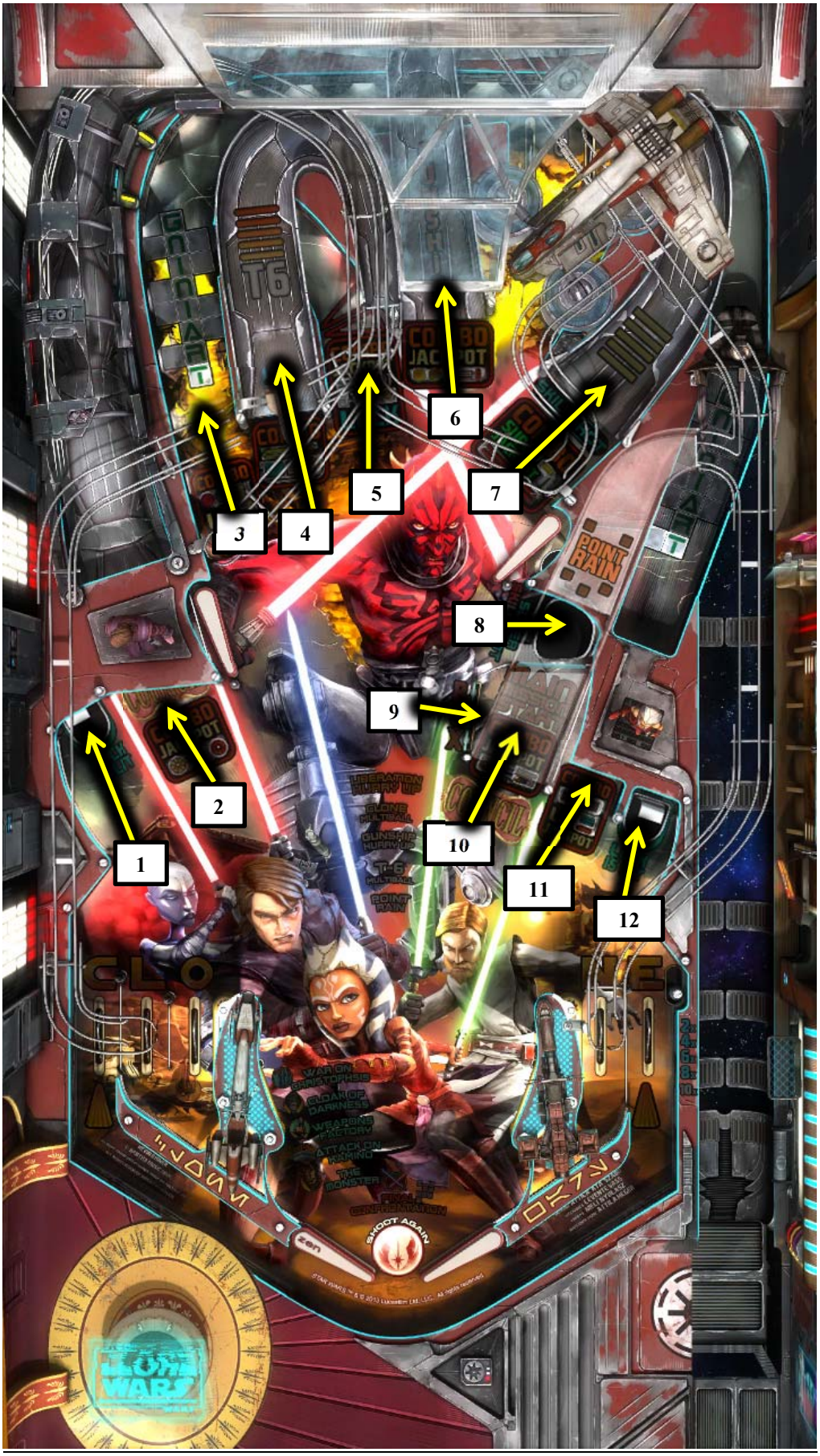
Star Wars: The Clone Wars Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image – Thanks to Cloda on the Zen Studios Forums for the Image

1. Left Lock Sink Hole
2. Left Council Ramp
3. Left Orbit
4. T6 Ramp
5. Lock Mini - Orbit
6. Gunship Ramp
7. Liberation Ramp
8. Point Rain Sink Hole
9. Random Award Targets
10. Right Council Ramp
11. Right Orbit
12. Right Lock 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.

Continue on to the next **Page**….

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 first batch of Tables was release in a 3 Pack; which included such Tables as Boba Fett, Star Wars: The Clone Wars & Star Wars: Episode V - The Empire Strikes Back.

This Table is of course the Star Wars: The Clone Wars Table; which is based on the TV & Movie Animation Series. This Table leads you into famous Battles from the Clone Wars, where Anakin Skywalker and his apprentice Ahsoka Tano must do battle against the forces of the Dark Side. The Artwork and Audio cues are spot on once again, adding that unique originality to the Table's Playfield.

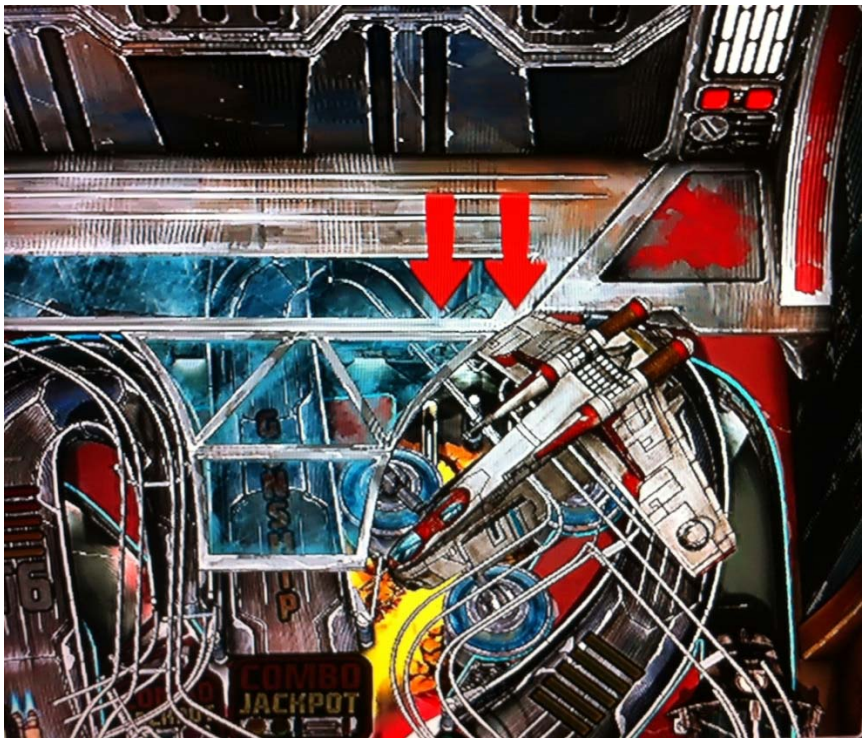
I hope my Guide will help you understand the Table better.

Skill Shots ***Mini – Skill Shot, Regular Skill Shot & Super Skill Shot**** **-**

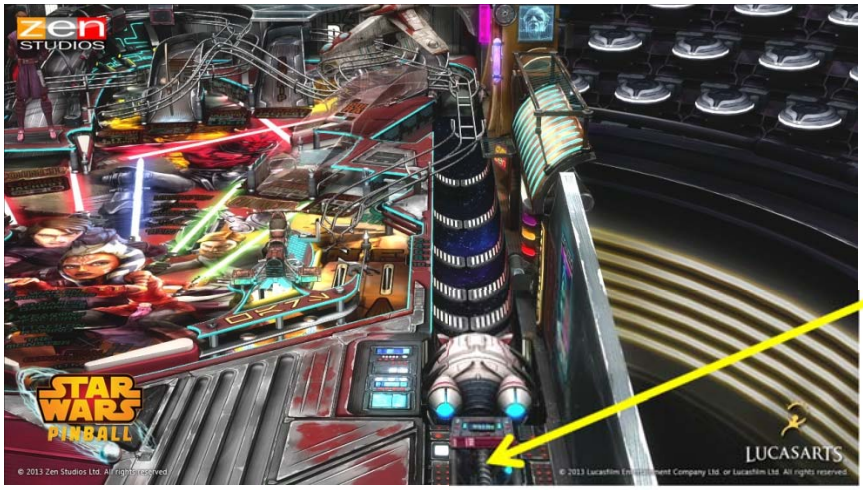
The Clone Wars Table contains 3 different Skill Shots–

- **Mini – Skill Shot**

  To attain this you just need to have the Ball roll down the flashing Multiplier Rollover –



  Set up the Right Plunger Lane like so –

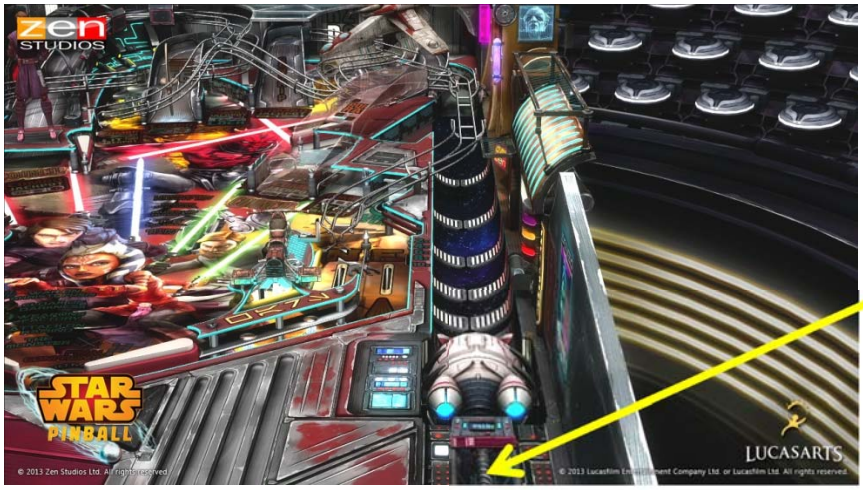


Power Gauge – As you pull back the Plunger (Analogue Stick on your Controller controls this) The Gauge will increase.

You need to launch the Ball at Medium strength for it to go into the Rollovers.

