ramp (9). Each time you hit a Bumper the **Jackpot** will be raised, it can then be collected by hitting the Ball into the Drone Sink Hole/Ramp (6) or you can simply wait till the timer expires to be awarded the **Jackpot**.

Pilot Ranking & Squad Missions -

Pilot Ranking –

This is raised every time you complete a Mission, Downed Fighter or Capital Ship you will be awarded with Experience. If you manage to earn enough you will hear the Table say "Promotion Available!" this means you can start the Promotion Ceremony.

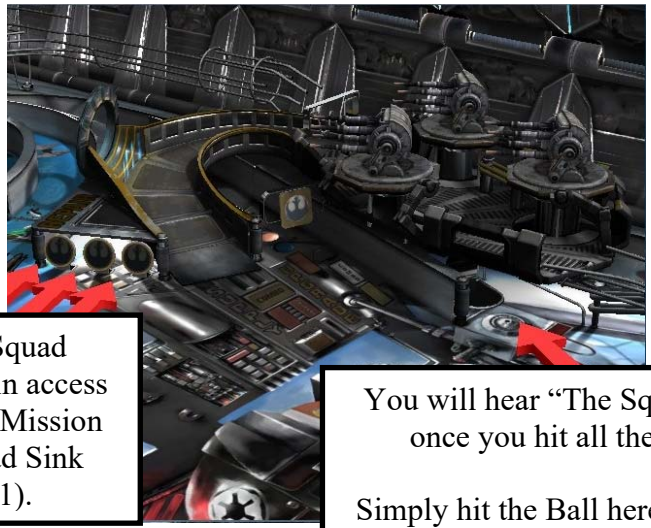
You need to hit the Left Orbit (1) to light a Letter of '**PROMOTE**'; you will need to repeat this process till all the Letters are lit. Now at the Operations Ramp (5) you will see a Green sign hovering above it that looks like a '+', hit the Ball up this Ramp to start the Promotion Ceremony.

You will then be given a 2 Ball Multiball; simply hit the flashing Lanes to score Points awards.
The Ceremony will continue as long as you have a minimum of 2 Balls in play, once you lose one of the Balls you will see that you Pilot Rank will advance –



This enables you to access different Squad Missions –

To activate the Squad Mission of the corresponding Pilot Rank -



Hit the 3 Squad Targets to gain access to the Squad Mission on the Squad Sink Hole (11).

You will hear "The Squad Hole is Open!" once you hit all the Squad Targets.

Simply hit the Ball here to begin the Squad Mission.

Squad Missions *only ONE can be activated at a time* -

Rank 1 – The Lone Fighter

Now upon starting this you will be taken to a Video Mode where you will be fighting Enemy Vessels in Space; your will need to shoot down the Vessels and make sure they don't fly pass you as you will take damage to your Shield Generator.

The Controls –

- Left Flipper – Moves your Ship to the Left.
- Right Flipper – Moves your Ship to the Right.
- Launch Button – Shoots your primary Weapon at the oncoming Enemy Vessels, simply hold the Button down as it will constantly fire this way.

***Big Tip** – to help you complete this Squad Mission upgrade your Ship's Shield Generator, do this by following the instructions explained earlier in the Guide under 'Spelling Modes – Upgrades'.**

Rank 2 – Downed Fighter

Hit the flashing Lanes to help your fighter catch up to the Enemy.

Rank 3 – Bombing Run

Your Fleet is attacking the Enemy's Turrets; perform combo shots (hitting another Ramp/Orbit in quick succession) to help them aim.

Rank 4 – Squadron Gateway

***Note** - this Mode is similar to Fleet Mission 1 - Phase 1. You just need to dodge the falling asteroids instead of taking down the Starfighters.**

Navigate your Fighters through the dangerous Asteroid Belt; do so by using the Flipper Buttons to move your Fighters –

- Left Flipper – Moves your Fighters to the Left.
- Right Flipper – Moves your Fighters to the Right.

Rank 5 – Wing Flight

Your Fighters again need you help; simply shoot the flashing Lanes to help them evade Enemy fire.

Rank 6 – Air Barrage

Note – this Mode is similar to Fleet Mission 4 - Phase 2, where you control a large laser turret and you need to shoot down the enemy Starfighter squads.

Take control of the Turbo Laser Gun and use it to shoot down Enemy Fighters passing by.

Periodic Missions -

These Periodic Missions will become active from time to time during your playtime –

Enemy Reinforcements –

Enemy Fighters are approaching, all you have to do is hit as many flashing Lanes as you can.

