Star Wars: The Last Jedi Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Left Orbit
2. Left Ramp
3. Left Mini Loop
4. Centre Lane
5. Right Mini Loop
6. Right Orbit ******Tip - Keep an eye on the diverter here. If you don't hit any Lane for couple seconds it reveals an up-kicker hole automatically that forwards the Ball to the Upper Right Mini - Playfield instantly. **
7. Right Sink Hole

Left Mini – Playfield:

8. Upper Left Ramp
9. Metal Post
10. Upper Left Mini Loop
11. Upper Centre Ramp (grants access to the Right Mini – Playfield)

Right Mini – Playfield:

12. Force Drop Down Targets
13. Upper Right Ramp (grants access to the Left Mini – Playfield)
14. Saucer
15. Upper Right Mini Loop

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 Star Wars: The Last Jedi & Star Wars: Ahch-To.

This Table is of course the Star Wars: The Last Jedi; 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 6 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.

Fleet Strength -

Be careful with your fleet strength! Your scores depend on it. Completing Modes, you will gain strength but if you fail you will lose some. This is basically an overall score multiplier and it is always displayed on the Dot-Matrix display.



Skill Shot - *1 Million Points (default score) – decreases/increases based on Fleet Strength*

Whenever the Ball gets in the Plunger Lane, launch it into the bowl and have the Ball land into the flashing hole to be awarded a Skill Shot. You can change the flashing hole by pressing the Flipper Buttons.



An Example of a Skill Shot:

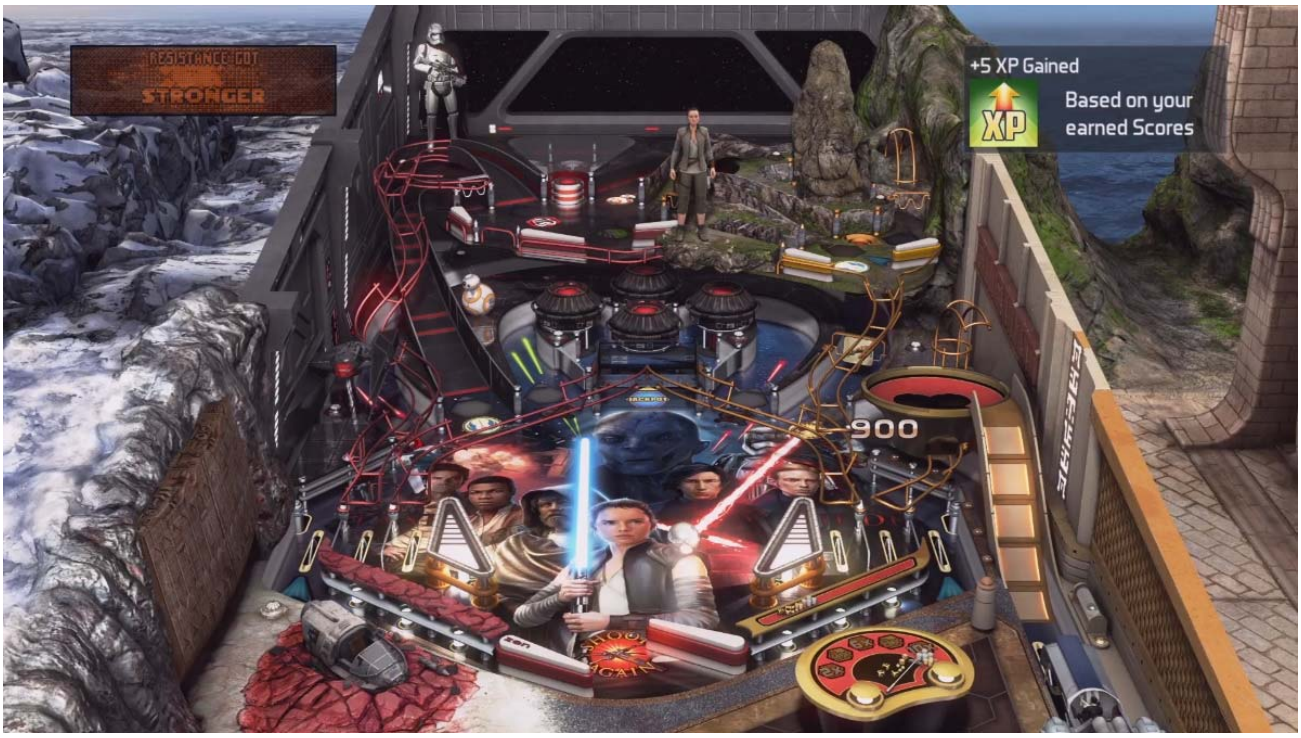


The Skill Shot is worth 1 Million Points by default. If you manage to hit it with your 1st Ball, it will be 1.1 Million Points because it gives the already raised fleet score (explained earlier in the Guide under "Fleet Strength" section).

