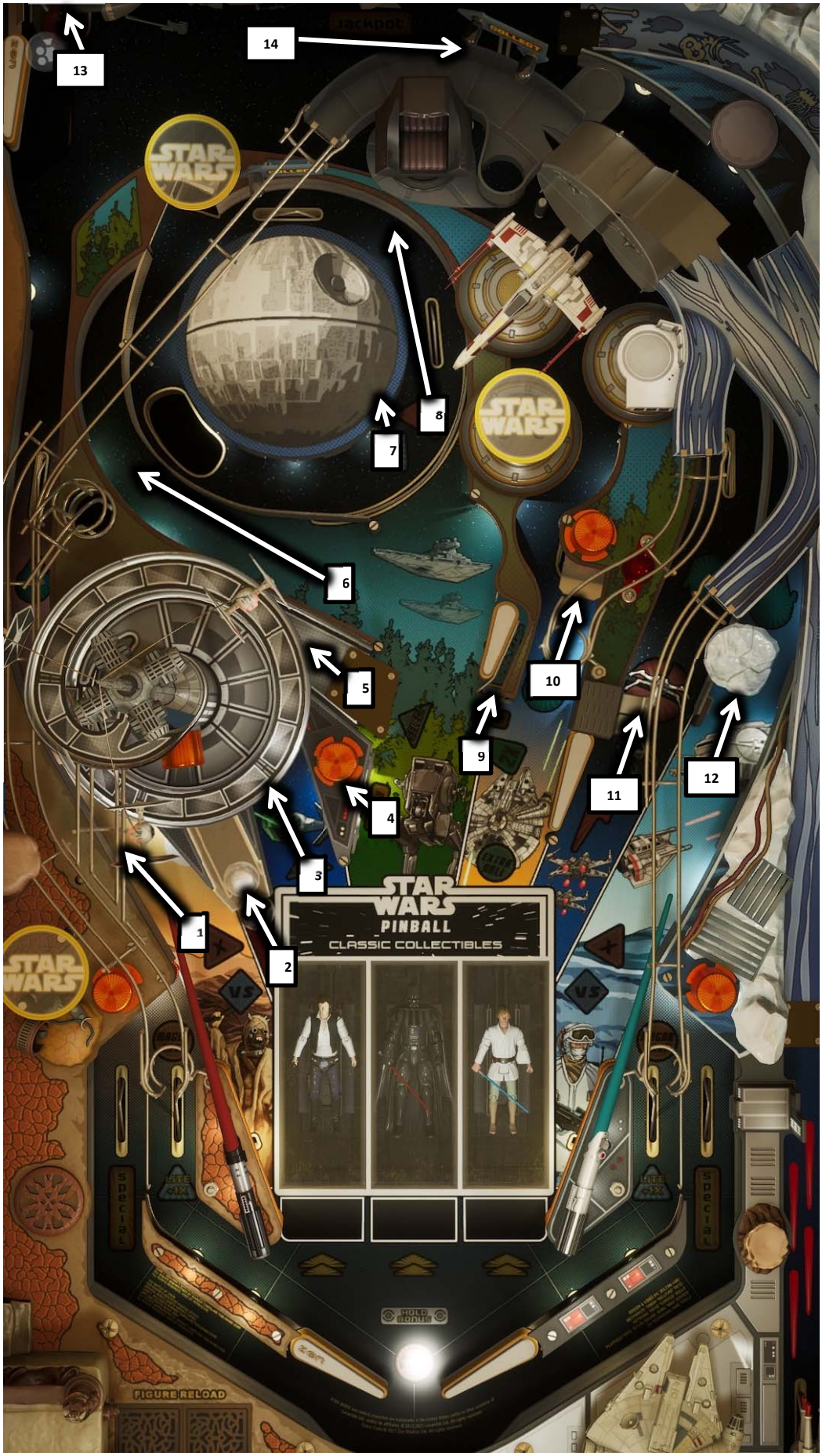
Star Wars – Classic Collectibles Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Left Orbit
2. Captive Ball
3. Trone Ramp
4. "Magna" Spot Target
5. Cross Throne Ramp
6. Death Star Cross-Orbit/Saucer
7. Death Star Sinkhole
8. Death Star Mini-Loop
9. "Save" Spot Target
10. Falcon Sinkhole
11. X-Wing Ramp – *use the "launch" button on your controller to alternate the Ramp divertor*
12. Right Orbit
13. Upper Left Saucer
14. Rear Access Lane *(For ball locking, Rear Access for X-Wing Ramp (11) etc.) - use the "launch" button on your controller to alternate the Ramp divertor*