- **Regular Skill Shot**

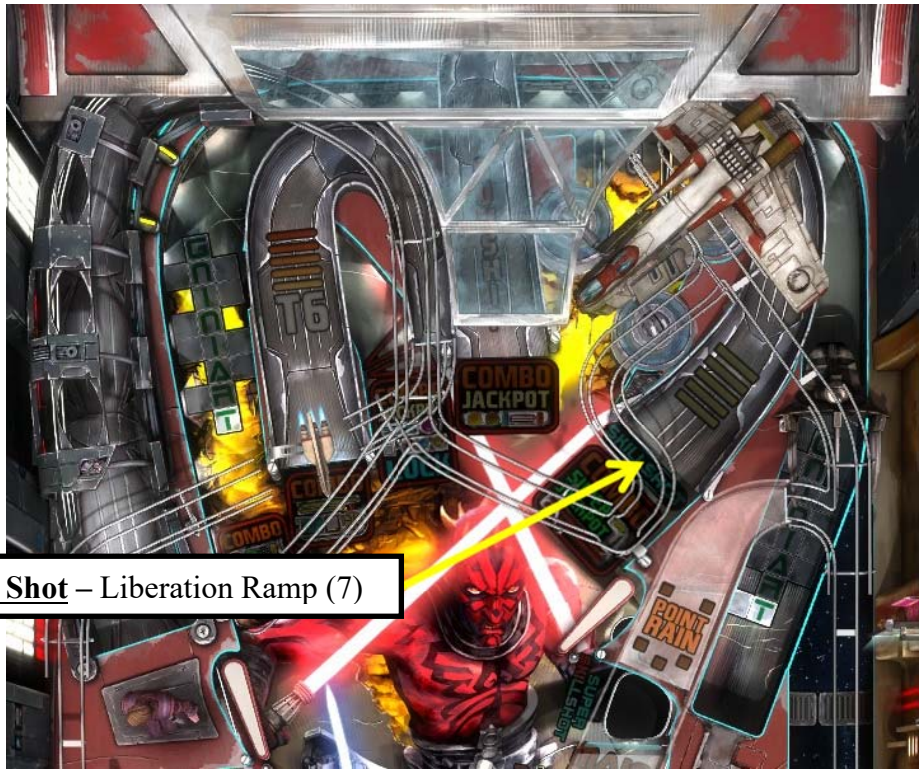
To attain this you just need to send the Ball around the Right Orbit (11), which is done by –



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

Pull it down <u>all the way</u> (Hold the 'Launch' Button).

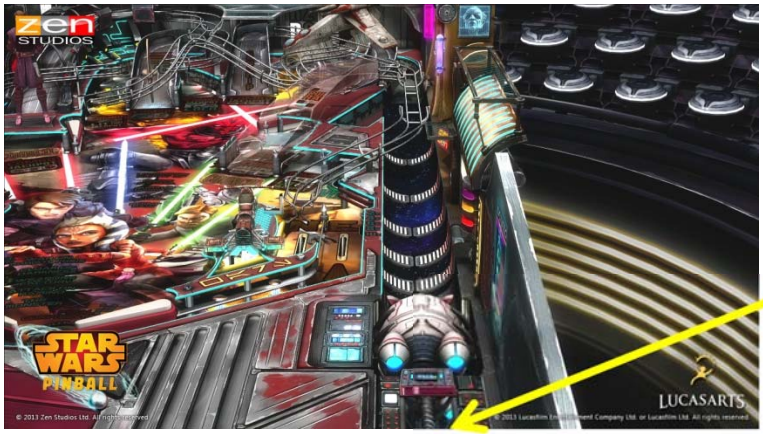
Now as the Ball goes around the Right Orbit (11) you will need to shoot it up the Liberation Ramp (7) with the Top Left Flipper –



<u>Skill Shot</u> – Liberation Ramp (7)

- **Super Skill Shot –**

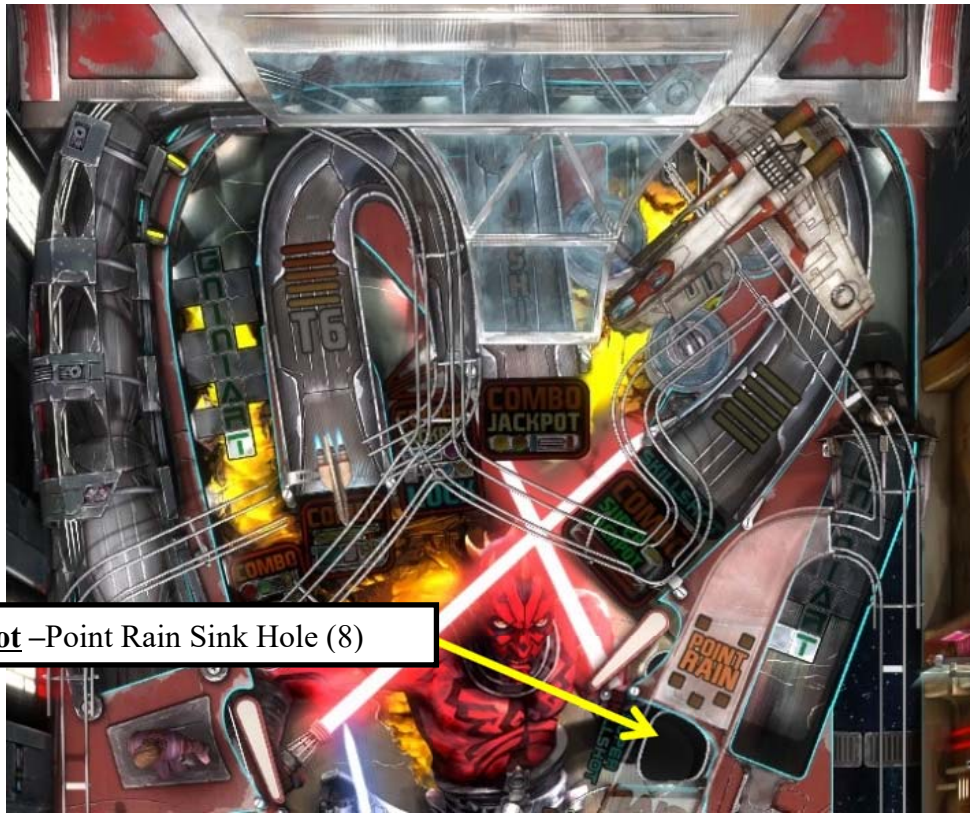
To attain this you just need to send the Ball around the Right Orbit (10), which is done by –



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

Pull it down <u>all the way</u> (Hold the 'Launch' Button).

Now as the Ball goes around the Right Orbit (10) you will need to shoot it into the Point Rain Sink Hole (8) with the Top Left Flipper –



<u>Super Skill Shot</u> –Point Rain Sink Hole (8)

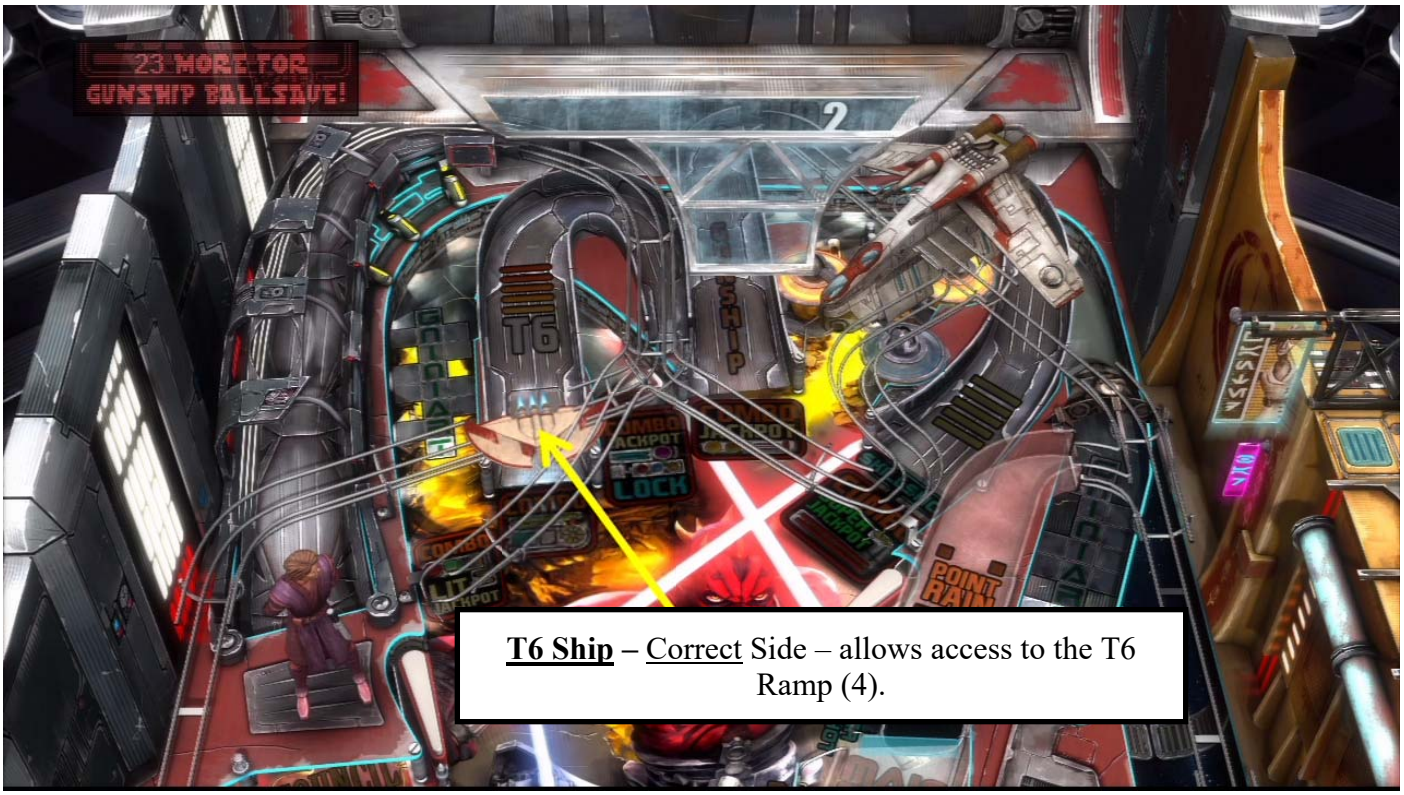
T6 Ramp (4) Lock Mechanic

Upon launching the Ball into the Table's Playfield you will notice a T6 Ship located on the T6 Ramp (4) entrance, which is turned on its side this means the T6 Ramp (4) is locked –



T6 Ship –Wrong Side – doesn't allow access to the T6 Ramp (4).

This means when you send the Ball up there it will bounce back; it will also unlock the T6 Ramp (4), as you can see in the below Image the T6 Ship is now the correct side up –



T6 Ship – Correct Side – allows access to the T6 Ramp (4).