Super Skill Shot -

If the manually launched Ball achieves a Skill Shot, you will then have a few seconds to hit a random flashing Lane to score a Super Skill Shot.

Below shows an example of this; the Centre Lane (4) is flashing with a “Jackpot” notification light, and hitting it in time rewards a Super Skill Shot.



Kickback & Ball Save

Kickbacks –

To activate the Kickbacks, you will need to complete the below steps.

1. Hit the Saucer (14) on the Upper Right Mini-Playfield.



***Tip - You can hit the Saucer (14) if you hit the Force Drop Targets first with the Upper Right Flipper, then you can hit the Saucer with the other Flipper there. *

2. Consecutively hit the Ball up the Upper Right Ramp (13) to activate both Kickbacks.



*Note – Any Kickbacks 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 – On launching a new Ball; the "Ball Save" will expire once its 30 Second timer expires or you drain the Ball, whichever comes first. The Multiball Modes only have a 15 Second timer, *

Extra Balls

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

Collect the **Extra Balls** by hitting the Ball at the Right Sink Hole (7) –



- ***Method 1***: *Cantonica Award;* look later in the section titled 'Side Modes - *Cantonica* Awards" for information on how to get this **Extra Ball**.

- ***Method 2***: *Completing 3* Scenes*;* look later in the Guide under "Movie Scene Modes" section for information on how.

- ***Method 3***: *Win a Fathier Race;* look later in the Guide under "Side Modes – Fathier Race" section for information on how.

- ***Method 4***: *Raise the Multiplier level to beyond maximum;* look below this page under "Raising the Multiplier" section for information on how.

- ***Method 5***: *Collect 66 Stormtroopers;* look later in the Guide under "Side Modes – Hijack" section for information on how.

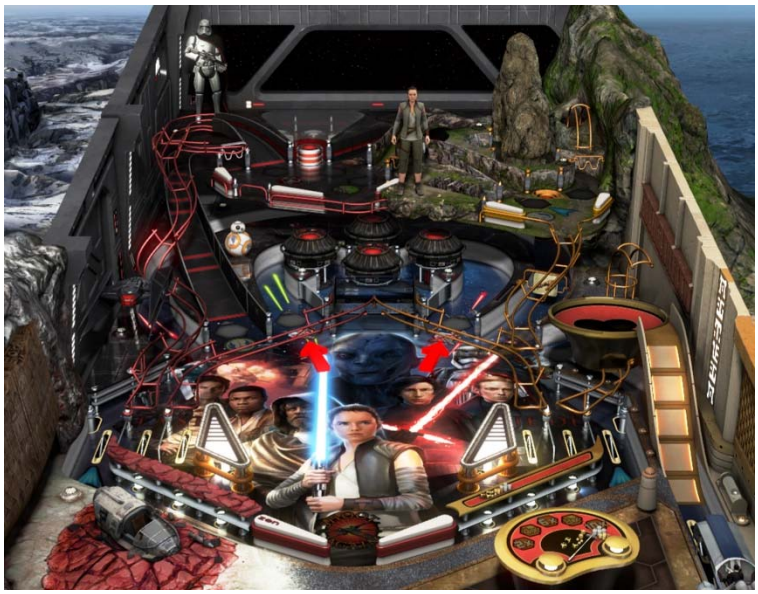
Raising the Multiplier

To raise the Multiplier Level on this Table you will need to perform these 2 tasks:

1. Complete all 8 of the "LAST JEDI" (Left Side – "Last" & Right Side "Jedi") lights on the Rollovers at the In's & Outlanes:



2. Once that is done, the 2 Mini Loops: Left Mini Loop (3) or Right Mini Loop (5) which go around the Bumpers will begin flashing.



Hitting either of those Mini Loops will in-turn raise the level of the Multipliers.