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 on the Pinball FX (PS5) version of the table on default controls. Some of the controls will be different on the other versions (Xbox & PC, etc...), but everything else in the guide remains the same.**

******Notice*: Let me start off by informing you that this table has a very complex rule sheet. I have tried my utmost to explain all of the intricacies of this table. *****

INTRODUCTION



"Finally, a table that celebrates one of the core facets of Star Wars fandom – collecting action figures! The Classic Collectibles table focuses on the Classic Trilogy era, with missions from Star Wars™: A New Hope™, Star Wars™: The Empire Strikes Back™, and Star Wars™: Return of the Jedi™, and you will find a few other surprises as you play!" – as per Zen Studios press release.

The table this guide will be focusing on is of course, Star Wars Pinball – Classics Collectibles.

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

Skill Shot

To perform a Skill Shot on this table, you'll need to launch the ball out the plunger lane with the enough momentum required for it to land into the centre exit above the Falcon Sinkhole (10), in order for it to be fed to the lower top right flipper. If you manage to achieve this feat, you'll be awarded with 500,000 points for producing a Skill Shot.



Double Skill Shot -

After successfully performing a Skill Shot (detailed above), the ball then rolls down towards the lower top right flipper, you'll need to hit the ball up the Cross Throne Ramp (5) in order to score a Double Skill Shot.



This will also in-turn award you with a 1-million-point bonus, plus a further 1 million point per Double Skill Shot collected with this ball.

Secret Skill Shot -

Now, If you plunge the ball using just shy of full power causing it to avoid the Upper Left Saucer (14) in the loop, then if your next shot goes into the Death Star mini-loop (8), and the Death Star Cross Saucer (6) is hit using the upper top right flipper successfully, at that point you'll collect a Secret Skill Shot – this in-turn also increases the Collectors' Hurry-up base value by 3 million points.

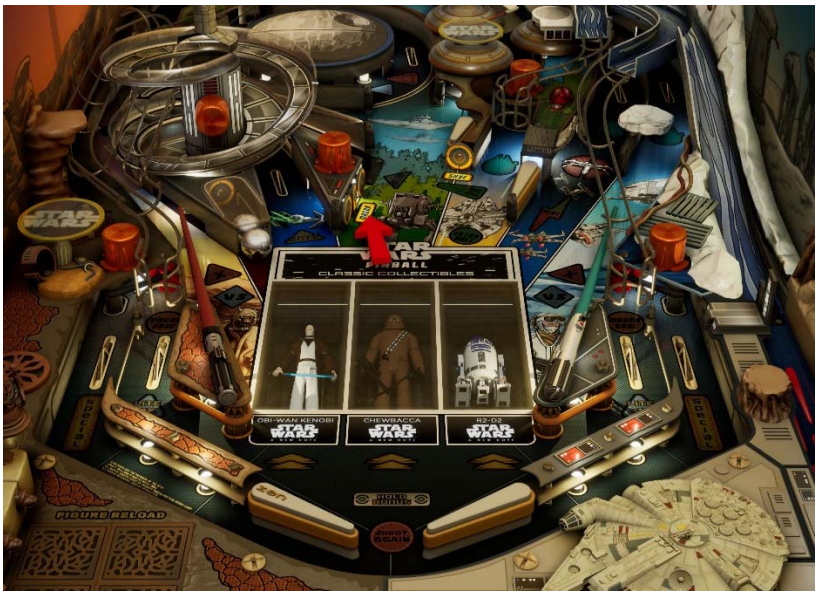
Note that opportunities to perform Skill Shots/Super Skill Shots/Secret Skill Shots are provided at the beginning of each new ball, when a ball has been locked toward the "Play with Them" Multiball (look later in the guide under "Multiball Modes – Play with Them Multiball" for more information), and at the onset of Duel Multiball side game mode (look later under "Side Game Modes – Duel Multiball" for more information).

Kickback/Magna Save

Instead of the usual Kickback mechanic you may be used to, this table instead implements a Magna-Save mechanic. Once activated, for 30 seconds if the ball drains down one of the outlanes, it will be automatically magnetised out of the outlane and back onto the table playfield. The timer can be reset by repeating the Magna-Save activation process (explained below) while its enabled.