Kick Back & Ball Save

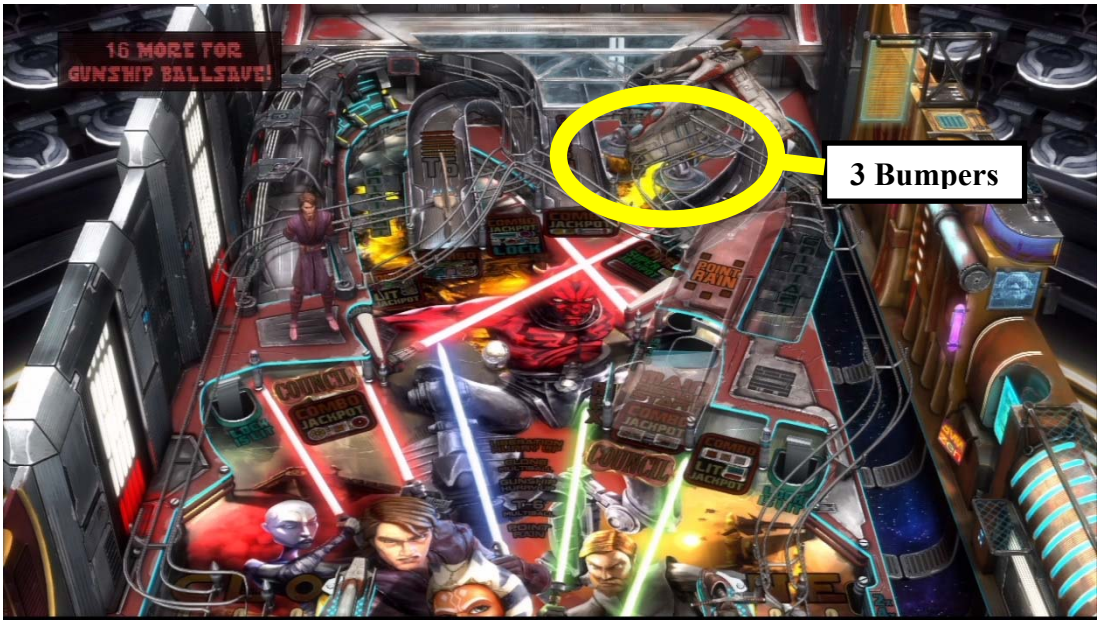
Kickback – To activate the Left Kickback you must light all of the 5 'CLONE' Rollovers on the In's & Outlanes –



Repeat the above while the Left Kickback is activated, as this will now activate the Right Kickback.

****Note - This Table resets the Kickbacks earned if you lose a Ball****

Ball Save – you can activate the Ball Save mechanic on this Table by hitting the Bumpers 30 Times –



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

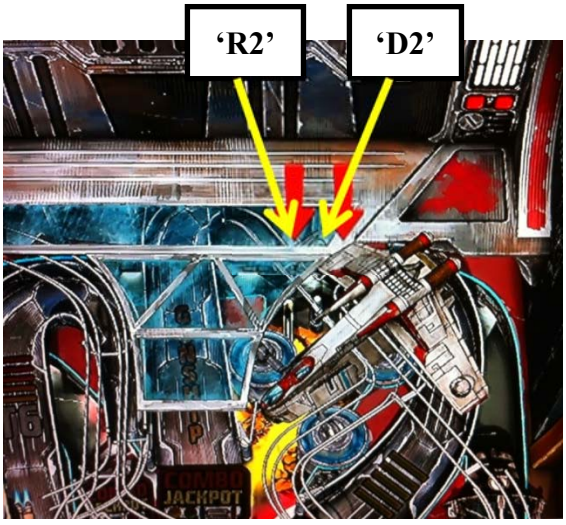
Extra Balls

There are **2** Ways to achieve an Extra Ball (5 Extra Balls per Game) on this Table –

- ***Method 1***: *Random Award;* given as a Random Award, look at the Section titled 'Random Award' just below this one for information on how to obtain this **Extra Ball**.
- ***Method 2***: *Max out the Multiplier;* look at the section titled 'Raising the Multiplier' just below this one for information on how to obtain this **Extra Ball**.

Raising the Multiplier

You can raise the Multiplier Level on this Table by having the Ball roll down the 2 'R2 – D2' Multiplier Rollovers –

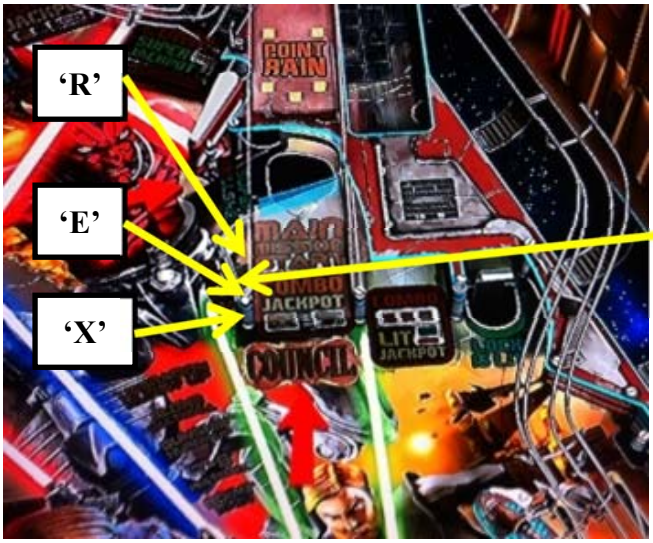


If you manage to gain the max Multiplier (10x Multiplier) you will be awarded with an **EXTRA BALL**.

Note – Multiplier Level resets upon draining the Ball.

Random Award –

The Random Award mechanic is activated by hitting the 3 'REX' Random Award Targets (9) –



'REX' Random Award Targets (9) – hitting all 3 of these Targets will result in you acquiring a Random Award, these can range from Point base awards like 5 Million Points to an **Extra Ball**.

Hurry Up Modes

This Table has 3 Hurry Up Modes –

Gunship Hurry Up Mode

To start up this Hurry Up Mode you need to first light up all the 7 Letters of 'GUNSHIP'; this is done by hitting the Ball up the Gunship Ramp (6) repeatedly, and each time this is done a Letter of 'GUNSHIP' will be lit up –



Once done the Gunship Hurry Up Mode will begin; the Goal here is to send the Ball up the Gunship Ramp (6) as many times as you can within the time limit, and each time the Gunship Score will increase. Note that the Ball will always drop onto the Top Right Flipper, therefore with good timing you can constantly send the Ball up the Gunship Ramp (6).

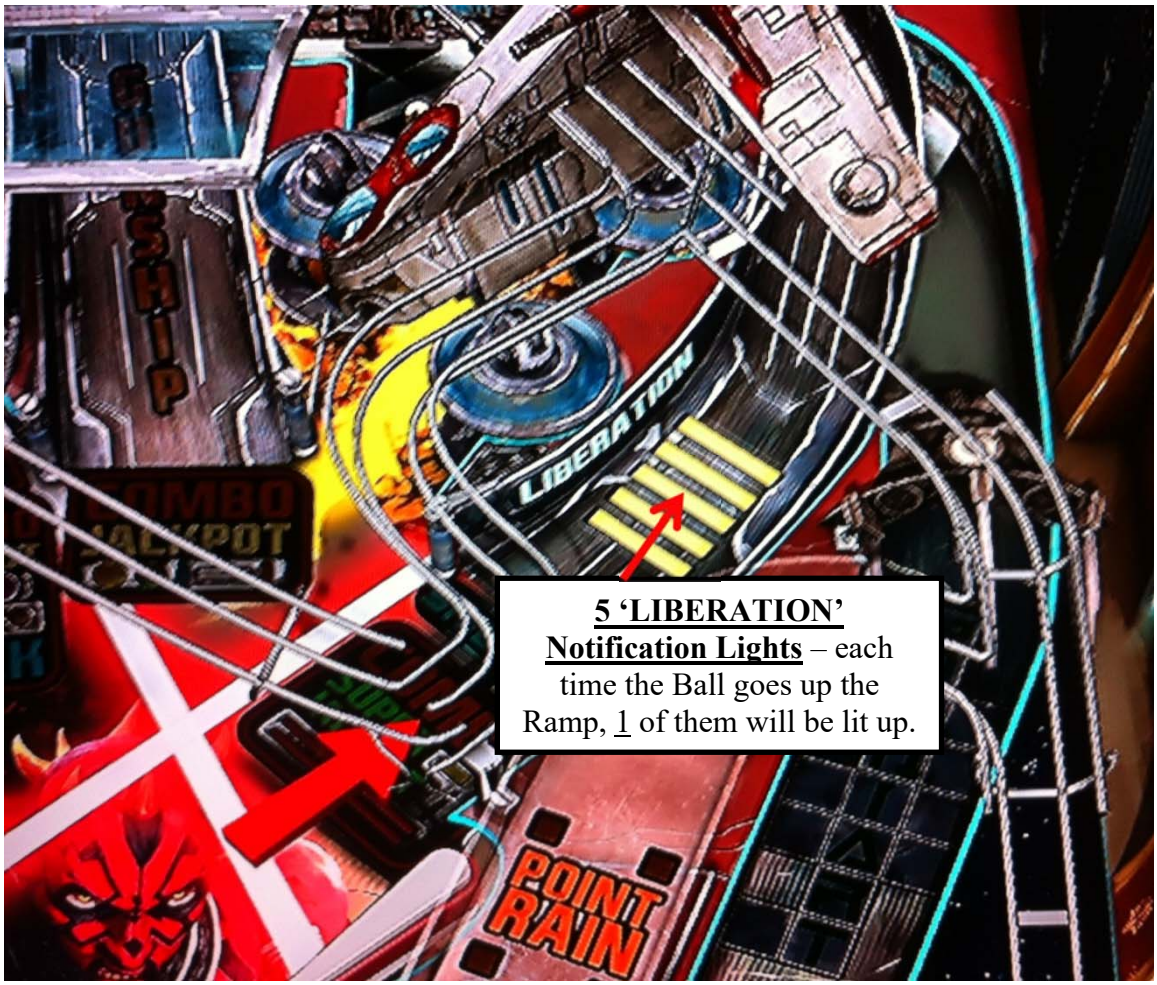
I was able to get this up to 6 Million Points using that method –



After the timer runs out or if you want to collect the Gunship Score early and end the Hurry Up Mode; simply hit either of the Lock Sink Holes – Left Lock Sink Hole (1) or Right Lock Sink Hole (12).

Liberation Hurry Up Mode

To start up this Hurry Up Mode you need to send the Ball up the Liberation Ramp (7) 5 times, after which the Liberation Hurry Up Mode will begin –



The timer for this Hurry Up Mode is in the form of a Score counting down from 8 Million Points; basically the Goal here is to send the Ball repeatedly up the Liberation Ramp (7) as many times as you can before the Points displayed on the Dot – Matrix reaches 0. You will notice that every time you successfully send the Ball up the Liberation Ramp (7) whatever Score is displayed on the Dot – Matrix will be collected and added to your overall Score.

