Star Wars: The Force Awakens Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Left Magna Save Target
2. Left Orbit
3. Scene Ramp
4. Left Jakku Mini - Loop
5. Super Skill Shot Sink Hole
6. Cargo Target/Sink Hole
7. Jakku Lock Sink Hole
8. Right Jakku Mini - Loop
9. Falcon Ramp
10. Right Orbit
11. Right 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 particular feature is located.

TABLE SPECIFICS

***Notice*: This Guide is based off of the Zen Pinball 2 (PS4/PS3/Vita) version of the Table on default controls. Some of the controls will be different on the other versions (Pinball FX 2, etc...), but everything else in the Guide remains the same.**



INTRODUCTION

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

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

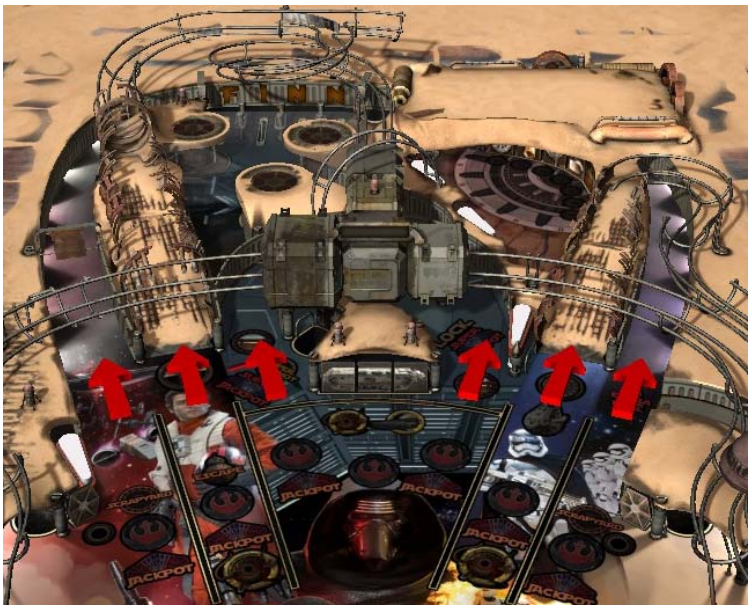
This Table is of course the Star Wars: The Force Awakens; which is a Table that pays homage to the Blockbuster Film. The Table takes you through various parts of the Movie. This is done via its many Modes, like 12 Scene Modes which are ripped straight from the Film. The Artwork and Audio cues are spot on once again, adding that unique originality to the Table's Playfield.

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

Skill Shots -

Skill Shot - ***1 Million Points***

At the start of each Ball you will have the opportunity to score a Skill Shot. All you need to do is launch the Ball into play with the right amount of force to have the Ball land just right onto the below Flippers. Then just hit the Ball quickly up one of the flashing Lanes.

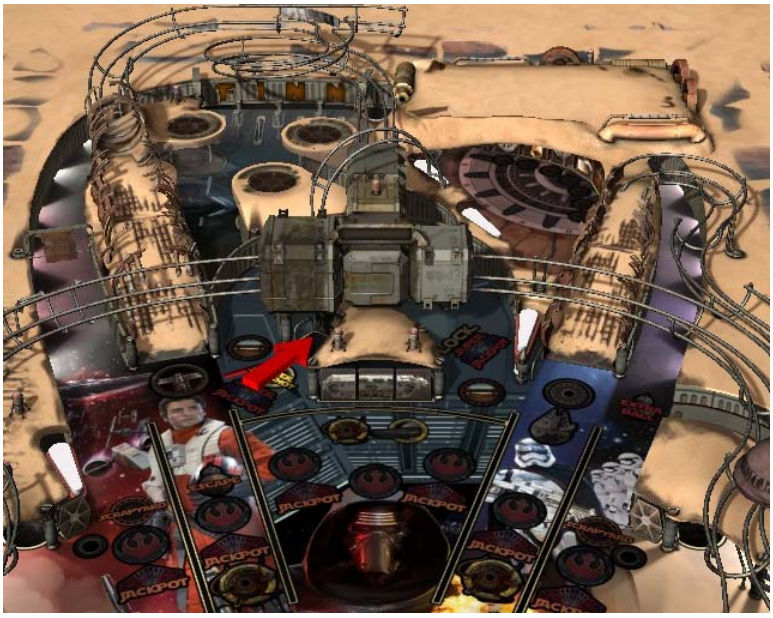


Set the plunger as shown in the Image below. This should allow you to catch and send the Ball up a flashing Lane to claim a Skill Shot reward.



Super Skill Shot - ***2 Million Points***

At the start of each Ball you will have the opportunity to score a Super Skill Shot. All you need to do is launch the Ball into play at full force. Then using the Top Left Flipper hit the Ball into the Super Skill Shot Sink Hole (5).



Kick Back & Ball Save

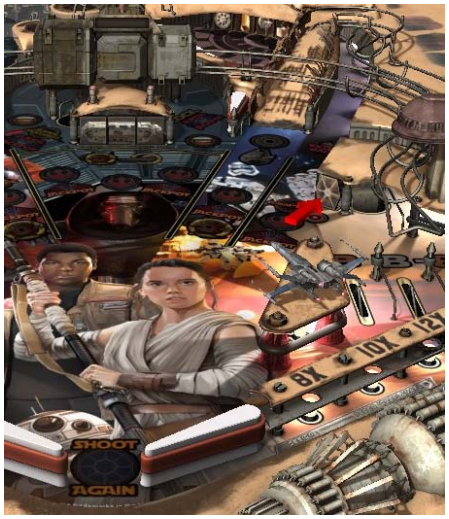
Kickbacks (Magna Saves) –

The Kickbacks (Magna Saves) on this Table are both activated manually using these methods:

- ***Left Kickback***: This is activated by hitting the Left Magna Save Target (1) several times.



- ***Right Kickback***: This is activated by hitting the Right Magna Save Target (11) several times.



Now to use the Magna Save simple press & hold whichever Flipper Button corresponds to that sides Outlane. Example – If it's going down the Left Outlane, then you would press and hold the Left Flipper Button.

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

Ball Save -

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

Extra Balls

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

Collect the Extra Balls by hitting the Ball around the Right Orbit (10) -



- ***Method 1***: *Raising the Multiplier over 12x times;* look later in the Guide below this section, titled "Raising the Multiplier" for information on how to get this **Extra Ball**.

- ***Method 2***: *Completing the Kylo Ren Attacks Hurry Up Mode;* look later in the Guide at the section titled "Hurry Up Modes – Kylo Ren Attacks" for information on how to get this **Extra Ball**.