To activate the Magna-Save mechanic on this table you'll need to hit both of these targets –

"Magna" Spot Target (4):



"Save" Spot Target (9):



Note – Magna-Save won't work during any of the Multiball modes.

Extra Balls

Extra Balls -

There are **several** ways to achieve an **Extra Ball**;

Extra Balls can be lit at the Falcon Sinkhole (10):



- ***Method 1***: ***Max Bonus Multipliers*** – look later in the guide under "Raising the Multiplier" for more information.
- ***Method 2***: ***Falcon Award*** - look later in the guide under "Side Game Modes – Falcon Award" for more information.
- ***Method 3***: ***Victory in the Space Battle*** – performing the "one-in-a-million" shot in the Space Battle look later in the guide under "Side Game Modes – X-Wing Combos" section for more information.
- ***Method 4***: ***Completion of the "Hide the Falcon" mode*** – look later in the guide under "Side Game Modes – Hide the Falcon" for more information.
- ***Method 5***: ***Amassing 10 Figures*** –later in the guide under "Collectibles" for more information.

Once the **Extra Ball** is available for collection, send the ball into the Falcon Sinkhole (10) to acquire it.

Special:

This is awarded as one of the Falcon Awards which can be randomly acquired, look later in the guide under "Side Game Modes – Falcon Award" for more information. Acquiring ***Special*** will award you with an instant **Extra Ball**, unless all 5 **Extra Ball** methods have been performed (5 **Extra Balls** collected throughout your game). If that is the case, the ***Special*** will instead award you with a point-based reward. ***Special*** will be lit in one of the Outlanes, if it been collected via the Falcon Award. It can be alternate between the Outlane sides of the table playfield by hitting the corresponding Slingshot.

Raising the Multiplier

When the ball eventually drains, you will score an End-of-Ball Bonus. The value of this bonus is calculated in correspondence to how well you scored during that current ball before it drained.

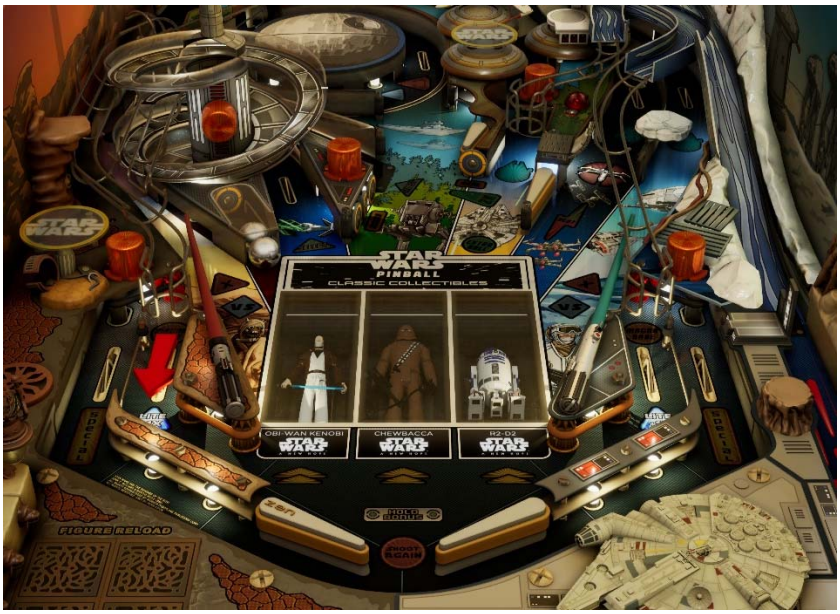
End-of-Ball Bonuses:

- ***Death Star bonus*** – for the Death Star Cross Saucer (6) hits.
- ***Aerobatics bonus*** – for reverse X-wing ramp (11) shots with the upper left flipper via the Rear Access Lane (14).
- ***Throne Room bonus*** – for the shots into the Trone tower via Trone Ramp (3) &/or Cross Throne Ramp (5).

End-of-Ball Bonus Multiplier –

The End-of-Ball Bonus multiplier can be increased up to 10X Times.

You can raise the multiplier by having the ball roll down the Inlanes, this will then in-turn light “X” at the opposite Orbit. For example, if the ball rolls down the Left Inlane -



This in-turn causes the Right Orbit (12) to have “X” become luminated on it for a few seconds -



Now, sending the ball around the lit Orbit will increase the End-of-Ball Bonus Multiplier.