***Tip** – While within this Hurry Up Mode every time you send the Ball up the Liberation Ramp (7) it will always returned to the Right Flipper, you then can hit the Ball up the Left Council Ramp (2) to then hit the Ball up the Liberation Ramp again with the Top Left Flipper.*

*Practice this and you can Score a lot of Points within this Hurry Up Mode.**

Point Rain Hurry Up Mode

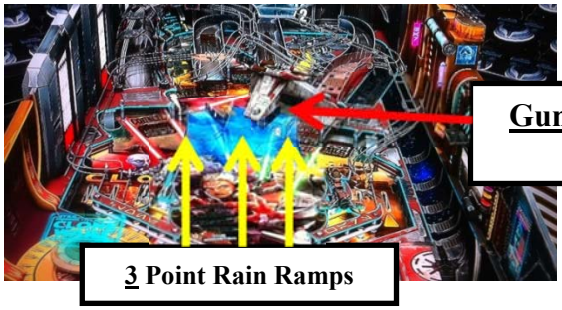
This Hurry Up Mode is activated by sinking the Ball into the Point Rain Sink Hole (8) a total of 5 times; you can do 1 of 2 ways –

- A **weak** shot up the Right Council Ramp (10).
- A **late** shot with the Top Left Flipper.



5 'POINT RAIN' Notification Lights - every time the Ball goes into the Point Rain Sink Hole (8) 1 of those is lit up.

Upon hitting the Point Rain Sink Hole (8) 5 times this Hurry Up Mode will begin; a collection of 3 Ramps fused together will rise from the Centre of the Table's Playfield and the Gunship will fly over it and then come to rest on the top of one of Ramps –



Gunship – hit the Ball into the Sink Hole

3 Point Rain Ramps

The Goal here is to sink the Ball into the Gunship using the corresponding Ramp that it is hovering over, remember to take your time at this stage since there is no timer. Once you sink the Ball into the Gunship it will start to hover over the Table's Playfield and you will then hear vocal prompts saying move the Ship to so and so. Basically you have to hit the flashing Ramps before the time runs out, otherwise the Ship will be hit and take some damage. The Gunship starts at 100% Health, you can only withstand 3 hits before you fail the Mode. To re-attempt this Mode you will need to repeat the above process to activate the Point Rain Hurry Up Mode again.

As for the vocal prompts, they mean –

- "Move the Ship to the **Right**!" – Which requires you to hit the Right Council Ramp (10).
- "Move the Ship to the **Centre**!" – Which requires you to hit the Gunship Ramp (6).
- "Move the Ship to the **Left**!" – Which requires you to hit the T6 Ramp (4).

Don't worry if you don't hear the vocal prompt since the Ramp which you're required to be hit will be flashing.

After you hit a set number of Ramps, the Ship will fly away and then it will come back for another load. This time however the Point Values will raise by 500,000 Points, so instead of 1 Million Points per Ramp shot etc. it will be 1,500,000 Points.

Note – when you receive too much damage and the Ship is destroyed, not only does the Mode fail but the Point Values for this mode will reset back to 1 Million Points.

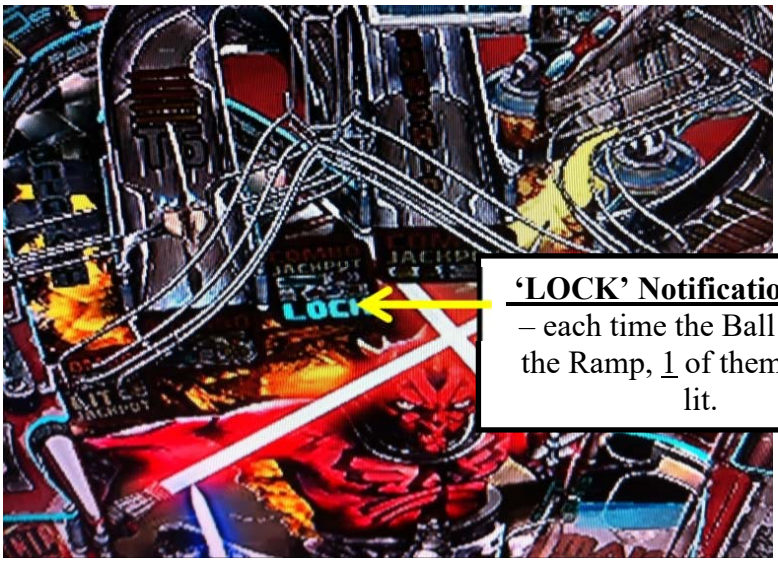
This Mode has the potential for you to Score an **insane amount of points** with little risk in my opinion.

Multiball Modes

There are 2 Multiball Modes available on this Table;

Clone Multiball Mode **3 Balls** -

To start up this Multiball Mode you must first lock 3 Balls into either of the Lock Sink Holes – Left Lock Sink Hole (1) or Right Lock Sink Hole (12); this is done by first sending the Ball around the Lock Mini – Orbit (5) a total of 4 times to lit up 'LOCK' -



Once done you will be able to lock 1 Ball into either of the Lock Sink Holes –



Repeat this process a further 2 times to start up the Multiball Mode. the Balls will pop out of the 2 Lock Sink Holes on either side of the Table's Playfield upon the Multiball Mode starting –

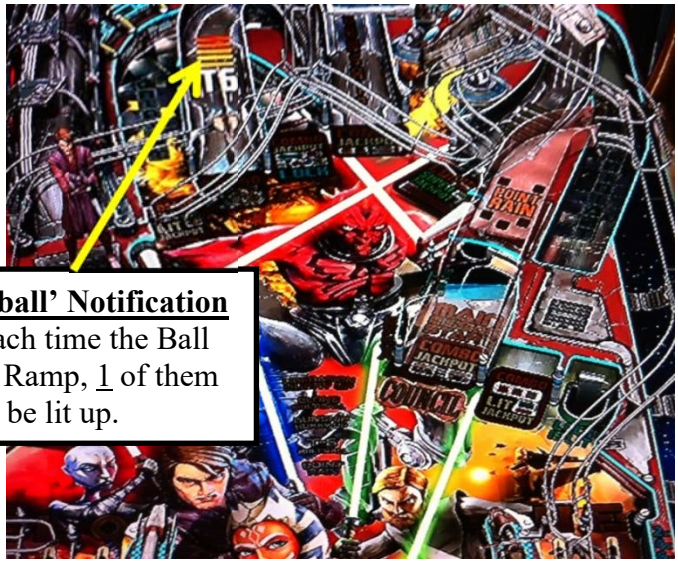


In the Clone Multiball Mode, you need to hit one of the 2 "Lit Jackpot" Lanes (the Orbits). This will light up a **Jackpot** in 1 of the Lanes. After collecting 3 **Jackpots**, the **Super Jackpot** will be lit on 1 of the Lanes.

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.

T6 Multiball Mode **2 Balls** -

To start this Multiball Mode you need to send the Ball up the T6 Ramp (4) a total of 5 times –

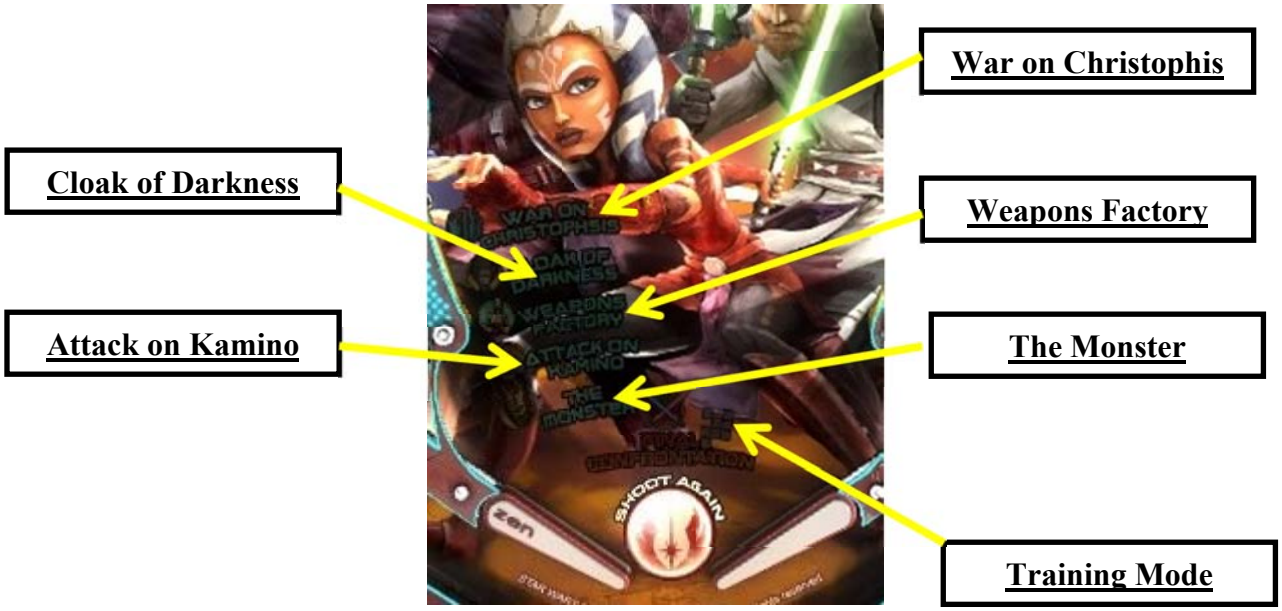


5 'T6 Multiball' Notification Lights – each time the Ball goes up the Ramp, 1 of them will be lit up.

Once done the Multiball Mode will begin; you can Score **Jackpots** & **Super Jackpots** by hitting the flashing Lanes.

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.