Once the Multiplier is raised to its max (10x), repeat the above process again and this time an **Extra Ball** will be made available at the Right Sink Hole (7).

Side Game Modes

- **Cantonica Awards–**

To gain a random Catonica award you will first need to hit the Ball into the Right Sink Hole (7).



Once that is hit, the Ball will be returned into the bowl.



You will need to light-up all the 4 lights in the bowl. Repeat the above process until that is achieved, and you will then be awarded a random reward for your troubles.

Various awards include point based and even an **Extra Ball** being made available at the Right Sink Hole (7).

- **Fathier Race –**

Activation –

Repeated hits to the Spinner which is located at the entrance of the Right Orbit (6) will eventually open a hole there.



Sink the Ball into the hole at the Right Orbit (6) to start the Fathier Race.

Mode Itself –

The Mode will then begin; first you will need to select your Fathier, this is done by using the Flipper Buttons to cycle through the 4 Fathiers available and then pressing the “Launch” Button to select your chosen Fathier. Now once the race begins;

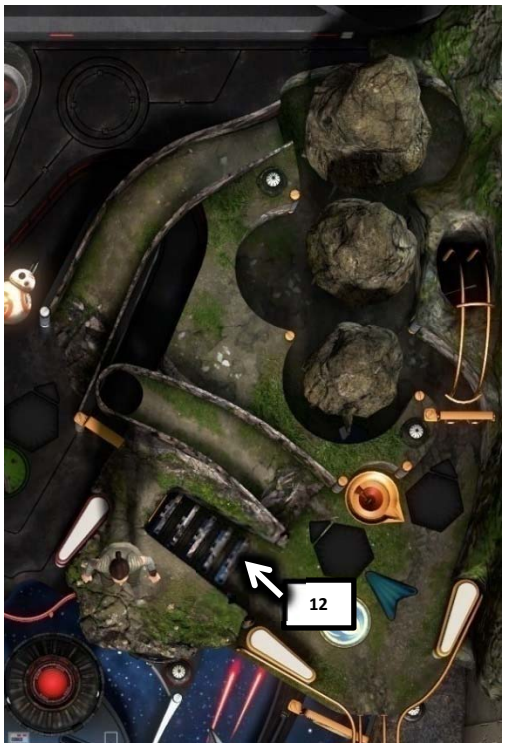


you just need to repeatedly hit the flashing Lanes to make your Fathier go faster, and eventually win the race.

- **Force Frenzy** –

  Activation –

  You first need to hit all the Force Drop Down Targets (12).



This will result in the Ball being captured, and another Ball will be launched onto the Playfield. Now, hit the captured Ball using the newly launched Ball to start the Mode.

Mode Itself –

In the Force Frenzy Mode itself; hit the Centre Lane (4) for a great score.



You can raise this score by hitting the Force Drop Down Targets (12).

- **Hijack** –

  Activation –

  To start this Mode, you will need to send the Ball around the Upper Left Mini Loop (10) a couple of times.



  Mode Itself –

  Once done, the Mode will begin and you will have control of the Walkers head (Left Flipper moves it Left, and the Right Flipper moves it Right). You need to move the head towards the Stormtroopers, don't worry about firing since BB-8 will automatically fire at the Stormtroopers.



  If you manage to hit 66 Stormtroopers throughout your game an **Extra Ball** will be made available at the Right Sink Hole (7) as a reward.

- **Ways of The Force –**

***Note – This Side Mode is connected to the Jedi Temple Multiball Mode, and can be enhanced by playing this Mode. ***

Activation –

Hit the Ball up the Left Ramp (2) to engage its activation.



Hit the Ball up the Upper Centre Ramp (11) to start this Side Mode.



Mode Itself –

Once the Mode starts just hit all the flashing “Side Modes” Lanes to complete it.



Doing so, will also gain you a random enhancement for the “Jedi Temple Multiball Mode”. These enhancements range from:

- Number of **Jackpots** available.
- Value of the **Jackpots**.
- Number of Balls available.

Multiball Modes –

- **Kylo Ren Multiball *2-6 Balls - depends on how many times you start it***:

Activation –

Hits to the Left Orbit (1) will activate a diverter & enable you to lock a Ball in there.



Once the required number of Balls is locked, the 2-6 Ball (this is dependent on how many times you have started this Multiball during your playthrough) Multiball Mode will begin.