Side Game Modes

- **Spinning Combos** –

  If you manage to shoot the Trone Ramp (3) & X-Wing Ramp (11) in quick succession -



  Causing 2 figures to be spun into two different slots within a narrow window of time then you'll make a "Spinning Combo".



  TIP – now, if you manage to achieve this with a whole set (3 figures) using this method, this in-turn causes the time limit for the next Collectors' Hurry-up to be doubled – then the next set done this way will triple the time, & so forth. Note it only effects the timer not the **Jackpot** values.

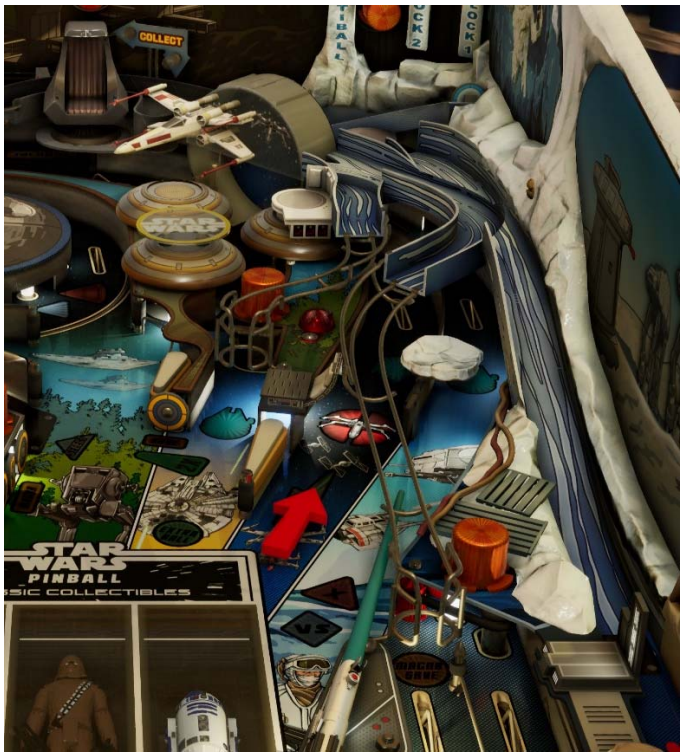
- **X-Wing Combos (Space Battle)** –

  Activation:

  You'll need to perform a 4-way combo at the X-Wing Ramp (11) to activate the Space Battle hurry-up.



  You'll need to use the "launch" button on your controller to alternate the ramp divertor as this will in-turn switch the exit paths for the X-Wing Ramp (11) in order for you to try maintain the 4-way combo sequence. The shots required to complete the 4-way combo can be seen at the entrance of the X-Wing Ramp (11). This is represented by a lamp notification of an X-Wing with 4 segments around it, all four segments must be lit up in order to activate the Space Battle hurry-up.



Mode Itself (Space Battle):



During this hurry-up the X-Wing Ramp (11) is lit for a hurry-up value worth 10 million points - each time this hurry-up value is collected, said value will increase by 10 million points for each subsequent time, to a maximum of 50 million points. Note that the hurry-up timer can be frozen for 5 seconds at a time by shooting the Trone Ramp (3). Now, if you score at least one hurry-up value (it's worth amassing more), you'll be able to send ball into the Death Star Sinkhole (7), which will grant you the "One-in-a-Million" **Jackpot** – this **Jackpot value** is worth the accumulated value of all the hurry-ups you've collected and lights **Extra Ball** for collection at the Falcon Sinkhole (10).



- **Falcon Award** –

  Activation:

  The award selection for Falcon Sinkhole (10) shots is random, although every 5th shot will activate the "Hide the Falcon" mode.