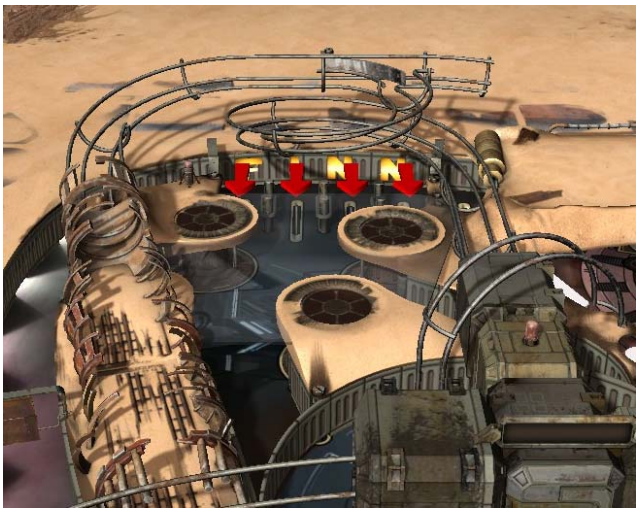
- ***Method 3***: *Avoiding 10 Nets in the BB-8 Escape Hurry Up Mode or in the Movie Scene 2* Mode*;* look later in the Guide at the section titled "Hurry Up Modes – BB-8 Escape" or "Movie Scenes – Scene 2" for information on how to get this **Extra Ball**.

- ***Method 4***: *Shoot down all the Scrap Targets in the Scrapyard Hurry Up Mode;* look later in the Guide at the section titled 'Hurry Up Modes – Scrapyard" for information on how to get this **Extra Ball**.

- ***Method 5***: *Destroy the Rathtars without starting a Multiball;* look later in the Guide at the section titled 'Hurry Up Modes – Attack of the Rathtars" for information on how to get this **Extra Ball**.

Raising the Multiplier

To raise the Bonus Multiplier you will need light all 4 of the “FINN” Rollovers. These are located just above the Bumpers.



Alternate the lit Letters using the Flipper Buttons, as to give the Ball more of a chance to roll down an un-lit Rollover. This in turn will make gathering the “FINN” Letters faster.

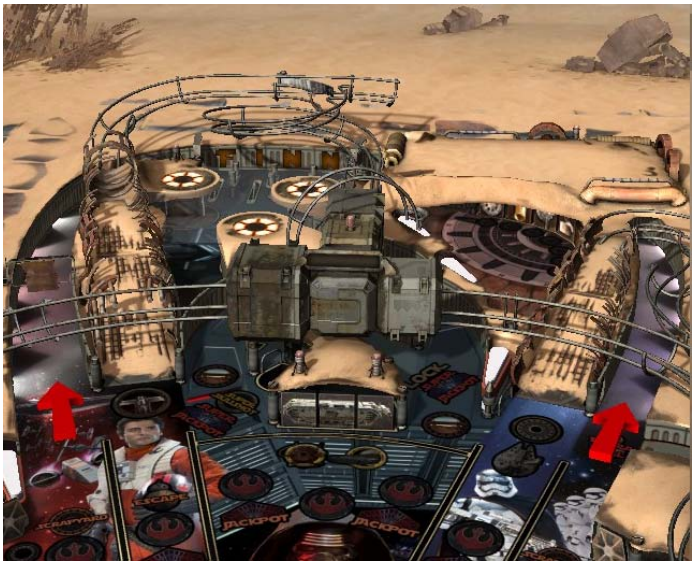
Note – Multiplier Level resets upon draining the Ball.

Hurry Up Modes

Kylo Ren Attacks

Activation -

You will need to hit the Bumpers several times, this can be done with shots around the Left Orbit (2) & Right Orbit (10).



Eventually the Ball will turn into a thermal detenator, and the Mode will begin.

Mode Itself -



You will then need to repeatedly send the Ball up the Scene Ramp (3) to attack Kylo Ren. Attack him successfully 5 times before the timer expires will complete the Mode, and light **EXTRA BALL**.

Attack of the Rathtars

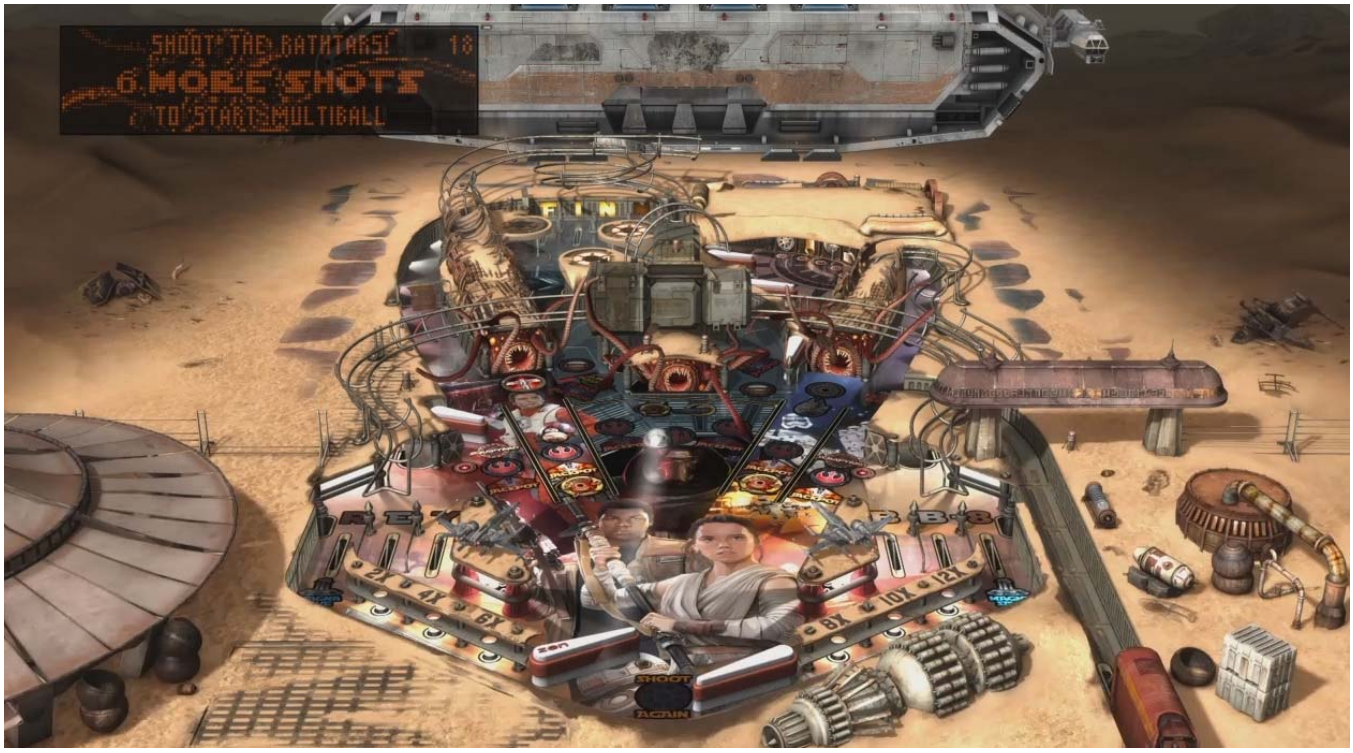
Activation –

You will see the tentacles of the Rathtars at various areas on the Tables Playfield.



They will appear in 1 spot at a time. Once you have hit those Tentacles enough times, the Mode will begin.