Mode itself -

2-6 Ball Multiball Begins; Kylo Ren's TIE Silencer will begin to fly over the Centre Lane (4), and it can be hit for big scores (**Super Jackpot**). There are also smaller **Jackpots** available on the other Lanes. The smaller **Jackpots** will raise the score of the **Super Jackpot**, which will relight the smaller jackpots when you hit it.

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

- **Intruder Multiball *4 Ball***:

Activation –

You will first need to hit the Ball up the Upper Left Ramp (8) several times to activate the locker mechanism on the Left Mini-Playfield area.



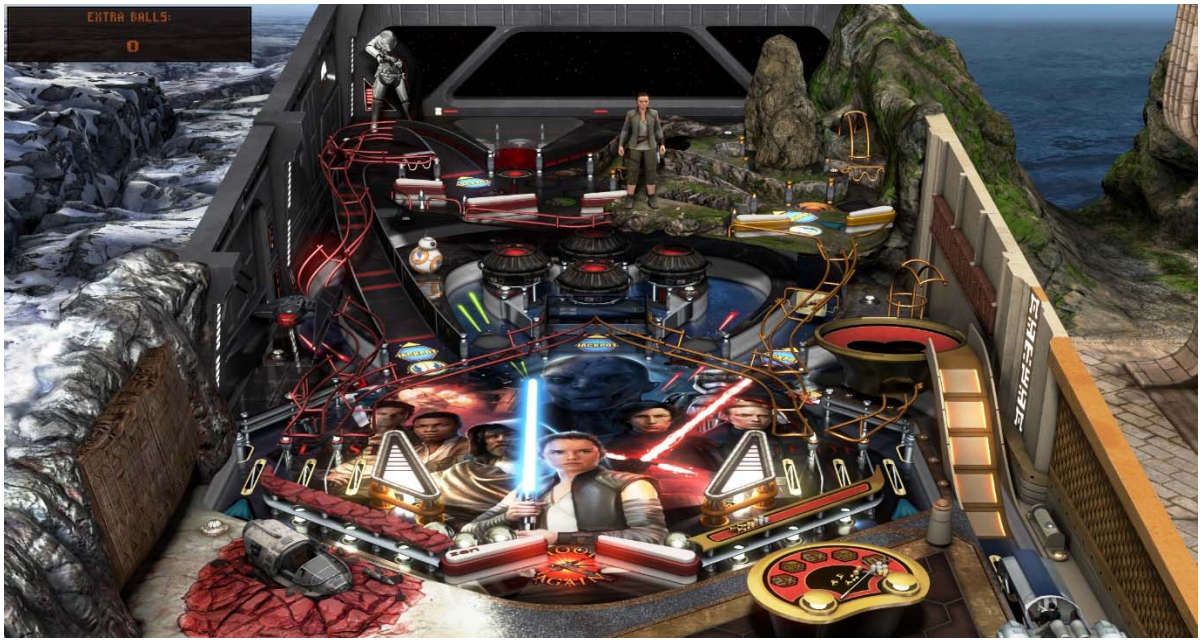
Now you will need to hit the Metal Post (9) several times until Captain Phasma locks the Ball.



Keep shooting at the locker until the 4th Ball is locked. At this point the 4 Ball Multiball Mode will begin.

Mode itself -

4 Ball Multiball Begins; hit the flashing **Jackpot** lanes for big scores.



The Upper Left Ramp (8) where Phasma is located will grant you the **Super Jackpot**, it's a bit hard to hit since she will try to destroy the Balls whenever it gets near there. The other **jackpots** are smaller, and you can hit them once for big scores although you can relight them with a **Super Jackpot** hit.

******Tip - you can park the Balls in the locker via the Metal Post (9) so you can concentrate on the Super Jackpot shot better. The more Balls that are alive means the more seconds they will stay in the locker. ****

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

- **Jedi Temple Multiball *2-4-6-8 Balls - dependant on the upgrades attained from "Ways of The Force" side mode*:**

Activation –

You will have to spin the rocks to activate it via several shots up the Upper Centre Ramp (11) (see Dot-Matrix). The activation is paused during other Multiballs, and when the "Ways of the force" Side Mode is running



Eventually you will be prompted to choose between either "Start the Multiball" or "Collect more enhancements in the Ways of The Force Mode."