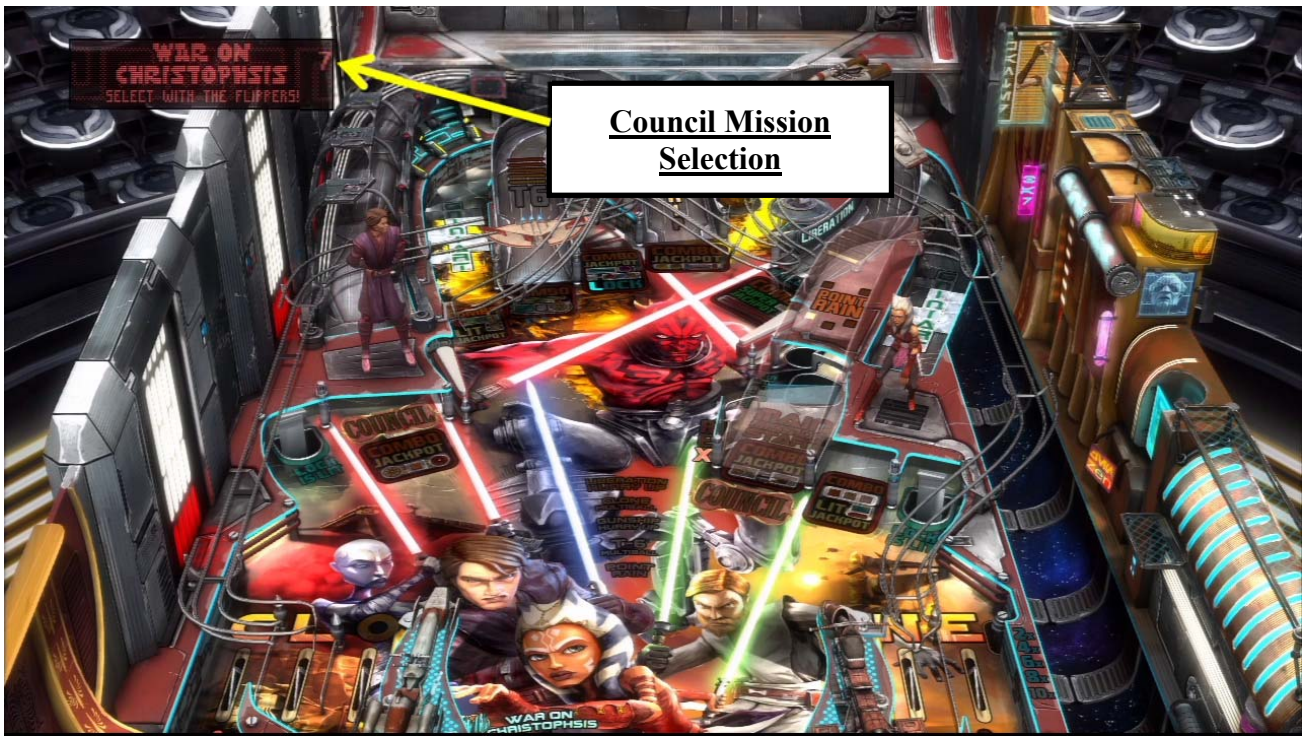
Council Missions & Training Mode



To start up the Council Mission selection process you need to first spell out the Letters of 'COUNCIL'; this is done by repeatedly hitting either of the 2 Council Ramps – Left Council Ramp (2) or Right Council Ramp (10), each time you go up the Council Ramps you will light up 1 of the Letters.

Upon lighting all the Letters of 'COUNCIL' you will need to sink the Ball into the Point Rain Sink Hole (8); this is done with a shot up the Right Council Ramp (10) or with a late Top Left Flipper shot.

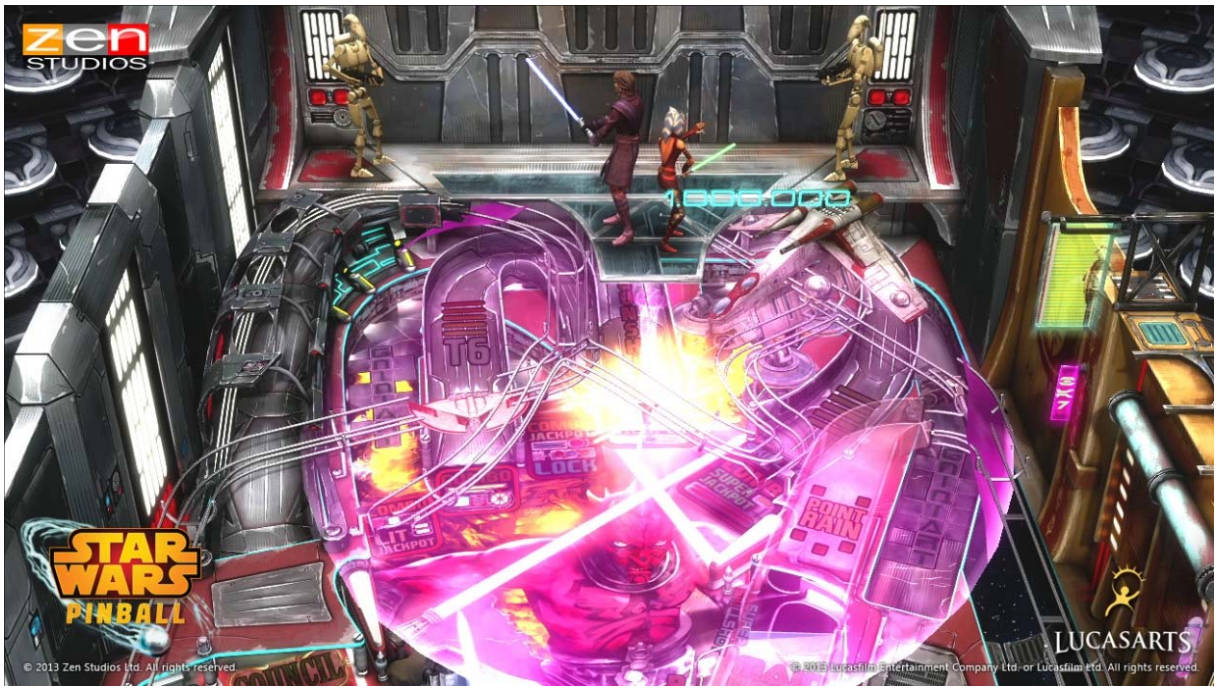
The Dot – Matrix will then display the Council Missions; you can cycle through the Missions by pressing the Flipper Buttons and when you want to select a Mission you can press the 'Launch' Button or wait for the timer to reach 0 –



I will now explain in detail on how to complete each of the 5 Council Missions on the next **Page**…..

War on Christophis *Non Timed* –

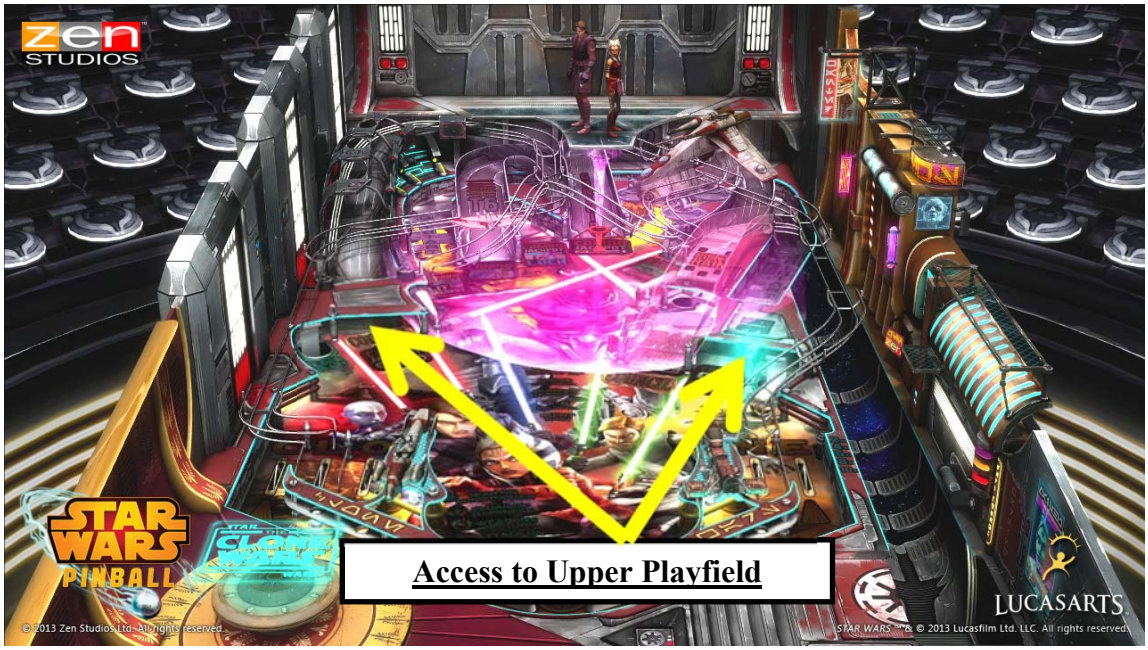
Upon starting this Council Mission a Purple Shield will envelope the Upper Centre of the Table's Playfield thus making it impossible to reach the Upper part as you have become accustomed too -



The Goal of this Council Mission is to bring down the defences this is done by changing the Ball into a Bomb Ball and then planting it on the Gunship Ramp (6) a total of 6 times; I find the best way of doing this is by following these 3 Steps –

1. Send the Ball through either Left Council Ramp (2) or Right Orbit (11).

Note – if you fall out of the Upper Centre of the Table (within Purple Shield) at any Stage of this Council Mission, just send the Ball back up those Lanes to get back up there.

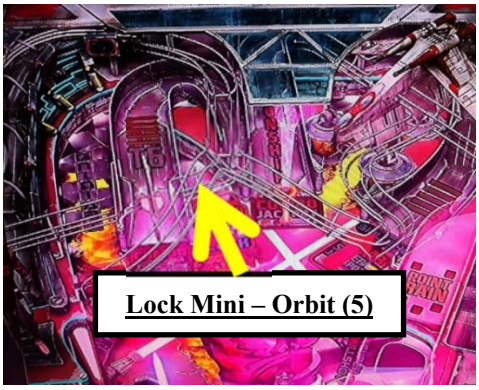


2. Hit the Ball up through either the Lock Mini – Orbit (5) or Liberation Ramp (7) to collect the Bomb.

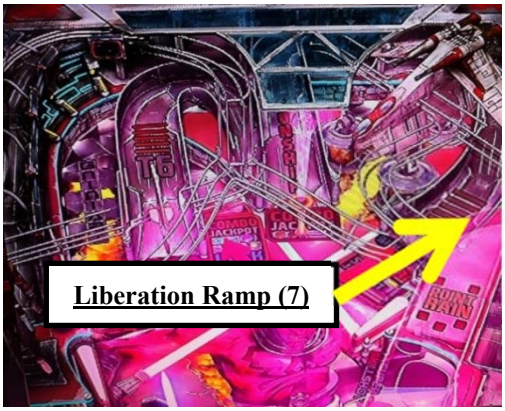
***Note** - you can only send the Ball through any of those 2 Lanes a total of 3 times each in order to collect the Bomb. Otherwise that Lane becomes inactive and you need to hit the other to get the Bomb!**

Here's how you go about hitting those Lanes to acquire the Bomb -

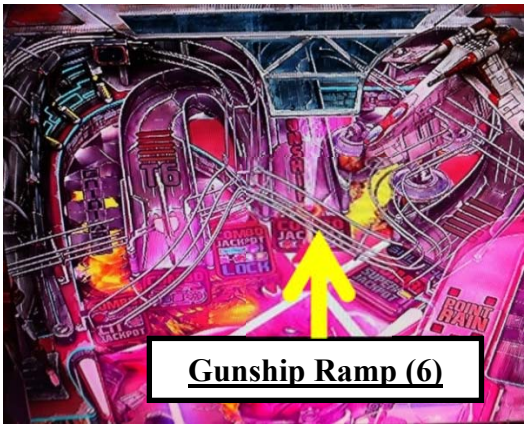
- ***Lock Mini – Orbit (5);*** to hit this you must send the Ball up the Liberation Ramp (7) first, then with a semi – late shot with the Top Right Flipper send the Ball around the Lock Mini – Orbit (5) to collect the Bomb.



- ***Liberation Ramp (7);*** to hit this just send the Ball up the Liberation Ramp (7) with the Top Left Flipper to collect the Bomb.