  Mode Itself:

  The possible awards include:

  - "Hide the Falcon" – activates the "Hide the Falcon" mode (more information can be found below in the "Side Game Modes – Hide the Falcon" section of the guide).
  - "Lite **Extra Ball"** – lights **Extra Ball** for collection at the Falcon Sinkhole (10). More information can be found earlier in the "Extra Ball" section of the guide.
  - "Lite ***Special***" – lights ***Special*** for collection in the Outlanes. More information can be found earlier the "Extra Ball - Special" section of the guide.
  - "+ 1-3 Bonus X" – raises the End-of-Ball Bonus Multiplier by up to 3X. More information can be found earlier in the "Raising the Multiplier" section of the guide.
  - "Hold Multipliers" – the Multiplier level that you amassed on your current ball playthrough carries over to the next ball in your current game. More information can be found earlier in the "Raising the Multiplier" section of the guide.
  - "Super Jets" – The base value of hitting the Jet Bumpers is increased for a short period of time.
  - "Magna Save" – activates Magna-Save in the Outlanes. More information can be found earlier in the "Kickbacks/Magna-Save" section of the guide.
  - "Some Score" – this awards point-based rewards. Note that "Some Score" has the highest probability to be selected. It will start from 10,000 points, and will increase by 10,000 points every time it's selected, to a maximum of 500,000 points. The value resets upon the ball draining.

- **Hide the Falcon** –

  Activation:

  Given as one of the random awards from the Falcon Award (look above under "Side Game Modes – Falcon Award" section for more information). Note that the award selection for Falcon Sinkhole (10) shots is random, although every 5th shot will activate the "Hide the Falcon" mode.

  Mode Itself:

  Upon this mode activating the table playfield will be darkened while the Falcon will turn toward the active ball in play, and its headlights will illuminate the playfield around it.

  You'll notice on the Dot-Matrix Display that the Falcon is searching for a hiding place. So, your goal here is to help the Falcon hide using your ball. Now, you first need to reach the Upper Left Saucer (13) via either the Left Orbit (1) or the Right Orbit (12) this scores 1 million points multiplied by the amount of time remaining, countdown starts at 30 seconds.



After-which, the X-Wing Reverse Scoop must be hit from behind via the Rear Access Lane (14) using the top left flipper, upon doing so, the ball roll through its lane (by raising its diverters). The score awarded for this is the same as above.



Finally, you'll need to hit the Falcon Sinkhole (10) in order to complete the mode (score awarded for this is the same as above). You'll also be rewarded with lighting **Extra Ball** for collection at the Falcon Sink Hole (10)



Multiball Mode –

- ## Duel Multiball *2-Balls*:

Activation –

You'll first need to collect at least one pair of character figures who have fought with each other in the various Star Wars films, upon doing so, "Duel" will be lit at the Captive Ball (2) -



You'll then need to hit the lit Captive Ball (2), once done it will light up the "VS" notification lamps within the Left Orbit (1) & Right Orbit (12) for a few seconds. Send the ball up either of those Orbits to the Upper Left Saucer (13) in time (this timer decreases each time Duel mode is activated), upon the ball landing within the Saucer the mode will activate.



However, if there is more than one pair of arch enemies in your current game collection, you'll need to select which pair you with to "Duel".

Mode itself -

This is a 2-ball Multiball Mode, during this Mode, one ball must be landed into the Upper Left Saucer (13) using 1of the 2 Orbits - Left Orbit (1) &/or Right Orbit (12). For the next shot to the Upper Left Saucer (13), you'll need to hit the opposite Orbit (different from the direction you chose previously).

Basically, the Left Orbit (1) scores the Sith figure's hurry-up value as a **Dark Jackpot**, while the Right Orbit (12) scores the Jedi figure's hurry-up value as a **Light Jackpot**. Now, you can earn **Super Jackpots** which are worth the combined value of both duellist character **Jackpots**. This is achieved by first performing the above and locking a ball into the Upper Left Saucer (13), you'll then have 20-second time limit (increased by 5 seconds for each shot to the Falcon Sink Hole (10) or X-Wing Ramp (11)) after the ball is locked to send the other ball around the opposite Orbit, the resulting collision awards the **Super Jackpot**.

The Multiball ends once all the other balls drain, and you return to singular ball play.

- **Play with Them Multiball *3-Balls***:

Activation –

This requires you to lock 3 balls at upper right corner of the table (at the main lock mechanism).



To engage the locking mechanism, you'll first need to collect at least 1 character figure via the Collectors Hurry Up (more information can be found under the "Collectibles – Collectors Hurry Up" section of the guide). Said hurry-up allows you to collect a maximum of 3-character figures, & for each figure successfully collected it will in-turn allow you to lock a ball. Now upon collecting at least one character, "Lock 1" will be lit and one ball can be locked at the main lock mechanism. A 2-character collection will allow a second lock, & so forth.

Using the top left flipper hit the ball via the Rear Access Lane (14) into the locking mechanism to lock it.