Mode itself -

2-4-6-8 Ball Multiball Begins; Now if you chose to start the Multiball you will only see the **Jackpot** lanes only if either Flipper is being held.



The **Jackpots** on the upper playfields are **Double Jackpots**. So, it worth upgrading them by playing the "Ways of the force" Side Mode before starting the Multiball. Also, the **Jackpots** will relight when you hit all of them.

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

***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 Centre Lane (4) a total of 3 times to start a Scene.

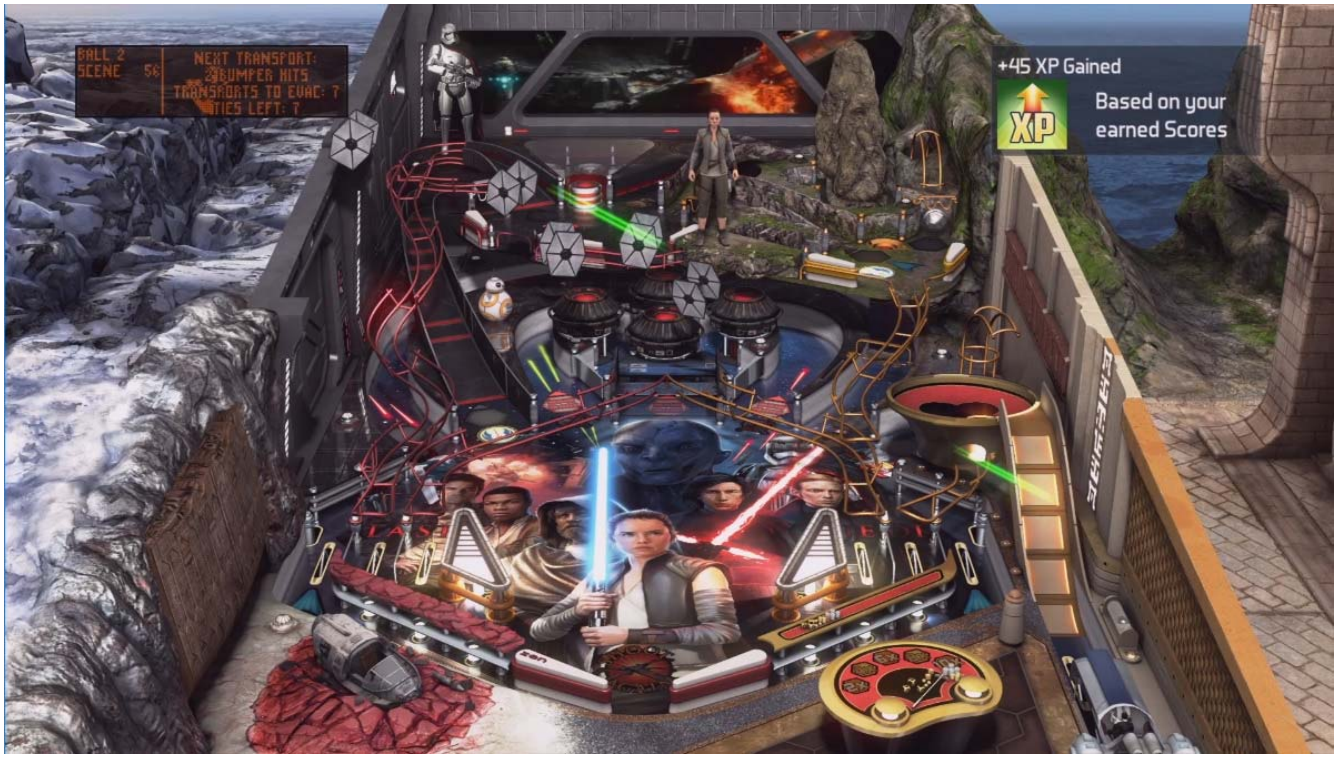


Select which Scene you want to playthrough by cycling through them with the Flipper Buttons, finally selecting your chosen Scene by pressing the “Launch” Button. Rinse & Repeat for all 5 Scenes.

I will now go through each of the 5 Movie Scenes.

Scene 1 "Evacuation" *Timed*

This Scene requires you to evacuate the shuttles. To evacuate shuttles, you must first shoot for the Bumpers to prepare a shuttle, via the Left (3) &/or Right Mini Loop (5) and after the Bumpers have been hit the required number of times a shuttle will arrive.