Mode Itself –

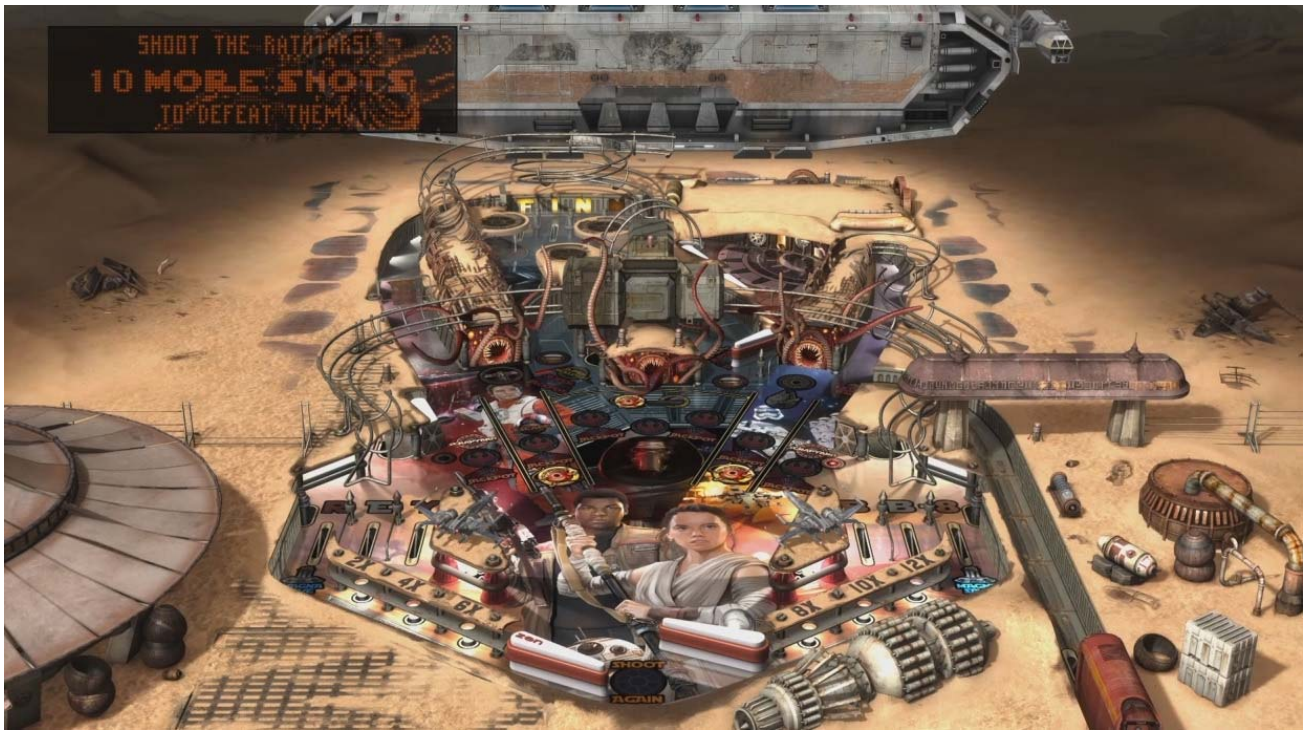


1st Phase: You will have about 18 Seconds to hit the Rathtars 6 times to enable the ability to lock Balls. Each hit to a Rathtar will gain back a few seconds onto the timer. The Rathtars which are located at these locations –

- Scene Ramp (3)
- Cargo Target/Sink Hole (6)
- Falcon Ramp (9)

Upon doing so you will enter the **2nd Phase** of this Hurry Up, which is the actual battle against the Rathtars. You can either continue to hit all the Rathtars a further 10 Times thus starting the Multiball Mode, or instead hit the 2 Rathtars on the sides (Scene Ramp (3) &/or Falcon Ramp (9)) 10 times as required within the timer avoiding the middle Rathtar as this will instead light up **Extra Ball** upon completion.

Below is an explantion if you wished to continue to activated the Multiball and complete the Mode:



If you hit the middle Rathtar this will cause the Ball to be grabbed (essientially locked) and the timer will be paused. Hitting the middle Rathtar again will then lock another Ball.



Now if you hit the Captive Balls, they will then be released and the Multiball will begin.

Now once you have hit the Rathtars a total of 10 times, then Sink Holes will apear in there place.

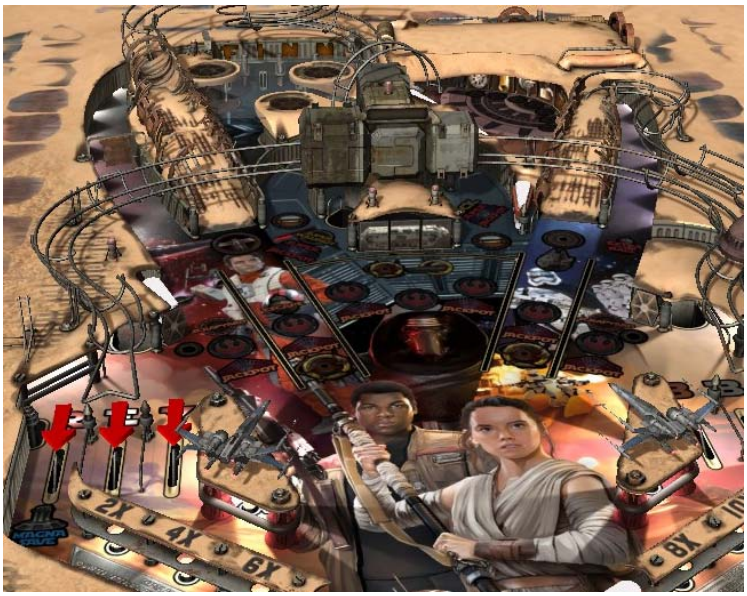


Hit the Ball/s into the Sink Holes to complete the Mode.

Rey's Harvest (Double Scoring)

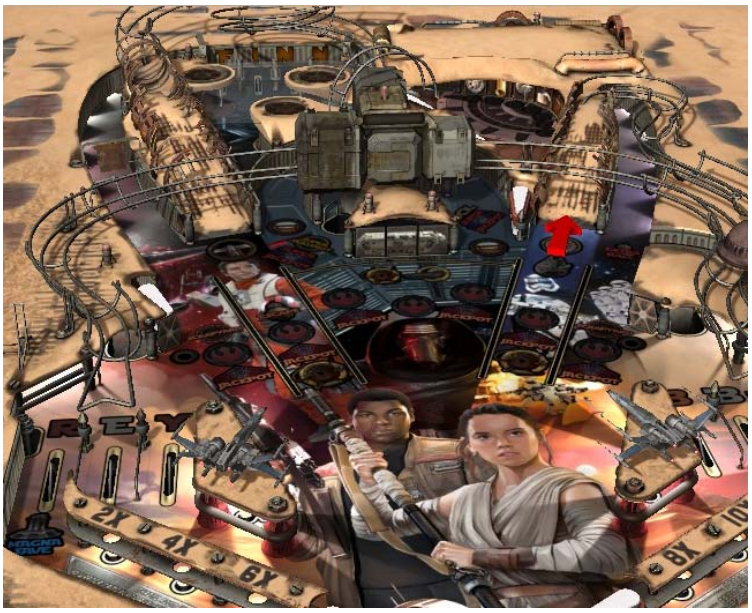
Activation –

You will need light all 3 of the "REY" Rollovers on the In's & Outlane of the Left side of the Tables Playfield.