Bombardment –

You will see Holes appear at various Ramps; all you need to do is shot the Ball into the Holes to repair it.

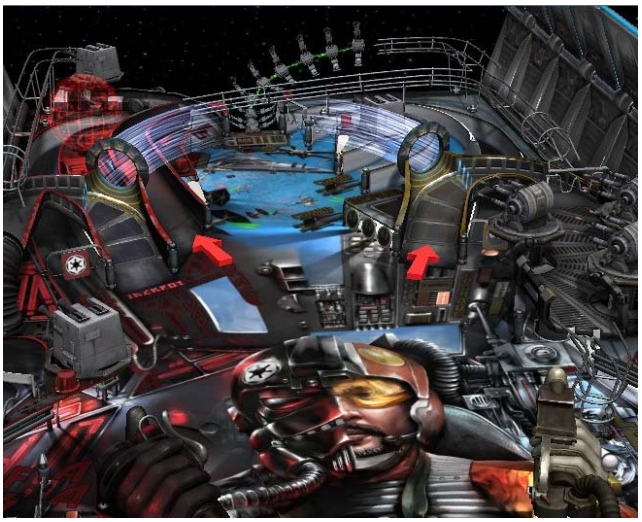
Assault –

An Enemy Wing is wreaking havoc, simply shot the flashing Lane to shoot them down.

Hurry Up Modes -

Hyperspace Hurry Up -

This is activated after you have hit the Spinners located on the entrances of the Orbits – Left Orbit (1) &/or Right Orbit (10). Once the Spinners have been rotated enough times the Hurry Up Mode will begin –



As you can see in the above Image; the Hyperspace Activators are engaged on the Barrage Ramp (3) & Supply Ramp (9), this is activated for a short time so hit those Ramps as many times as you can to score Hyperspace **Jackpots**. The **Jackpot** award can be raised by hitting the Bumpers accessed via the Barrage Ramp (3) & Supply Ramp (9).

Multiball Mode

There is only 1 Multiball Modes available on this Table;

Fleet Multiball **2 Balls** -

To activate this Multiball Mode you must first lock 2 Balls into the Drone Sink Hole/Ramp (6), this is done by hitting it several times until it locks the Ball. Simply repeat this to lock the 2nd Ball and start the Multiball Mode.

During this Multiball Mode you can raise the **Jackpot** by hitting the flashing Lanes, then collect the **Jackpot** by hitting the Ball into the Drone Sink Hole/Ramp (6).

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

Fleet Main Missions

To start a Fleet Main Mission you need to hit the Ball into the Mission Sink Hole (4), the easiest way I have found is to send the Ball round the Right Orbit (10) then hit the Ball through the Top Upper Mini – Orbit using the Top Left Flipper and finally with the Top Right Flipper send the Ball into the Sink Hole. –

You will need to do this twice; once to clear the Drop Down Target which is blocking the Sink Hole –



Then again to sink the Ball into the Sink Hole that is now accessible -



Once you sink the Ball into it you will be greeted with a 'Choose Fleet Mission' display on the Dot - Matrix –



You can cycle through the Fleet Missions available by using the Flipper Buttons on your Controller, and when you wish to select a Mission you merely need to press the 'Launch' Button to select it.

***Note** - Completion of a Mission's Chapter will be saved as a checkpoint, this means that if you fail the next Chapter you will start at that Chapter the next time you attempt that Mission!*

Fleet Mission 1 – Fighter Confrontation

Phase 1 *Timed*

***Tip**: This is a great way to earn Commendations. You earn 1 Commendation for every Starfighter you take down. You can grind this Mission as long as you don't complete it, so just shoot down a few Starfighters and then lose the Mission on purpose. Rinse and repeat the above and you can earn a hundred Commendations in the matter of minutes.**

Upon starting this Fleet Mission you will be taken to Video Mode Playfield –



You will need to use your squadron of Fighters to take out the Enemy Fighters within the time limit. The controls for the Starfighters are as follows –

- Left Flipper – Moves your X - Wings to the Left.
- Right Flipper – Moves your X - Wings to the Right.
- Launch Button – Shoots your primary Weapon at the oncoming Enemy Vessels, simply hold the Button down as it will constantly fire this way.

If you run out of time or all of your 3 Fighters are destroyed the Mission will fail, you would need to repeat the Mission activation process again to reattempt this Mission.