Once the shuttle arrives quickly shoot the Lane where it arrives to. Remember the Tie Fighters will eventually blow it up so work quickly.



You can also shoot for the opened Centre Lane (4) to destroy TIE fighters.



Every destroyed TIE will add some time to the hidden timers responsible for blowing up the shuttles if you can't complete an evacuation. (I think destroying the TIEs also add time to the Main Mode timer as well) Evacuated shuttles add some time to the scene timer. From the second playthrough you must evacuate 4 shuttles to complete the scene. The timer will be longer every time you fail this Mode.

Scene 2 “Rey’s Training” *Timed*

This Scene is a simple "shoot all flashing Lanes" type.



The only twist is if you hit the Lanes in combos the award will be doubled with every shot. Therefore, a stacked Multiball can be extremely useful here. From the second playthrough you must hit all the flashing Lanes before the time expires to complete this Mode. The timer will be longer every time you fail this Mode.

Scene 3 "Fathier Escape" *Timed*

In this Scene there are 3 or 4 random Lanes flashing at a time.



Shoot one to reshuffle the Lanes and progress the Mode. You will need around 10 shots to complete the Mode. From the second playthrough you must take the Fathier all the way to the right before the time expires to complete this Mode. The timer will be longer every time you fail this Mode.

Scene 4 "Execution" *Timed*

This Scene has two sections. The first one is where you must hit 5 random Lanes to help BB-8 deal with the stormtroopers. Don't worry if you cannot hit a Lane, it will be reshuffle in every 10 seconds and there is no timer in this Mode.





The second section is where Finn fights against Phasma.



The 5 random flashing Lanes will progress the Mode and decrease Phasma's life and will be reshuffle with a hit. If you hit an unlit Lane it will instead decrease Finn's life. If either one's life depletes the Mode ends. From the second playthrough you must deplete Phasma's life to complete this Scene.

Scene 5 "Assault on Crait" *Timed*

This Scene has 3 sections (or 2 if you lose all but 1 Ball before the 3rd can start).

1. The first is the Multiball madness, which all Lanes are worth increasing scores until the gate on the left is closed completely.



2. Then in the second phase all the Lanes will be flashing again and you will need to search for an exit which will be located on 1 of the flashing Lanes (random, the ones you hit will become unlit).



3. If you find the exit and have more than 1 Ball in play, you have to lock the remaining Balls into the Right Sink Hole (7) or the Right Orbit (6) Hole, till only 1 Ball remains.



You will not be able to fail this Mode at all, not even from the second playthrough.

Wizard Mode – "Escape" *3 (up to 8) Ball Multiball*

Scene 6 is the Wizard Mode of the Table; however, you can start it as the first Scene but note that for every completed previous Scene it adds 1 more playable Ball (5 Scenes completed gives 5 Balls, so 8 Balls altogether) for this Mode. Therefore, this in-turn will result in bigger scores racking up. It will start with only 3 Balls if you start it as the 1st Scene Mode, but it can start with 8 Balls if you complete all the Scenes beforehand.

When all Main Modes are completed, the Centre Lane (4) will start the Wizard Mode.



Wizard Mode Itself:



The Wizard Mode has <u>two</u> sections;

1. You must hit couple from all the flashing Lanes (expected hits start from <u>3</u>).



2. Then the Centre Lane (4) opens up and with that you can now lock a Ball with the help of the Force.



If you locked a Ball, the 1st section activates again but the expected hits required will be raised by 1 (to 4 after the 1st locked Ball, to 5 after the second, etc).



The scores for the locked Balls (and for the shots in the 1st section) will raise with every lock so it worth trying not to lose the Balls but instead to lock them. The Mode lasts till you have a Ball in play. If you lock or lose the final Ball the Mode ends. From the second playthrough you must lock at least 1 Ball to complete the Mode. You cannot lose a Ball (Ball out) during this Mode, the game will save your last Ball even if you didn't lock a Ball but the Mode will end and result in failure since this is from the second playthrough.

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, Deep (without his help this guide wouldn't have been possible!), Captain B. Z., 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, they are all available to download for Pinball FX3 on the PlayStation Store, the Microsoft Store or Steam, for Zen Pinball on the Apple AppStore, or the Google Play Store

Thanks for viewing my Guide; any feedback would be greatly appreciated -

"It's not just about flipping Balls. The Force binds everything together."

Yours
ShoryukenToTheChin