Alternate the lit Letters using the Flipper Buttons, as to give the Ball more of a chance to roll down an un-lit Rollover. This in turn will make gathering the "REY" Letters faster.

Now once that is done the Falcon Ramp (9) will be flashing for a few seconds. Hit the Ball up that Ramp to start the Rey's Harvest Hurry Up Mode. Which is a Double Scoring Hurry Up Mode.



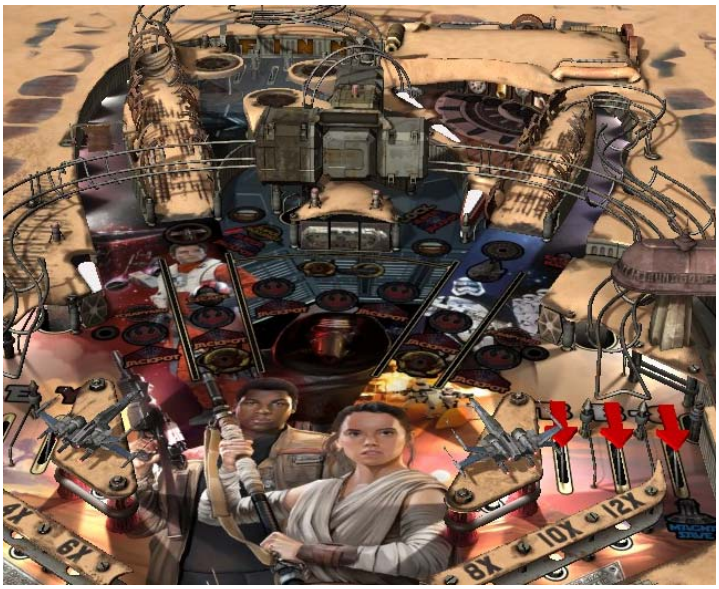
Mode Itself -

Now for the duration of the Mode's timer you will gain Double the score you would normally get for hitting the various Lanes etc.

BB-8 Escape

Activation –

You will need light all 3 of the “BB8” Rollovers on the In’s & Outlane of the Right side of the Tables Playfield.



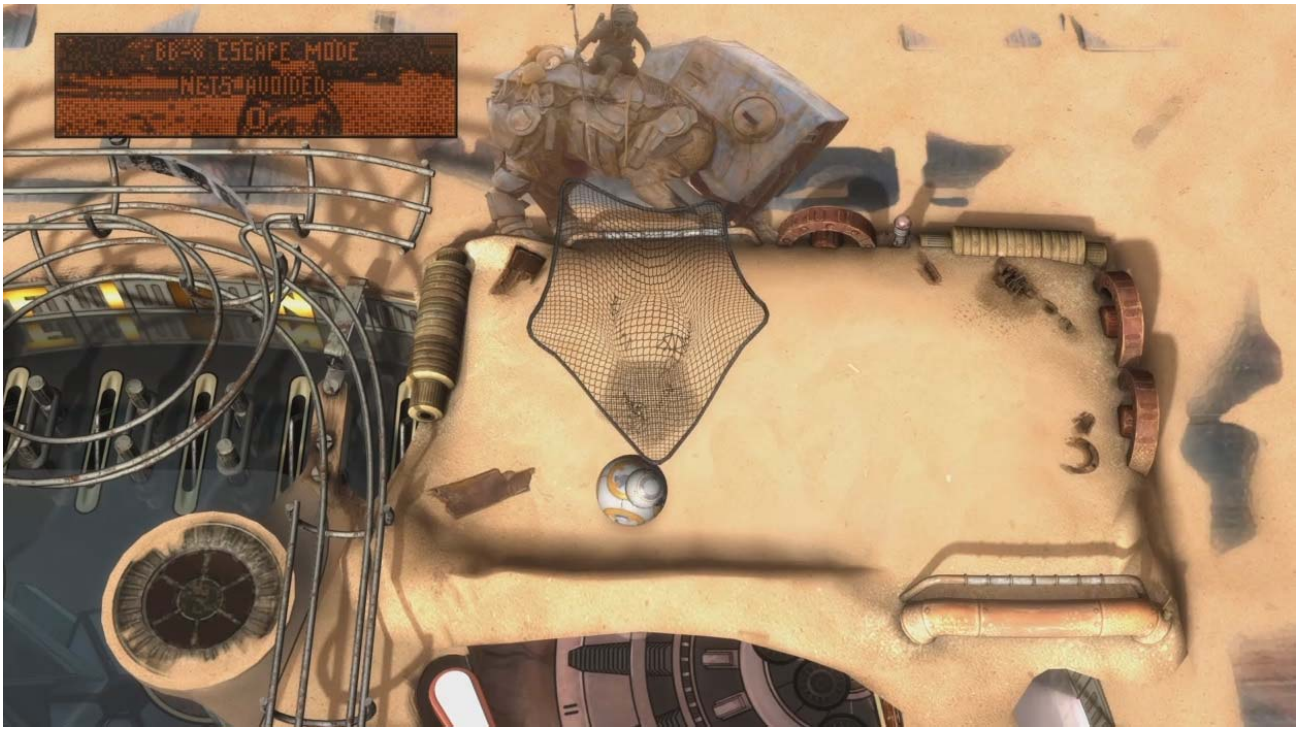
Alternate the lit Letters using the Flipper Buttons, as to give the Ball more of a chance to roll down an un-lit Rollover. This in turn will make gathering the “BB8” Letters faster.

Now once that is done the Scene Ramp (3) will be flashing for a few seconds. Hit the Ball up that Ramp to start the BB-8 Escape Hurry Up Mode.



Mode Itself -

Upon hitting the Scene Ramp (3) you will be taken to the BB-8 Mini – Playfield. The goal here is to avoid as many as Nets you can. Using the Flipper Buttons to control BB-8's movements.

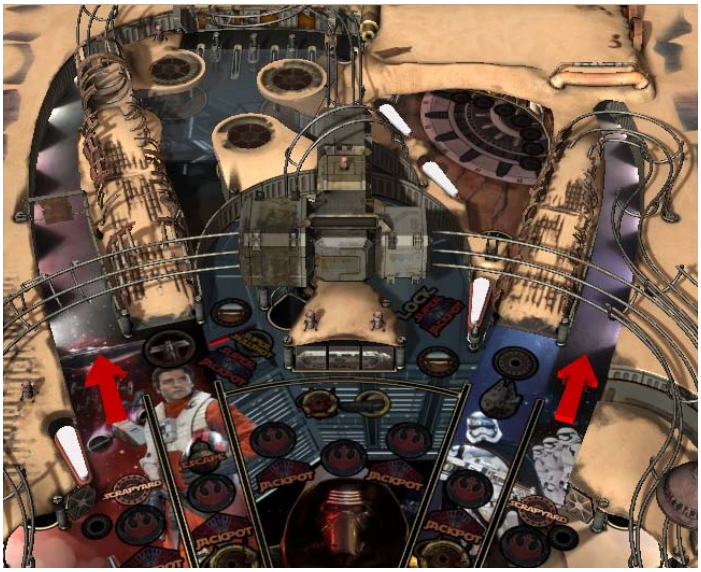


If you manage to avoid 10 Nets, you will be rewarded with **EXTRA BALL** being available at the Right Orbit (11).