Phase 2 *Timed*

Completion of the 1st Phase will result in the activation of Phase 2 of Fleet Mission 1. For this Phase you will need to charge up the Turbo Laser to shoot at the Enemy Vessels; this is done by sending the Ball towards the Bumpers via the Barrage Ramp (3) & Supply Ramp (9).



For every 10th hit the Turbo Laser will fire. Repeat this process a couple of times to complete this Phase and Fleet Mission 1. Be wary as if you take too long the Enemy Fighters will attack, you can hit the flashing Lanes to raise the time limit.

Fleet Mission 2 – Fighter Assault

Phase 1 *Non - Timed*

Once this Phase begins you will notice that various Lanes will begin flashing –

- Left Orbit (1)
- Evade Ramp (2)
- Barrage Ramp (3)
- Low Upper Mini – Orbit (7)
- Supply Ramp (9)
- Right Orbit (10)



The goal here is to hit all of those Lanes once, but be careful since if you hit the same Lane twice you will lose a Health Point of which you start the Phase with 5 thus if this goes down to '0' the Mission will fail.

Phase 2 *Timed*

Upon completion of the 1st Phase this will begin automatically; you will need to hit the flashing Lanes to close the Holes to stop the Enemy from escaping –

- Barrage Ramp (3)
- Mission Sink Hole (4)
- Drone Sink Hole/Ramp (6)
- Supply Ramp (9)
- Squad Sink Hole (11)



If you manage to hit all of those within the time limit the Fleet Mission will be completed.

Fleet Mission 3 – Flight Deck

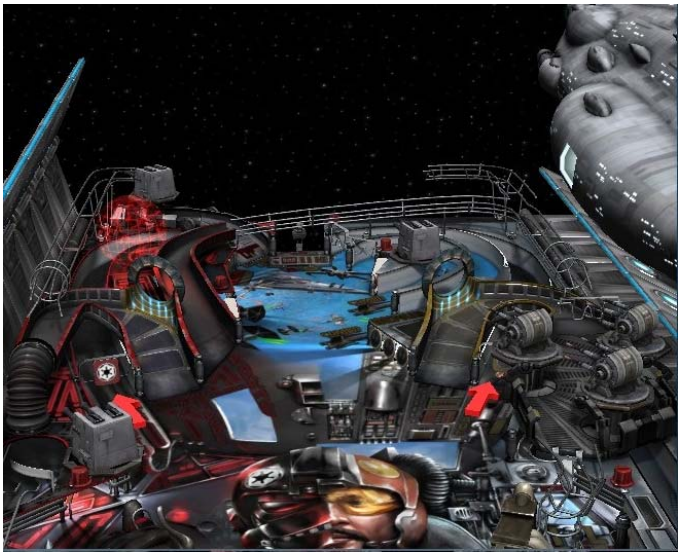
You have to coordinate the repair & release of your Fleet's Starfighters. This is done by shooting the rapidly flashing Lanes to launch your Starfighters, and the slowly flashing Lanes to repair your Starfighters.



Fleet Mission 4 – Able Helmsman

Phase 1

This Phase requires you to charge your Ship's defensive systems, which is done by shooting the Ball round the Orbits - Left Orbit (1) &/or Right Orbit (10).



Phase 2

The Enemy Fighters have still not given up their chase; now take control of one of the Turbo Laser Cannons on your Ship to defend it from their Attack –



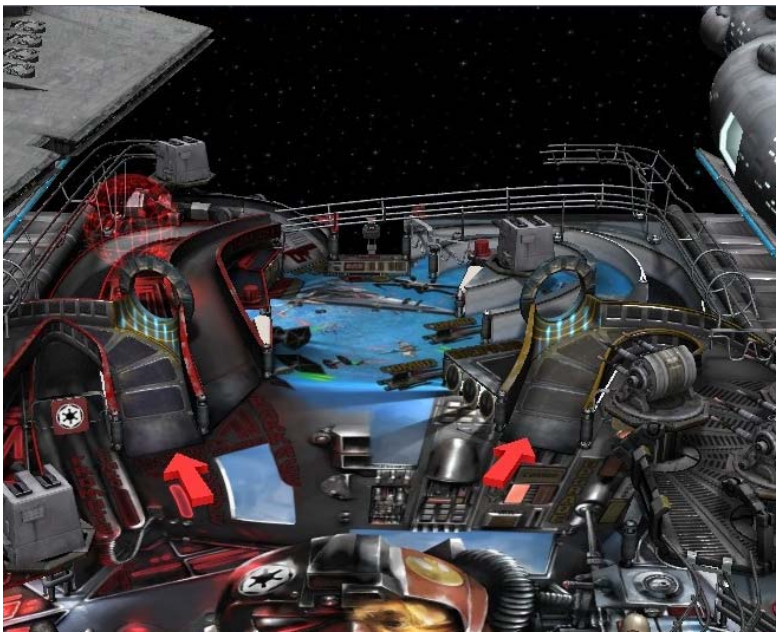
The Controls for the Turbo Laser Cannon –

- Left Flipper – Moves your Cannon to the Left.
- Right Flipper – Moves your Cannon to the Right.
- Launch Button – Shoots the Turbo Laser at the oncoming Enemy Vessels, simply hold the Button down as it will constantly fire this way.