Once you have successfully locked 3 balls, the Multiball Mode will begin immediately.

Mode itself -

This is a 3-ball Multiball Mode, during this Mode, the **Jackpots** are collected from the same areas which you collected your last three figures from the Collection Hurry Up.



If you manage to shoot all of the three during the Multiball you'll be awarded the **Super Jackpot**. The **Super Jackpot** value is the total of the **Jackpots** of the three figures collected previously via the Collection Hurry Up.

The Multiball ends once all the other balls drain, and you return to singular ball play.

Collectibles

The main goal of this table is to collect all of the Star Wars collectible figurines. Below I will explain how to go about amassing the figurines in order to activate the tables Wizard Mode, Collection Complete.

Character Figures:

You'll need to first collect all the Ep IV characters, then this will allow access for collection of the Ep V characters, & finally for collection of the Ep VI characters, the collection will then be completed at this stage. After completing the wizard mode three additional bonus characters will be added from SW Rogue One.

SW Episode IV:

- Darth Vader
- Luke Skywalker
- Han Solo
- Princess Leia
- Obi-wan Kenobi
- Chewbacca
- R2-D2
- C-3PO
- Stormtrooper
- Jawa
- Tusken Raider

SW Episode V:

- Yoda
- Boba Fett
- Lando Calrissian
- Probe Droid

SW Episode VI:

- Jabba the Hutt
- Emperor Palpatine
- Scout trooper with speeder bike

******ONLY AVAILABLE AFTER COMPLETEING WIZARD MODE! ******
SW Rogue One:

- Jyn Erso
- Orson Krennic
- Death Trooper

Select an Item

Note this is only possible when no Main Mode is active.



One figure slot is always lit (currently selected slot). Hitting the X-Wing Ramp (11) will change the lit slot to the next one or to the previous one depending on the state of the wings of the ship (which indicates the state of the ramp). Pushing the launch button when the wings are lit will open or close them.

Hitting the Trone Ramp (3) will roll the figures within the lit slot (the rolling speed is in direct relation to the velocity of your shot). However, to manually select a figure - hit the Cross Throne Ramp (5), upon doing so, the ball will be held within the Throne Room tunnel for a few seconds while you make your selection. This selection is done via the Dot-Matrix Display - the flipper buttons cycle through the available character figures, & pressing the “launch” button (or if the timer elapses) the current visible character figure is selected.

Make a bundle!

Tip – if you make a special 3-figure bundles (during the select-an-item, explained above) for the Collectors' Hurry-up, it will reward you with multiplying the figure **Jackpots**. (The starter value of the hurry-up mode.)

The bundles available are:

- ***Stolen plan bundle (2x)***: Princess Leia, R2-D2, C-3PO
- ***Tatooine bundle (2x)***: Jawa, Tusken Raider, Obi-wan
- ***Droids bundle (2x)***: R2-D2, C-3PO, Probe Droid
- ***Smugglers bundle (3x)***: Han Solo, Lando, Chewbacca
- ***Dagobah bundle (3x)***: Luke, Yoda, R2-D2
- ***No disintegrations bundle (3x)***: Darth Vader, Boba Fett, Han Solo
- ***Jabba's palace bundle (4x)***: Jabba, Boba Fett, Jawa
- ***Trooper bundle (4x)***: Stormtrooper, Scout Trooper, Death Trooper
- ***Jedi Master bundle (5x)***: Luke, Obi-Wan, Yoda
- ***High Command bundle (5x)***: Darth Vader, The Emperor, Orson Krennic

Collectors Hurry Up

Activation –

You will need to make a full rotation around the Death Star Mini-Loop (8)



Doing so, in-turn opens access to the Death Star Saucer (6), as the ball rolls back down from the Death Star Mini-Loop (8) you'll need to use the upper top right flipper to hit the ball with enough momentum for it to go around the Death Star Cross Orbit (6) into the saucer at its end.



If/When you achieve this shot, the Collectors' Hurry-up mode activates. Failure to hit this above combo requires you to repeat the above process.

Mode Itself *Timed* –

Upon this hurry-up beginning, the 3-character figures will be kicked out onto the table playfield. The left & right character figures can be collected by hitting the X-Wing Reverse Scoop via the Rear Access Lane (14) using the top left flipper, upon doing so, the ball roll through its lane (by raising its diverters). Use the X-Wing Ramp (11) exit mechanic to change the direction of which the ball will roll down, for this mode it's best to do this once the ball lands within the Upper Left Saucer (13) & simply press the "launch" button on your controller to alternate. This can be seen visibly with the opening/closing of the X-WING ships wings.