Scrapyard

Activation –

Hit the Ball around either of these Orbits – Left Orbit (2) &/or Right Orbit (10) several times.



Mode Itself -

Upon starting this Mode you will be taken to the Scrapyard Mini – Playfield.



You will have 60 Seconds to hit all 6 of the Scrapyard Targets on this Mini – Playfield. Don't worry if you fall out of the Mini – Playfield, just send the Ball around the Right Orbit (10) to get back inside it.

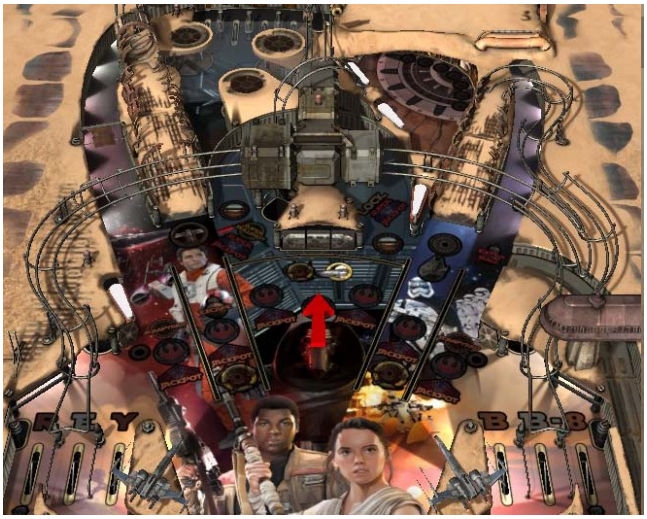


Completing this Mode will net you some very good rewards, the first time you complete this Mode will reward you with lighting EXTRA BALL at the Right Orbit (10).

Freighter Madness

Activation –

Repeatedly hit the Cargo Target/Sink Hole (6).



Eventually the Targets will lower, revealing a Sink Hole. Hit the Ball into that Sink Hole to start the Mode.



Mode Itself -

The Frieghter will now slowly begin to dock.



You will have 25 Seconds before it docks. Now before that happens you should repeatedly hit the Cargo Target/Sink Hole (6), this will increase the intial bonuses given out when the Frieghter completes its docking approach.

Once the timer expires and the Frieghter has docked. A 2 Ball Multiball will begin which will run for 30 Seconds. The goal here is to repeatedly hit the Blue Crosshair which will be moving around the Tables Playfield. By doing so you will send Balls into the Cargo hold of the Frieghter, and thus earn increasing bonuses.



Multiball Modes

There are 2 Multiball Modes on this Table –

Falcon Multiball Mode *2 Balls *

Activation –

You will need to hit the Falcon Ramp (9) several times to start up this Multiball Mode. The amount of times required will increase after every successful activation of this Mode.



Mode itself -



The 2 Ball Multiball will then begin. The goal here is to hit 3 of the flashing & moving Lanes to destroy 3 Tie Fighters, as well as earn **Jackpot** rewards.



This will in turn open up the Hidden Sink Hole in the centre, Cargo Target/Sink Hole (6).



Hit a Ball into that Sink Hole to claim the **Super Jackpot** reward and increase the next **Jackpot** value, remember that the Spinner located within the Left Orbit (2) will also raise the value. 3 flashing & moving Lanes will become active again. Rinse and repeat this process to score as many Points as possible.

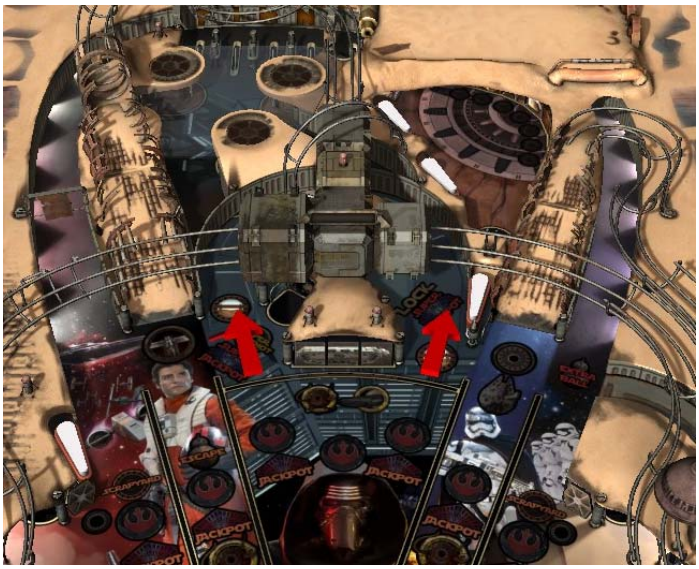
The Multiball Mode will continue as long as you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode.

Jakku Multiball Mode *3 or 4 Balls *

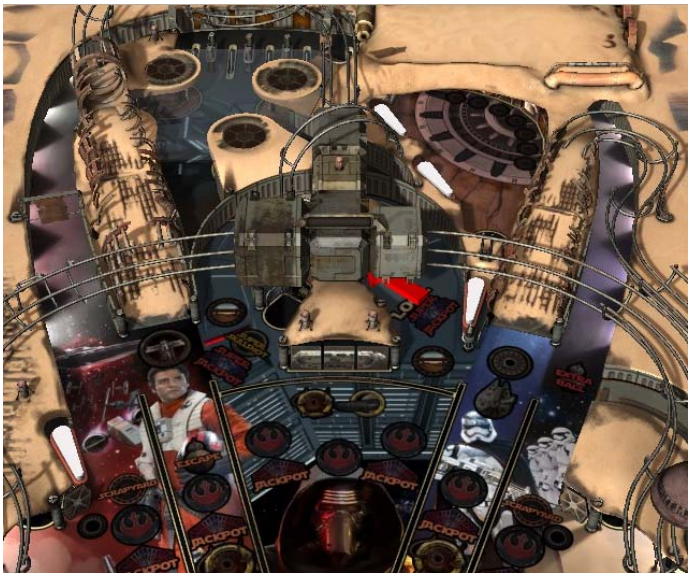
Activation –

Tip – You can also activate the Jakku Multiball Mode while the Falcon Multiball is active!

First you must activate the locking mechanism on the Jakku Lock Sink Hole (7). This is done by repeatedly sending the Ball around the Jakku Loops – Left Jakku Loop (4) &/or Right Jakku Loop (8).