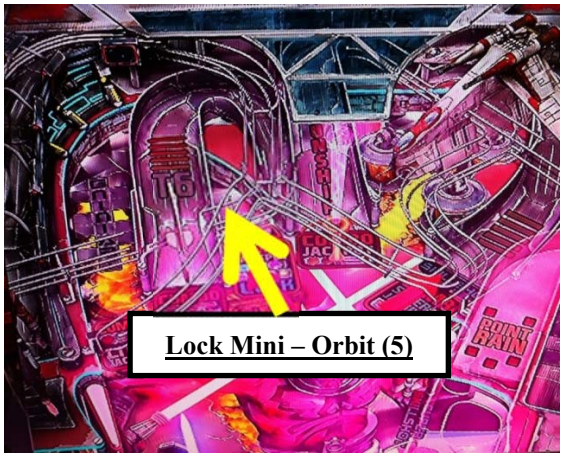


3. The Ball will now become a Bomb Ball, you now need to hit the Gunship Ramp (6) to plant the Bomb –



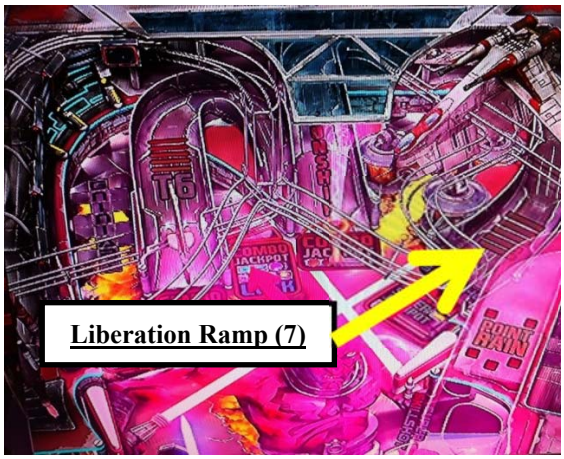
Depending on which Lane you hit on **Stage 2** to collect the Bomb, you should follow the below instructions to plant the Bomb in the easiest fashion -

- ***Lock Mini – Orbit (5);***



As the Bomb Ball comes down onto the Top Left Flipper hit it up the Liberation Ramp (7), the Bomb Ball will then drop onto the Top Right Flipper now hit it with an early shot towards the Gunship Ramp (6) to plant the Bomb.

- ***Liberation Ramp (7);***



As the Bomb Ball drops onto the Top Right Flipper, you need to quickly hit it with an early shot towards the Gunship Ramp (6) to plant the Bomb.

Do the above successfully to plant the Bomb and you will hear "Bomb planted!"

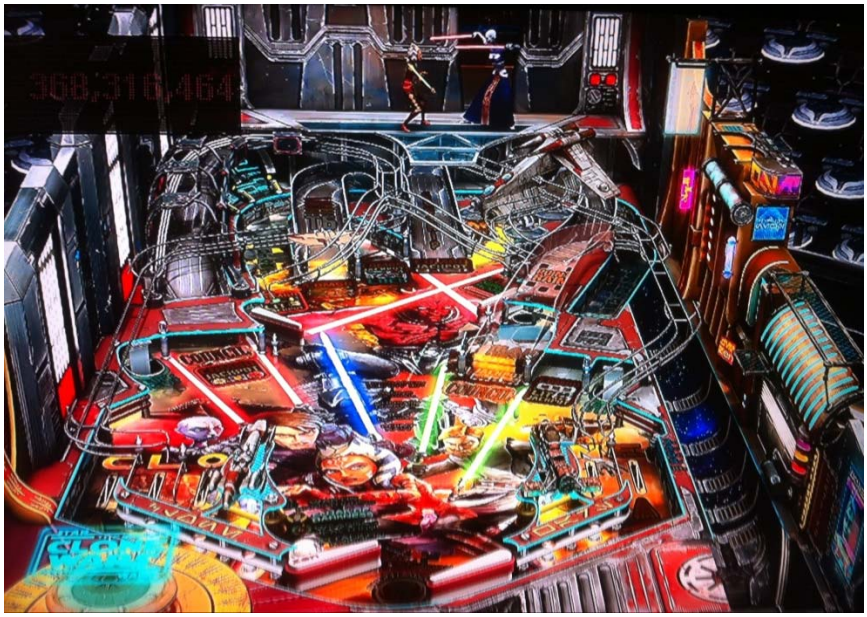
Once you have planted the Bomb a total of 6 times by following the above 3 Steps you will destroy the defences (Purple Shield). The final part of the Council Mission will begin; you will need to hit the Ball up all of the flashing Lanes on the Table's Playfield to complete the final part.

Once done you will be awarded with some Completion Bonus Points and the '**War on Christophis'** Notification Light will be lit.

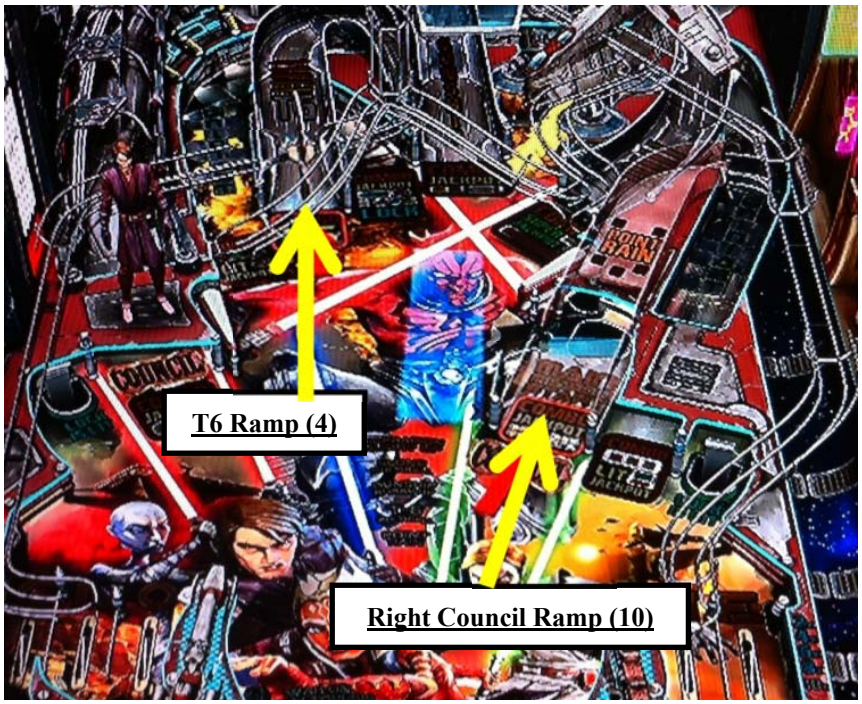
Cloak of Darkness –

To complete this Council Mission you must hit Asajj Ventress 3 times with the charged **Green** Ball, to charge the Ball and hit her you must following the below Steps –

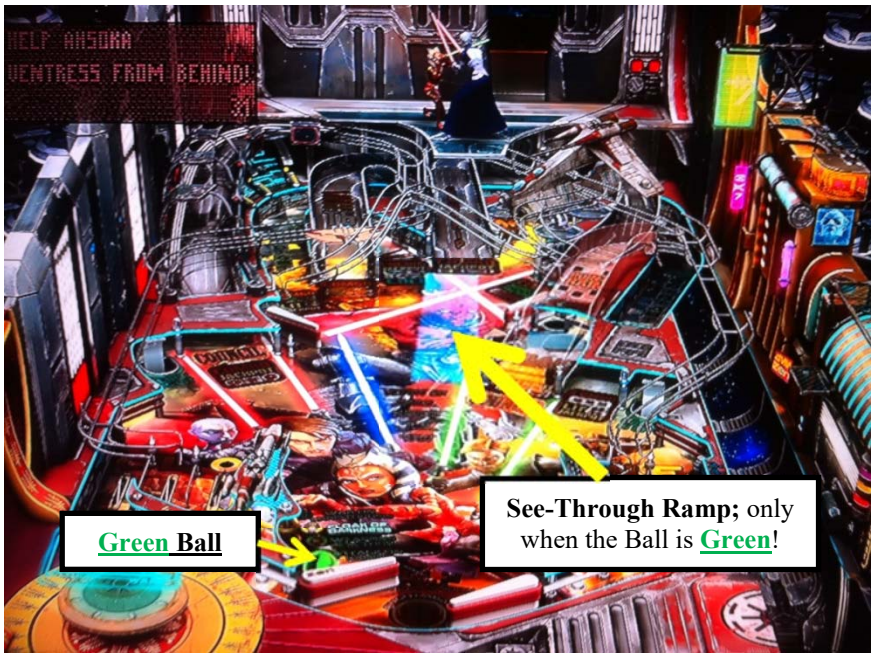
1. Hit the 3 flashing Lanes, these will alternate each time you do this Step –



2. You then have about 30 Seconds (failure to do this Step will result in the failure of this Council Mission altogether) to hit the T6 Ramp (4) and the Right Council Ramp (10) to charge the Ball -



After doing that the Ball will be charged and turn **Green**, you will then need to send the Ball up the see-through Ramp (only send the Ball up this Ramp after hitting the 2 Lanes as Ventress will just cut the Ball, thus wasting time) that has erected from the Centre of the Table's Playfield right below the Gunship Ramp (6) –



Repeat the above Steps a further 2 times to complete the Mission, once done you will be awarded with some Completion Bonus Points and the '**Cloak of Darkness**' Notification Light will be lit.