Collection of the middle character figure requires you to land the ball into the Death Star Saucer (6) – after sending the ball around the Death Star Mini-Loop (8), as the ball rolls back down from the Death Star Mini-Loop (8) you'll need to use the upper top right flipper to hit the ball with enough momentum for it to go around the Death Star Cross Orbit (6) into the saucer to acquire the middle figure.



This hurry-up timer is a point-based countdown which begins at 5 million points. Each time you successfully collect a figure the hurry-up value is collected, that will be the **Jackpot** of the specific figure. You'll have roughly 50 seconds to collect a figure, and collection of a figure results in another 50 seconds being added to the timer to collect the next figure. The hurry-up timer can be paused for 5 seconds by sending the ball up the Trone Ramp (3). Also, the speed in which the hurry-up value decreases can be reduced by producing spinning combos (more information can be found under the "Side Game Modes – Spinning Combos" section of the guide) prior to activation of this hurry-up.
If you manage to collect all of the 3, you'll be rewarded with a 10-million-point bonus.

Note that for each character figure collected, you'll in-turn open access to the "Ball Lock" mechanic, which is needed in order to lock balls towards the activation of the "Play with Them" Multiball Mode.

Collection Complete Wizard Mode –*3-Ball Multiball*

Once all character figures have been collected (listed below), you'll then need to lock balls at upper right corner of the table (at the main lock mechanism). Using the top left flipper hit the ball via the Rear Access Lane (14) into the locking mechanism.



Once 3 balls are locked activation of a special Multiball Mode - the Collection Complete - Wizard Mode occurs.

Character figures required to collect for completion of collection –

SW Episode IV:

- Darth Vader
- Luke Skywalker
- Han Solo
- Princess Leia
- Obi-wan Kenobi
- Chewbacca
- R2-D2
- C-3PO
- Stormtrooper
- Jawa
- Tusken Raider

SW Episode V:

- Yoda
- Boba Fett
- Lando Calrissian
- Probe Droid

SW Episode VI:

- Jabba the Hutt
- Emperor Palpatine
- Scout trooper with speeder bike



Collection Complete Wizard Mode – *Timed - 3-Ball Multiball*

Upon the Wizard Mode starting-up, the hurry-up values for each figure collected via the Collectors Hurry-Up previously are all added together to reveal the value of the **Mega Jackpot**, which is awarded for collecting the entire set of character figures again during the Wizard Mode itself.





The figures during the Wizard Mode will be split into three factions, explained below:



- ***Rebel*** - collected at the left side of the X-WING Reverse Scoop; Upper Left Saucer (13) then hit with the top left flipper via the Rear Access Lane (14). Using the "launch" button on your controller to alternate the exit ramp.
- ***Villain*** - collected at the right side of the X-Wing Reverse Scoop, Upper Left Saucer (13) then hit with the top left flipper via the Rear Access Lane (14). Using the "launch" button on your controller to alternate the exit ramp.
- ***Imperial*** - collected at the Death Star Sinkhole – sending a ball around the Death Star Mini-Loop (8) you'll need to use the upper top right flipper to hit the ball with enough momentum for it to go around the Death Star Cross Orbit (6) into the Saucer at its end.

The values of each **Faction Jackpot** are determined by the total hurry-up values collected for each faction during their collection at the Collectors Hurry-Up.

You'll have 40 seconds of unlimited Ball-Save, although this resets each time a **Faction Jackpot** has been collected. The goal of this Wizard Mode is for you collect all the character figures again to score the **Mega Jackpot** – which is the **Jackpot** value of the whole collection. For the next collection set, you'll be challenged to collect additional character figures, this time from "SW *Rogue One"*, and all subsets of figures will be available to collect from the start.

After the Wizard Mode is finished/timed out, all figures will be available again for collection, including the bonus "SW Rogue One" figures for rest of the current game, thus creating bundles will be easier than before.

Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Zoltan Vari & deep (without their help this guide wouldn't have been possible!), not forgetting Cloda & wims**. 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 available to download on the most platforms such as; PlayStation, Xbox & PC.

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

"I find your lack of collection, disturbing young Padawan!!!"

Yours
ShoryukenToTheChin