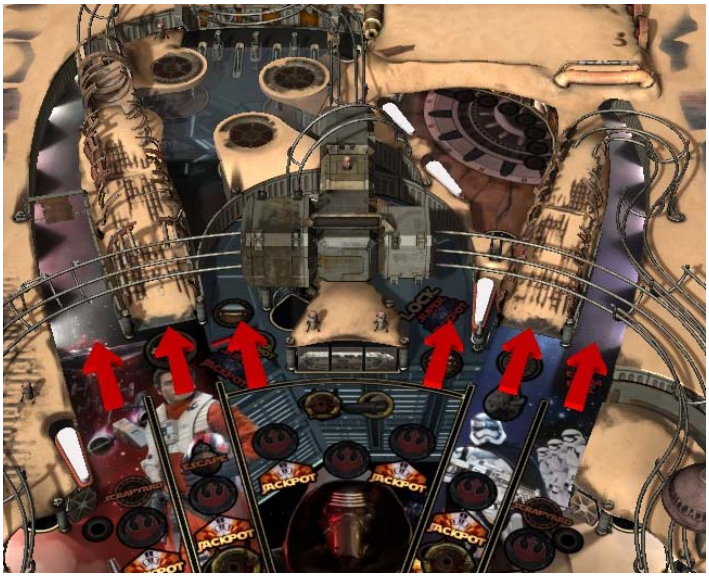
Then sink the Ball into the Jakku Lock Sink Hole (7).



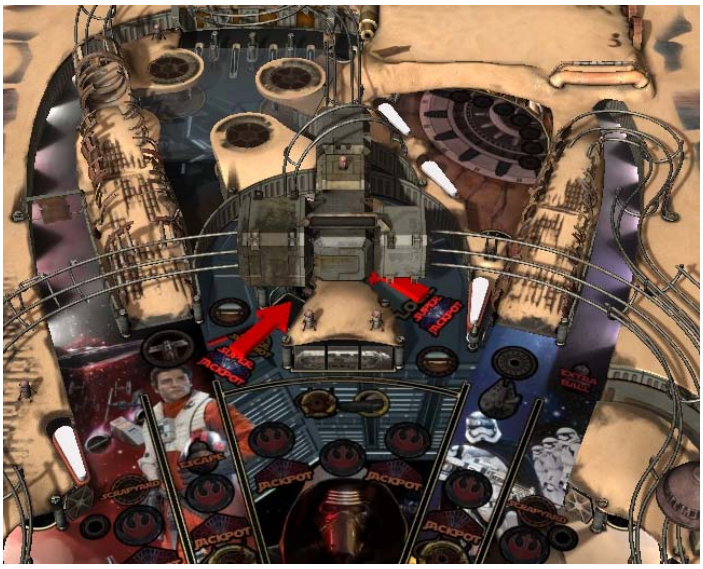
Ball 1 will then be locked. Repeat this a further 2 times to lock a total of 3 Balls. Upon doing so the Multiball will begin.

Mode itself -

Once this 3 Ball Multiball begins you will score **Jackpot** rewards by sending the Balls through all the flashing Lanes on the Left & Right sides of the Table Playfield.



Once all of those are hit, **Super Jackpot** will be available at the Sink Holes – Super Skill Shot Sink Hole (5) & Jakku Lock Sink Hole (7).



You will also be able to raise the **Jackpot** value by sending the Ball/s around either of the Orbits – Left Orbit (2) &/or Right Orbit (10). This will take you to the Scrapyard Mini – Playfield (explained earlier in the Guide under the section "Hurry Up Modes – Scrapyard"). Hitting the Scrapyard Drop Down Targets will raise the value of the **Jackpots**.

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 Scene Modes

To gain access to the Wizard Mode (Scene 12) you will need to complete all of the previous 11 Movie Scenes on this Table.

Note – If you drain your Ball while within a Scene. The Scene will remain activate of the next Ball you launch onto the Playfield within the same Game.

Send the Ball up the Scene Ramp (3) a total of 3 times to start a Scene. Rinse & Repeat for all 11 Scenes.

I will now go through each of the 11 Movie Scenes.

Scene 1 “The Scavenger” *Timed*

This Scene requires you to collect & sell 13 pieces of scrap metal. Now to do so you will need to hit the flashing Lanes, each time you do so a piece of scrap metal is collected.



To sell the scrap metal you just need to sink the Ball into the Sink Hole via the Cargo Target/Sink Hole (6). Now when you sink the Ball into that Sink Hole; the amount of scrap metal collected will be times by 1 Million Points.

Once 13 pieces are collected & sold, the Scene will be completed.

Scene 2 "BB-8 is Being Chased" *Timed*

This Scene will start you off on the BB-8 Escape Mini – Playfield. Basically just try to avoid the dropping Nets for as long as you can. Control BB-8 by using the Flipper Buttons; Left Flipper to move Left & so forth. Remember if you manage to avoid 10 Nets, you will be rewarded with an EXTRA **BALL** becoming available at the Right Orbit (10).



Now once BB-8 is caught you will return to the main Playfield. You will now just need to repeatedly hit the flashing Lanes.



This will be in 3 Phases of 15 Seconds, hitting the Lanes will award you various Point base rewards. After the end of each Phase, Rey will move further and further up the Table towards where BB-8 is captured.

Once that is done. Sink the Ball into the Sink Hole via the Cargo Target/Sink Hole (6).



Once done. Help BB-8 escape by mashing the Flipper Buttons as fast as you can to untangle the Net (complete the Gauge shown on the Dot – Matrix). You will earn the remaining award bonus (this decreases the longer you take to fill the Gauge). The less available as a bonus, the easier this stage becomes.



Once the Gauge is filled, the Scene is completed.

Scene 3 “The Getaway” *Timed*

Firstly with the BB-8 Ball you will need to hit the flashing Lanes. The Dot – Matrix tells you to produce 10 successful hits.



Once that is done. Hit the Scene Ramp (3) quickly to meet Finn. There is a decreasing Point based bonus, so the faster you hit that Ramp the better.



After that is done, a Phase will begin which is timed (20 Seconds). Shooting the flashing Orbits – Left Orbit (2) & Right Orbit (10). Basically the Points rewarded for these phase is 100,000 times the amount of time remaining.



Once that Phase is completed, the Scene is finished.

Scene 4 “The Escape” *Timed – 60 Seconds*

The first part is a 60 Second Hurry Up, where you can repeatedly hit the Cargo Target/Sink Hole (6) to earn various Point based bonuses. These bonuses increase progressively.



Once the timer expires, the Scene is now completed.

Scene 5 “The Freighter” *Timed*

This Scene requires you to hit the 3 Rathtar Targets as many times as possible. The Points awarded for each hit will slowly be decreasing (shown on the Dot – Matrix).



The middle Rathtar will disappear when the Points countdown drops below 1.5 Million.



Now to complete the Scene. Simply hit the 2 Rathtar Targets remaining.

Scene 6 “Escape” *Timed – 60 Seconds*

This Scene requires you to hit 1 of the flashing Lanes.



Upon doing so you will have a very short time frame to hit the moving Thug Target.



Once the Scenes timer expires (60 Seconds), the Scene is completed.

Scene 7 “The Encounter with Kylo Ren” *Timed – 60 Seconds*

Hit the flashing Lanes to acquire progressive Point based bonuses. Avoid hitting Kylo Ren, as he will grab the Ball with the Force and push it. This can lead to unwanted Ball drains.