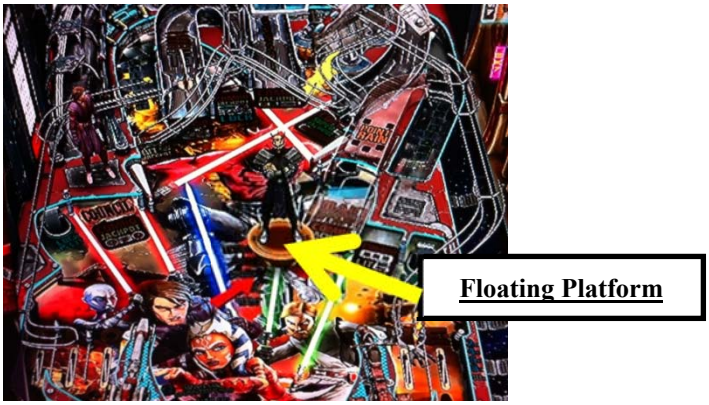
The Monster **Non Timed** –

Upon starting this Council Mission; Savage Opress will be on top of a floating Platform, which you will need to hit it 2 times with the Ball in 3 different positions on the Table's Playfield (6 hits in all) –

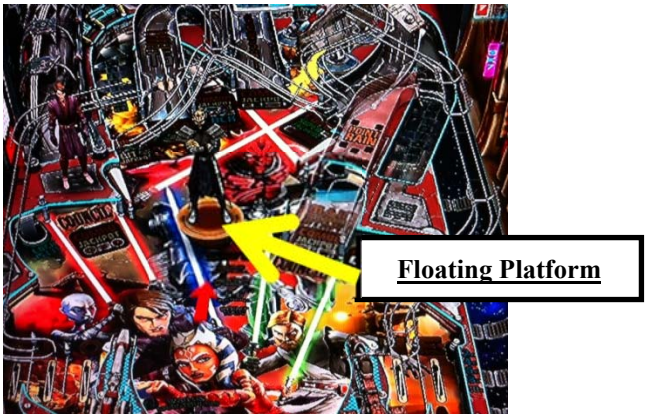
1st Position –



2nd Position –



3rd & final Position –



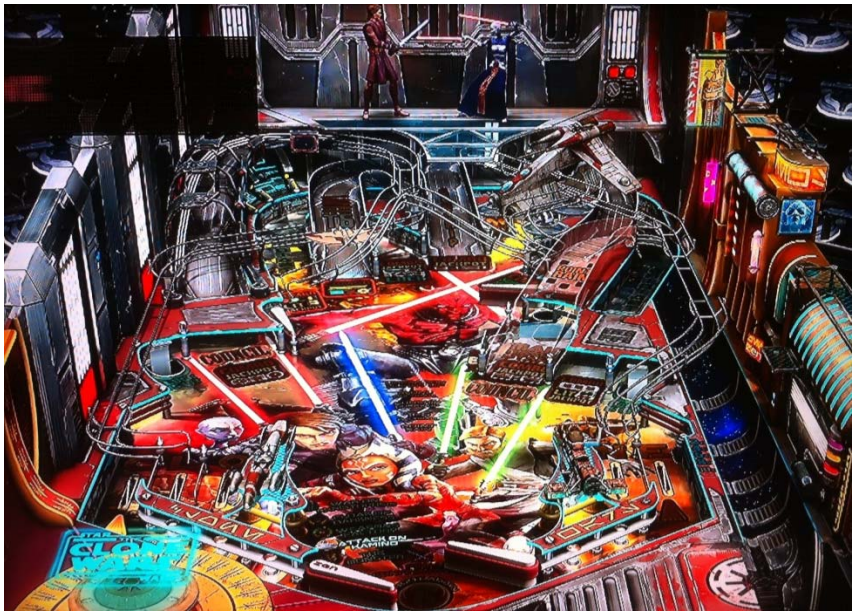
After hitting the floating Platform at each position 2 times, you will then need to hit 3 flashing Lanes a total of 3 times, each time you hit 3 flashing Lanes the flashing Ramps will alternate.

Once done you will be awarded with some Completion Bonus Points and the '**The Monster**' Notification Light will be lit.

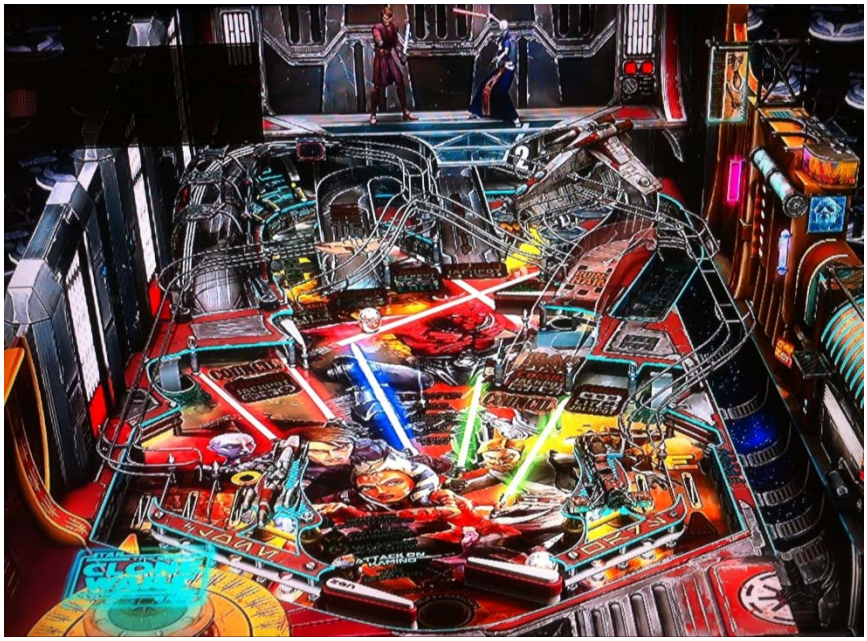
Attack on Kamino –

Upon starting this Council Mission, the Goal is to prevent the Clone DNA from being stolen. This is done in 6 Stages –

1. Hit the 2 Flashing Lanes –



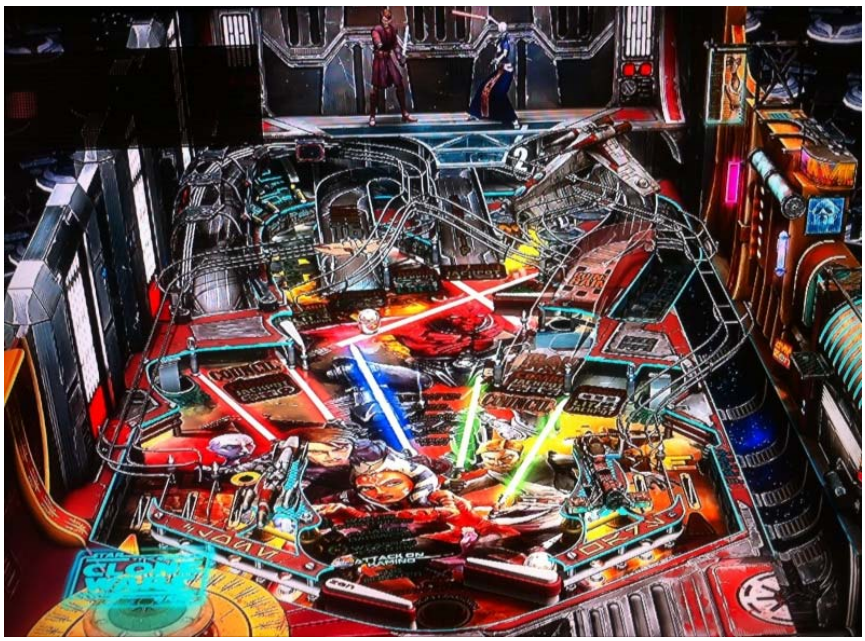
2. The Lock Mini Orbit (5) will begin to flash; but when you manage hit the Ball towards it, the Ball will instead be frozen to the spot and another Ball will be launched out –



Now hit the frozen Ball with the new Ball to release it to move onto **Stage 3**...

3. Hit the 2 Flashing Lanes ***Note** - The Council Mission will fail if you go down to 1 Ball, you will have to repeat the above process again if you wish to re-enter this Council Mission again.**

4. The Lock Mini Orbit (5) will begin to flash again, shot one of the balls towards it and it will be frozen to the spot again -



Now hit the frozen Ball with the other Ball to release it to move onto **Stage 5**...

5. Hit the **All** the Flashing Lanes ***Note - The Council Mission will fail if you go down to 1 Ball, you will have to repeat the above process again if you wish to re-enter this Council Mission again.***

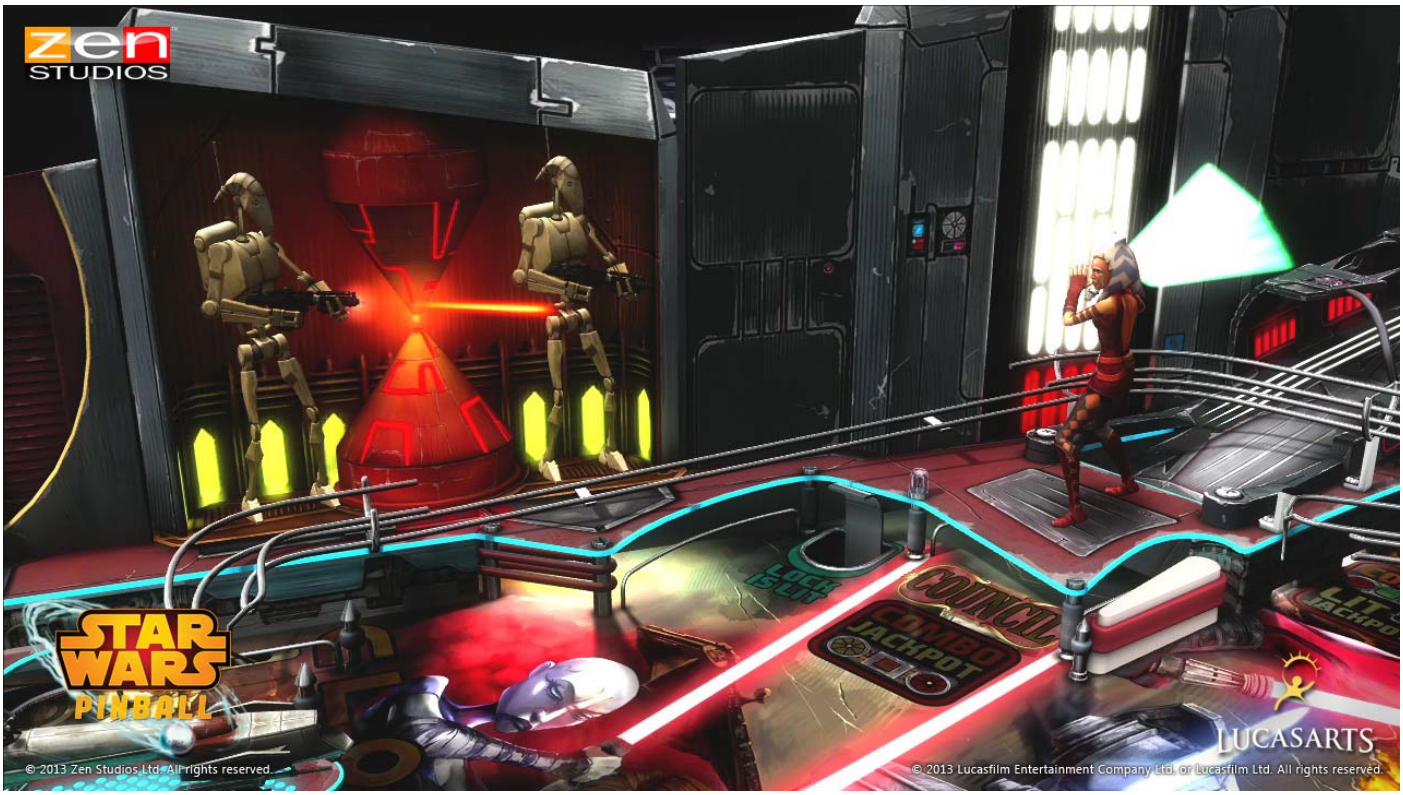
6. Once you hit all of the flashing Lanes, the Lock Mini – Orbit (5) light will flash again.