Fleet Mission 5 – Capital Assault

Phase 1

This Phase you will need to help one of your Capital Ships defeat an Enemy Vessel. This is done by shooting the flashing Ramps to release a wing of Starfighters towards the Enemy Vessel. Be warned! This Launch window will only be open for a short amount of time.



Phase 2

After Phase 1 has been completed you must shoot down the remaining fighting capable Enemy Ships, simply by hitting the Ball up the flashing Lanes as this will also repair your Starfighters between assaults.



Wizard Mode – Death Star Assault

Once you beat all **5** Fleet Main Mission, you need to get the Ball into the Mission Sink Hole (4) to start up the Wizard Mode.

This Wizard Mode is divided into 3 Phases -

Phase 1

The Final Battle commences; you have to find a weakness in the Enemy Fleet by shooting all the flashing Lanes –



Phase 2

Upon starting this Phase the Shield protecting the Space Station has collapsed, the Millennium Falcon is now racing towards it. Depending on which side you are playing as –

- **Alliance** – You will be controlling a Rebel Ship and your job will be to protect the Millennium Falcon from oncoming Enemy Fighters.

- **Empire** – You will be controlling an Imperial Ship and your job will be to shoot down the escorting Starfighters of the Millennium Falcon.



The Controls –

- Left Flipper – Moves your Ship to the Left.

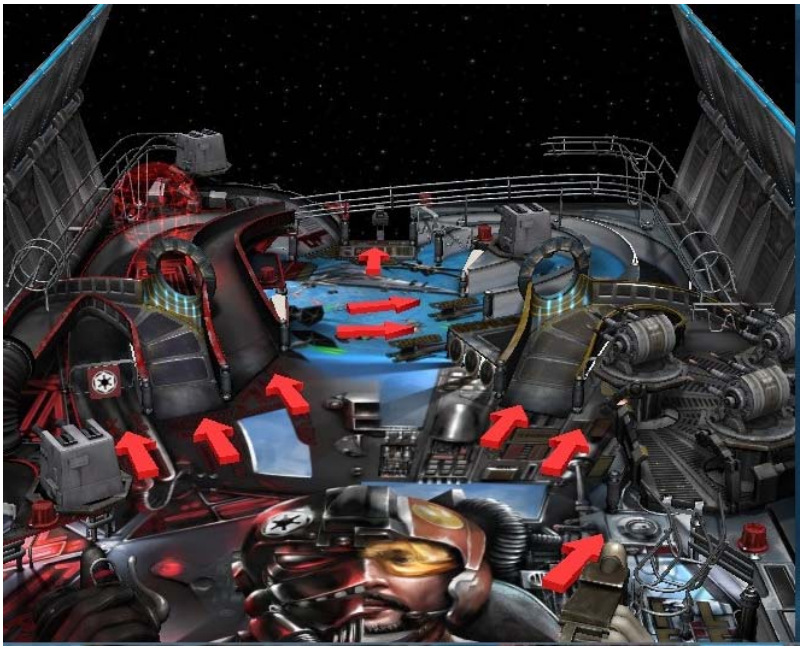
- Right Flipper – Moves your Ship to the Right.

- Launch Button – Shoots your primary Weapon at the oncoming Enemy Vessels, simply hold the Button down as it will constantly fire this way.

Phase 3

After the destruction (playing as **Rebellion**) or rescue (playing as **Empire**) of the Death Star II, you are given a Multiball which will be use to eliminate the remaining hostile Fleet.

Each main Lane is worth a **Jackpot**, and all Sink Holes score a **Super Jackpot**.



The Wizard Mode Multiball will continue as long as you have a minimum of 2 Balls in play, if you go down to 1 Ball the Table will reset and you will have to then repeat the whole process again to re-enter this Wizard Mode.

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00 & 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, please respond -

"Fire!"

Yours
ShoryukenToTheChin