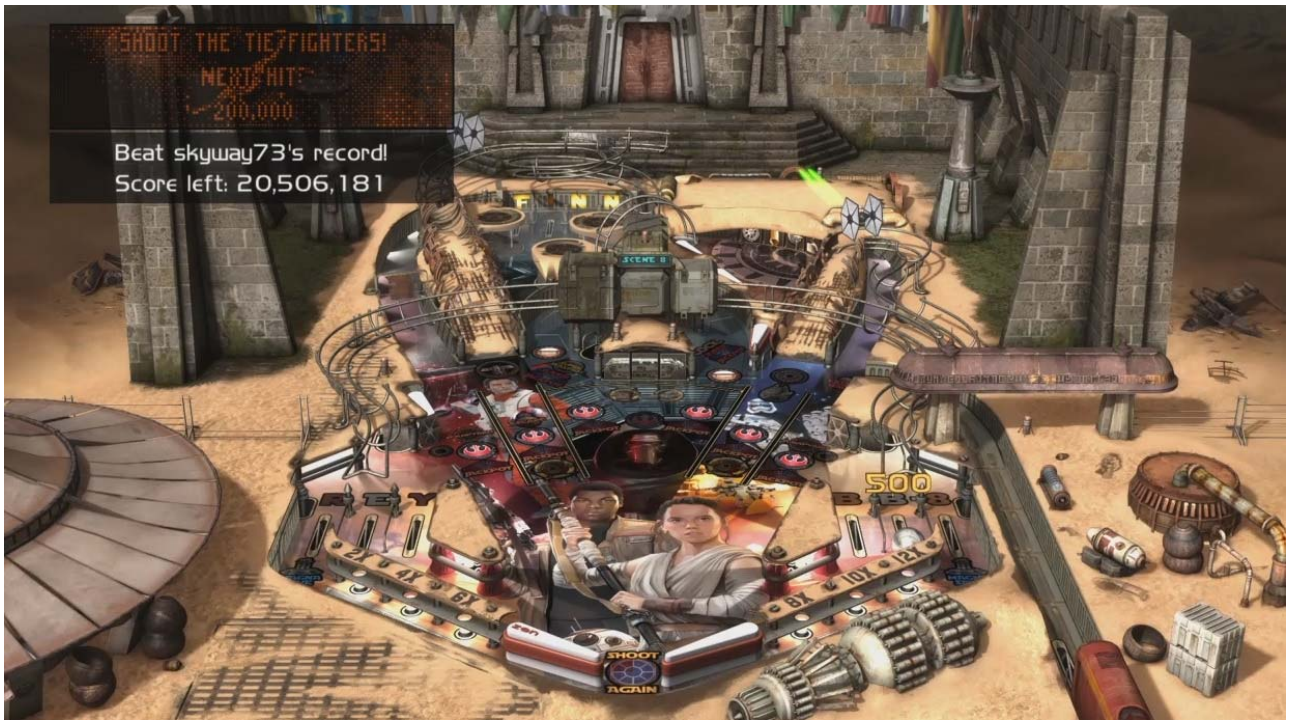
After 60 Seconds has past. You can now attack Kylo Ren directly. Simply hit the Ball towards him.



Once done, the Scene will be completed.

Scene 8 “Siege of the Maz 5 Castle” *Timed – 90 Seconds*

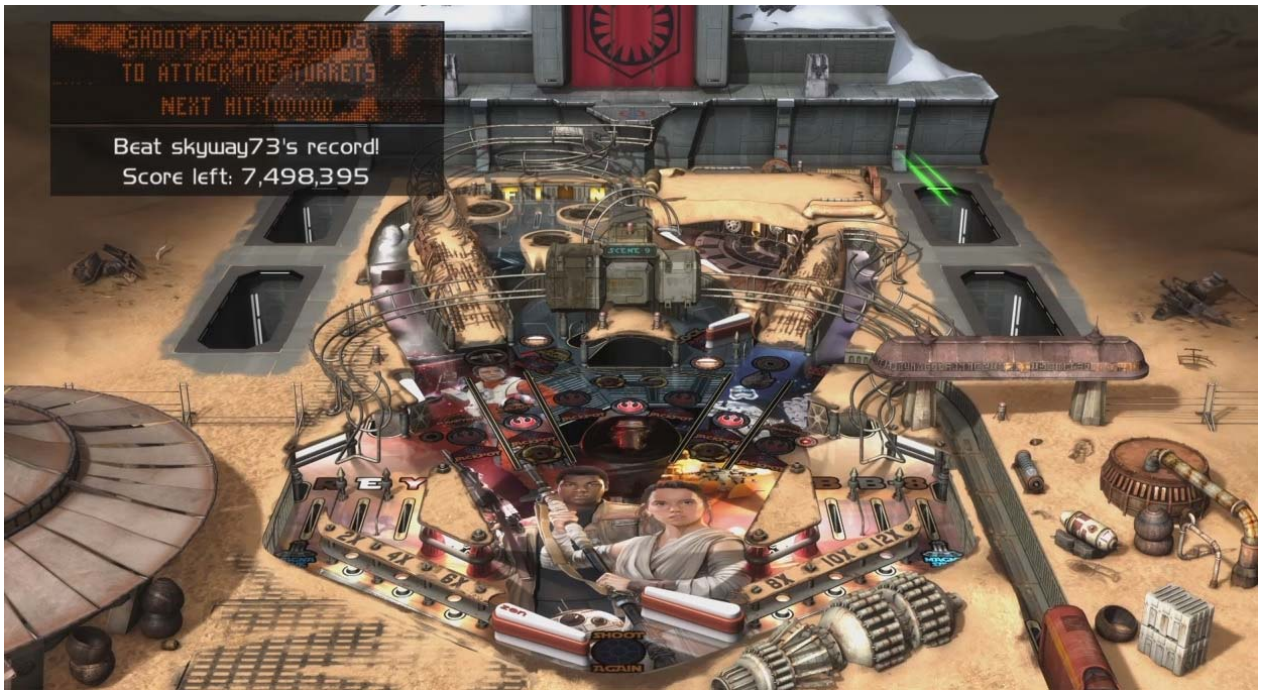
This Scene requires you will shoot the Ball through the Scene Ramp (3) &/or Falcon Ramp (9) to attack the Tie Fighters. You will earn progressive Point based bonuses by doing so. The other flashing Lanes will increase these bonus values. Tie Fighters will continually spawn on the Ramps. Be on your guard, as the returns from the Lanes are very violent.



After 90 Seconds, the 2 Tie Fighters located on either Ramp will disappear upon the Ball being sent up those Ramps. The Scene will then be completed.