Shot the Ball towards it and the Ball will freeze again. Now hit the frozen Ball with the other Ball and both of them will explode. Thus you will complete this Council Mission and a new Ball launches.

You will then be awarded with some Completion Bonus Points and the '**Attack on Kamino**' Notification Light will be lit.

Weapons Factory –



Upon starting this Council Mission your Goal will be to destroy the Weapons Factory, this is done in 4 Stages –

1. You must perform a 3 Hit Combo -

Note - You only have about 3 Seconds between each shot, otherwise you will have to repeat the Combo again.

- Lock Mini – Orbit (5).
- Liberation Ramp (7).
- Gunship Ramp (6).

2. You must again perform a 3 Hit Combo -

Note - You only have about 3 Seconds between each shot, otherwise you will have to repeat the Combo again.

- T6 Ramp (4).
- Right Council Ramp (10).
- Left Orbit (3).

3. Upon completing the 2 Stages above you will be given a 3 Ball Multiball -

Note - The Council Mission will fail if you go down to 1 Ball, you will have to repeat the above process again if you wish to re-enter this Council Mission again.

You will need to hit all of the flashing Lanes etc. on the Table's Playfield.

4. Finally you will need to lock the remaining Balls into the either of the Lock Sink Holes – Left Lock Sink Hole (1) or Right Lock Sink Hole (12).

I recommend only having 2 Balls before entering into this phase. If you have all 3 Balls still and lose one, the Council Mission will end as a failure.

Upon doing the above Stages this Council Mission will be completed, you will be awarded with some Completion Bonus Points and the '**Weapons Factory**' Notification Light will be lit.

You will also need to complete the Training Mode at least once if you wish to be granted access to the Wizard Mode (Final Confrontation) of the Table -

Training Mode -

To gain access to this Mode you first need to send the Ball around either of the 2 Orbits – Left Orbit (3) or Right Orbit (11), each time a Letter of 'TRAINING' will be lit.

These Letters can be seen at the entrances of the 2 Orbits –

Left Orbit (3)



Right Orbit (11)



Repeat the process until all the Letters of 'TRAINING' are lit, and then send the Ball up the Gunship Ramp (6) to start the Training Mode.

You will be taken to the Training Playfield –



The Goal here is to hit all the 8 Green Targets (4 on each side); when you manage to knock down all 4 on 1 side or both sides for that matter, you will then unearth a Hidden Sink Hole which you now need to sink the Ball into it to progress in the Training Mode.



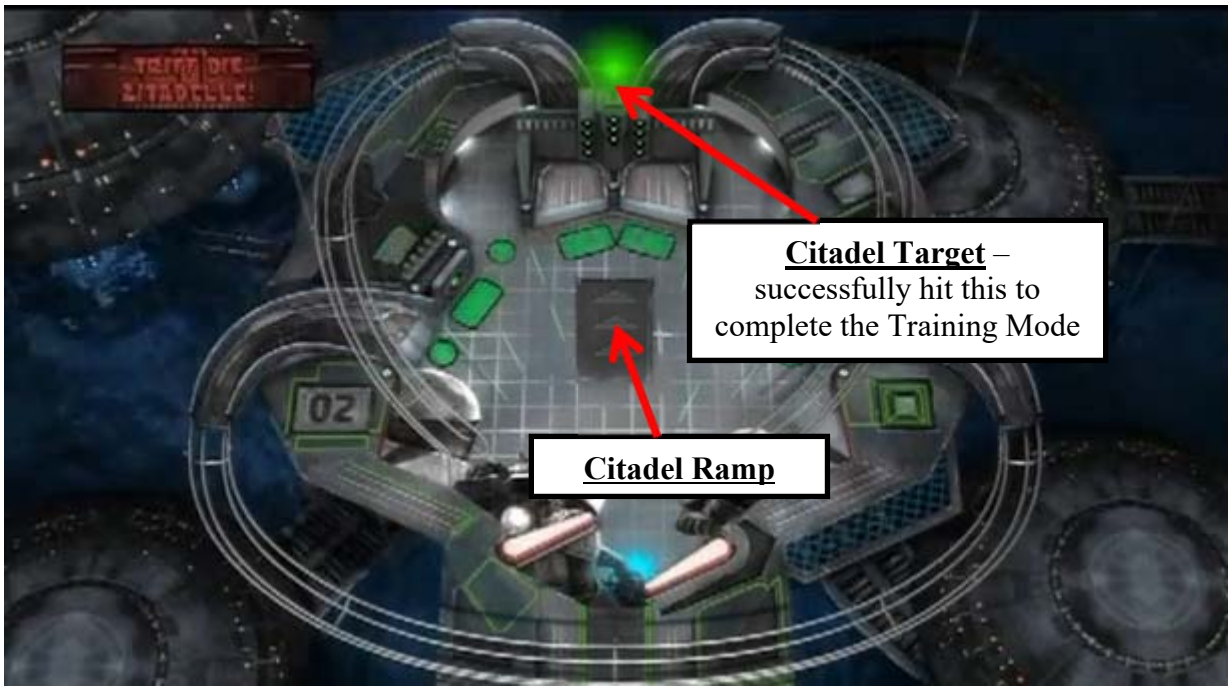
Once you sink the Ball into both of those Hidden Sink Holes, the Middle Sink Hole which will begin to flash. Hit the Ball into it, you will then be taken to the next Playfield of the Training Mode.

The 2nd & final Training Playfield –



Once you gain access to this part of the Training Mode's Playfield, the Goal here is to simply follow the lit Targets (Green Light). Hitting them all will raise the Citadel Ramp.

The Citadel Ramp; hit the Ball up it to destroy the Citadel, after which you will be awarded some completion bonus Points and the Rank of Trooper –

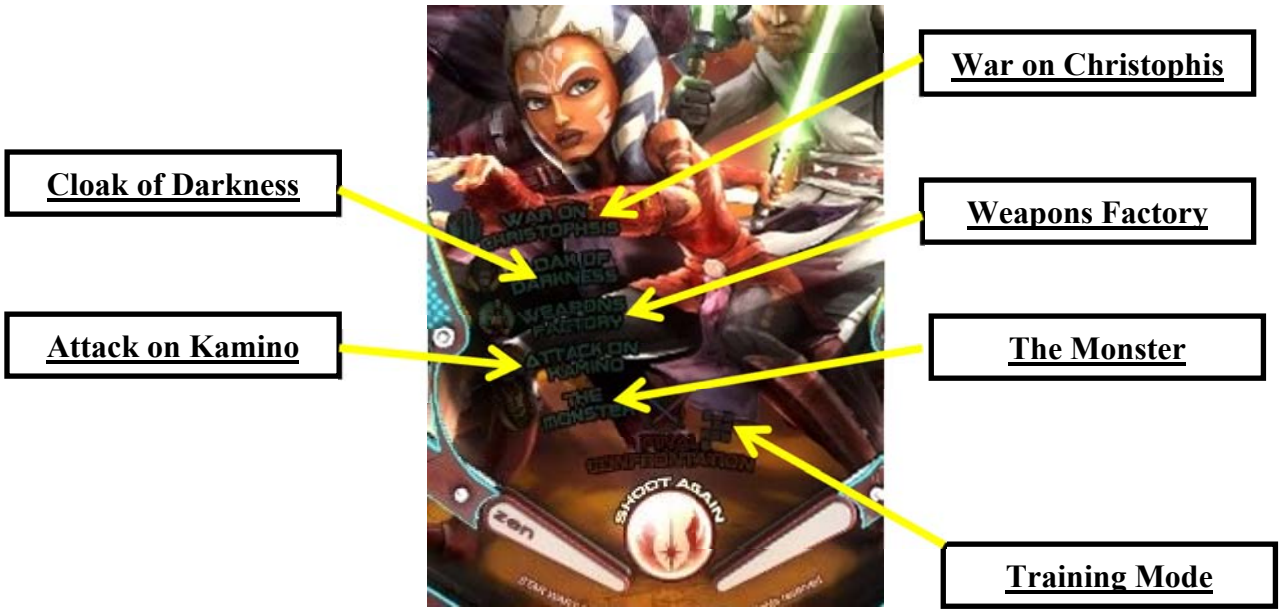


You can repeat the above process to re-enter the Training Mode as many times as you want, but you only need to complete it once along with the 5 Council Missions to be allowed access to the Table's Wizard Mode.

***Note** – Failure at any part of the Training Mode will result in you needing to repeat the activation processes again to re-enter the Training Playfield etc.**

Wizard Mode

Completion of the above ***5 Council Missions & the Training Mode*** is required to allow access to the Wizard Mode (Final Confrontation) –



To start up the Final Confrontation Wizard Mode you need to first spell out the Letters of 'COUNCIL'; this is done by repeatedly hitting either of the 2 Council Ramps – Left Council Ramp (2) or Right Council Ramp (10), each time you go up the Council Ramps you will light up 1 of the Letters.

Upon lighting all the Letters of 'COUNCIL' you will need to sink the Ball into the Point Rain Sink Hole (8); this is done with a shot up the Right Council Ramp (10) or with a late Top Left Flipper shot.

After which the Final Confrontation Wizard Mode will be automatically selected and begin –

Continue to next **Page**…

Final Confrontation



This Wizard Mode comes in 4 Phases; it's a 4 Ball Multiball thus if you go down to 1 Ball at any point in the Wizard Mode you will fail, resulting in your Council Mission and Training progress being reseted. Meaning, you will need to redo all those again to re-attempt the Wizard Mode.

The 4 Phases are as follows -

1. ***Phase 1***: Hit the 2 flashing Ramps, 3 times each -

    - T6 Ramp (4)
    - Right Council Ramp (10)

    Once you hit 1 of the Ramps, you'll need to hit the other. You can't just hit the same Ramp 3 times in a row, as it comes in waves.

2. ***Phase 2***: Hit the Bumpers a total of a 100 times, the 2 Orbits – Left Orbit (3) or Right Orbit (11) will divert the Ball to the Bumpers.

3. ***Phase 3***: Hit these flashing Ramps a total of 15 Times –

    - Left Council Ramp (2)
    - Gunship Ramp (6)
    - Liberation Ramp (7)

    This one doesn't come in waves, so you can hit the same Ramp multiple times to complete this Phase.

4. ***Phase 4***: Lock the remaining Balls into either of Lock Sink Holes – Left Lock Sink Hole (1) or Right Lock Sink Hole (12).

******Very Important!****** If you lose a Ball during this final Phase (even if you have 3 or all 4 balls in play), you will lose the Wizard Mode, thus your Council Mission etc. progress will reset requiring you to do all those again to re-attempt the Wizard Mode. I recommend only having 2 balls when entering into this phase.

Special Thanks to all the Zen Studios Forum Community! Members such as **Cloda, shogun00, E113, snakeman07, surf1der & Beliskner** 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 etc.

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, Mortals

"You must! There is no try!"

Yours
ShoryukenToTheChin