Scene 9 "Attack the First Order Base" *Timed – 90 Seconds*

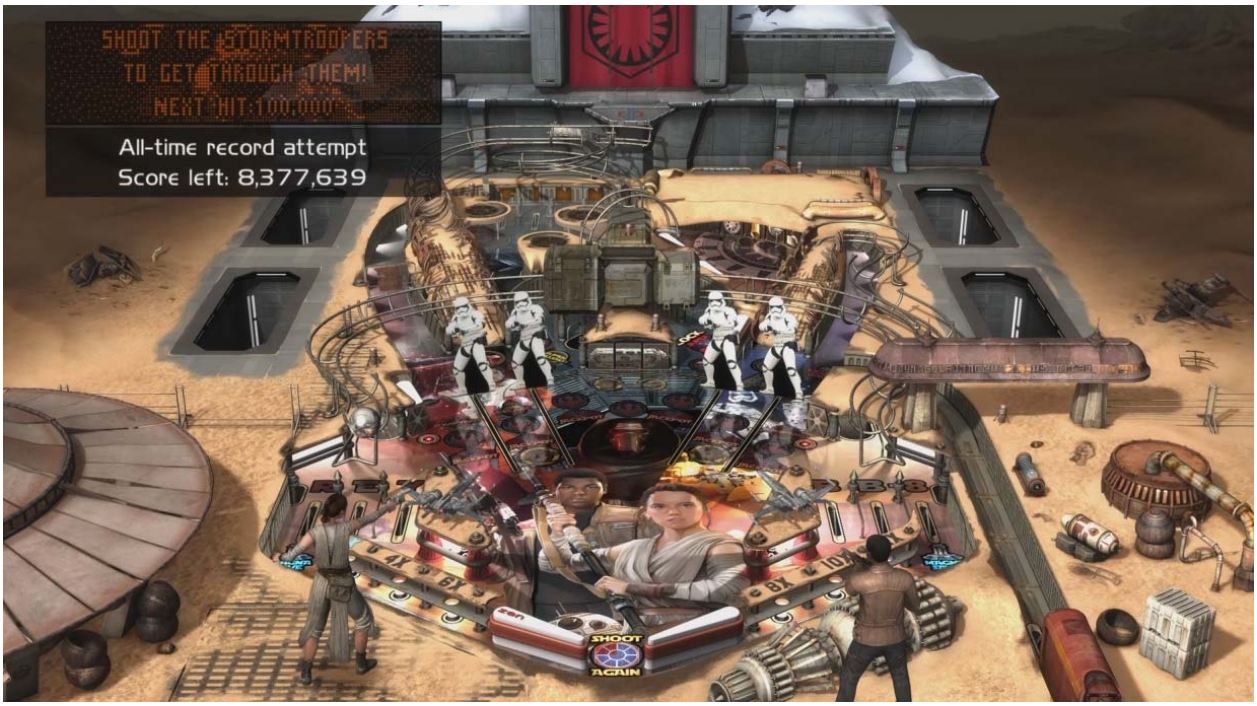
In this Scene; hitting the Lanes when they are flashing will destroy the Turrets, and by doing so will earn you progressive Point based bonuses. Also if you sink the Ball into the Sink Hole via the Cargo Target/Sink Hole (6), this will cause the flashing Lanes to freeze for a few more Seconds and thus allow you to hit the Turrets a bit easier.



After 90 Seconds, just hit another Turret successfully to complete the Scene.

Scene 10 “The Infiltration” *Timed – 60 Seconds*

In this Scene you will have a couple of Stormtroopers Targets advancing towards your Flippers. Simply hit those Targets as many times as possible, this will earn you progressive Point based bonuses.



After 60 Seconds, the Stormtroopers will disappear and the Scene will be completed.

Scene 11 “Destroy the Shield” *Timed*

First charge the 3 flashing Lanes with 3 detonator Balls



After hit the remaining Ball into the Sink Hole via Cargo Target/Sink Hole (6).



Upon doing so, a 3 Ball Multiball will begin. Simply hit Kylo Ren as many times as you can. You will score decreasing Points (viewable on the Dot – Matrix).



After a couple of successful hits, hit Kylo Ren to be rewarded with 3 Million Points and thus the Scene will be completed.

Wizard Mode – Scene 12 "Destroy the Base" *4 Ball Multiball*

Once you have completed all of the 11 Movie Scene Modes (explanations for those can be found in the above Pages). Now simply repeat the same process you used to start the previous Scenes to enter the Final Scene (Wizard Mode).

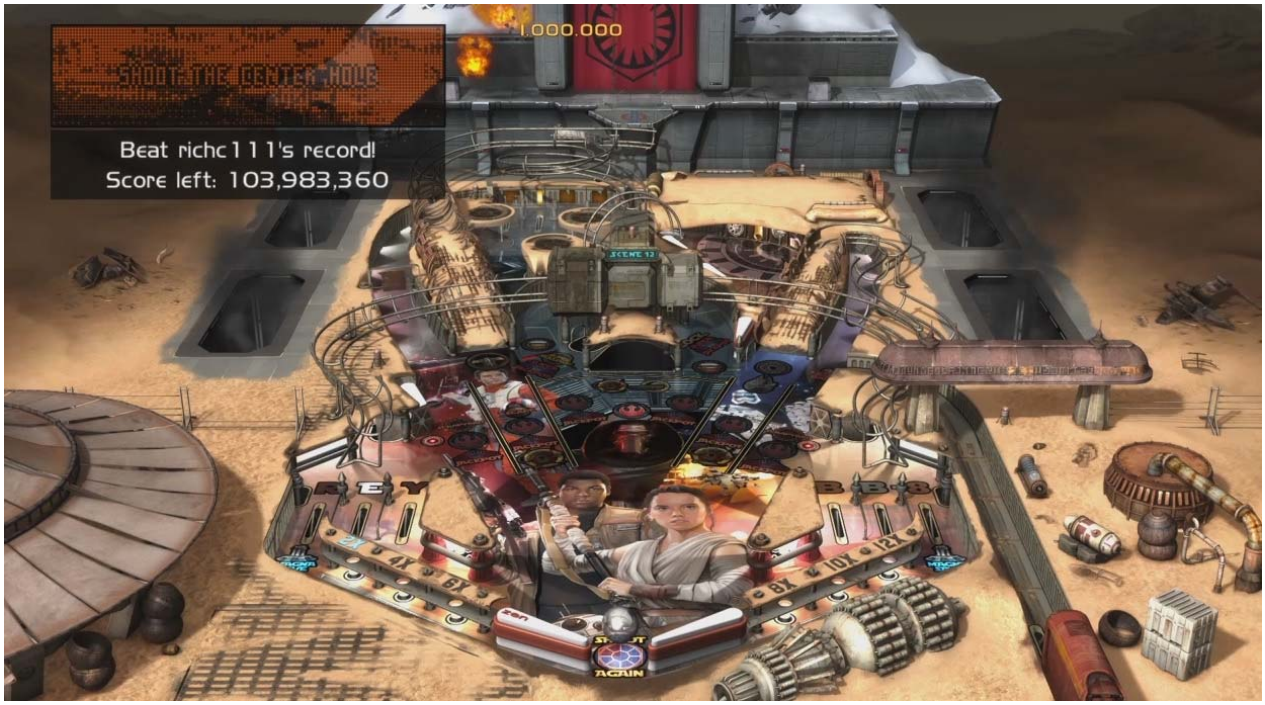
Wizard Mode itself –

This is a 4 Ball Multiball. Hitting the flashing Lanes will score **Jackpot** awards (4-1 Million Points **Jackpot** value. This corresponds to the amount of Balls left on the Playfield).



You can reactivate the **Jackpot** Lanes by hitting them again, and thus earn more **Jackpots** rewards.

Once you have hit 20 flashing **Jackpot** Lanes, the Wizard Mode can be concluded by sinking the remaining Balls into the Sink Hole via the Cargo Target/Sink Hole (6).



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

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

"There has been an awakening! Have you felt it? The Pinball Players and the Tables!!!"

Yours
ShoryukenToTheChin