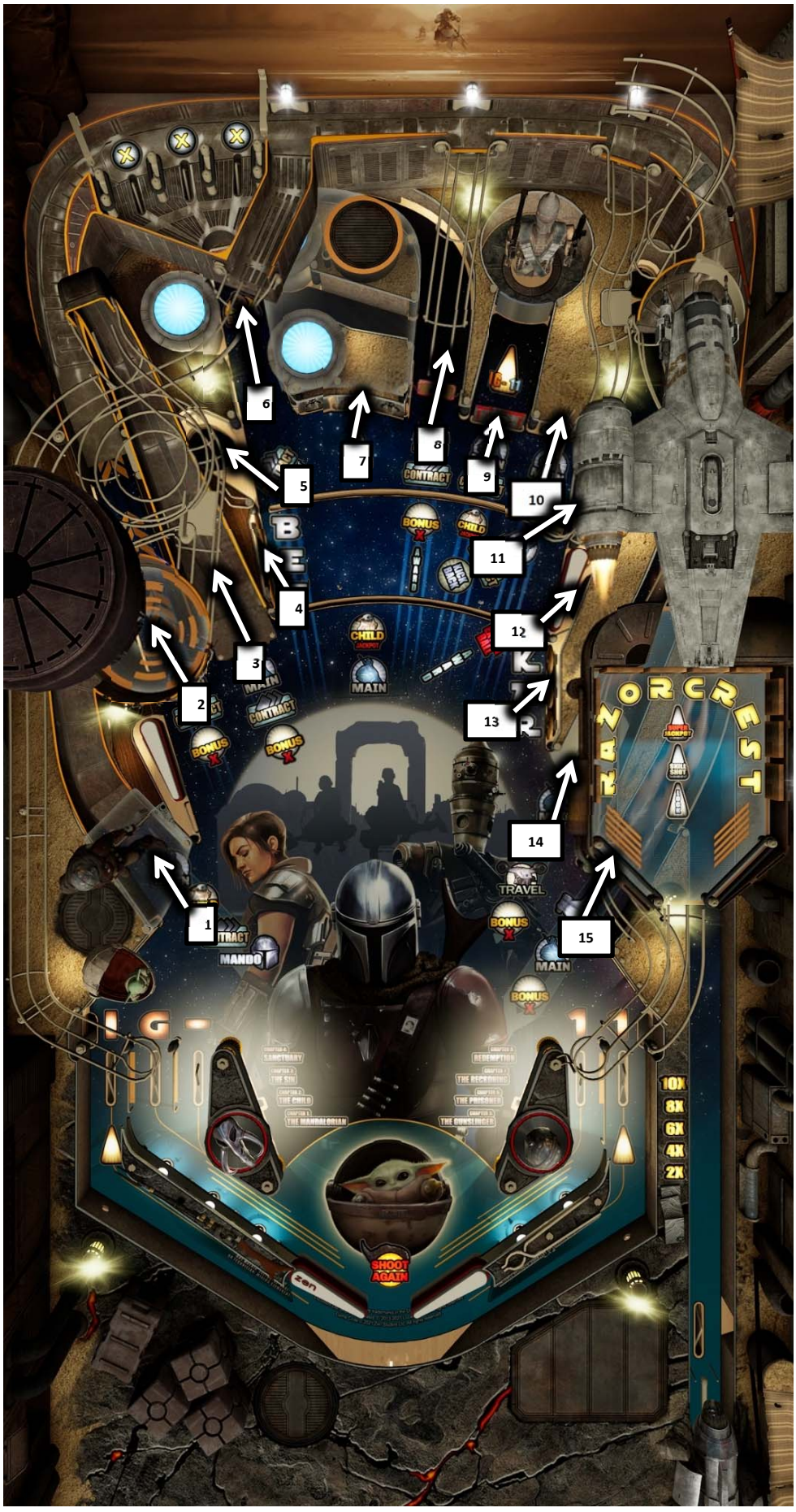
Star Wars - Mandalorian - Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Mando Ramp
2. Elevated Rollover Lane
3. Left Ramp
4. "BES" Targets
5. Upper Left Sink Hole
6. Bullseye Target
7. Child Target Bank
8. Spinner Lane
9. IG-11 Spin disc
10. Vari-Target
11. Right Orbit
12. Hidden Sink Hole (underneath top right flipper)
13. "KAR" Targets
14. Travel Ramp
15. Razor Crest Mini-Playfield Lane

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.**

INTRODUCTION



Zen Studios is bringing the hit Disney+ show, “The Mandalorian” to Star Wars Pinball.

“This table adapts the entire first season of the hit TV show, with story-based missions that can be played in any order. From Mando’s perspective, accept bounties, pursue targets, find the Child, and fight Imperial troopers and other bounty hunters.” – per Zen Studios press release.

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 first launch the ball out of the plunger lane in order for it to land onto the Razor Crest mini-playfield. Now, once onto the mini-playfield, you'll need to use the magnet, which is operated using the flipper buttons on your controller, within the mini-field in order hit the 2 centre Razor Crest drop targets & then send the ball into the lock behind those to score a Skill Shot worth 500,000 points.



Note – that the Skill Shot value can be increased with every other target hit within the mini-playfield, each is worth 10,000 points per hit & added to the overall Skill Shot value. The Skill Shot value is maintained for the entire game.

Kickback

To activate the Kickbacks on this table you'll need to send the ball around the Right Orbit (11) once (this will increase by +1 for each subsequent kickback activation).



Once done, you'll be given 10 seconds to decide which Outlane you wish to activate the Kickback for - the left or right Kickback, this will be displayed on the Dot-Matrix Display. To make your selection use the flipper & launch button on your controller.

Note that once you activate the 1st Kickback, the next time you send the ball around the Right Orbit (11) will in-turn automatically activate the other Kickback. Now, if both sides have their Kickbacks activated, then instead further hits of the ball around the Right Orbit (11) will count towards increasing the Kickback value by 100,000 points.

Extra Balls

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

Extra Balls can be lit at the Hidden Sink Hole (12):



- ***Method 1***: ***Completing the "Chapter Two" Main Mode*** – look later in the guide under "Main Modes – Chapter Two" for more information.
- ***Method 2***: ***Completion of 5 Contracts*** - look later in the guide under "Side Game Modes – Bounty Contracts & Traveling in Space" for more information.
- ***Method 3***: ***Workshop Reward*** - look later in the guide under "Side Game Modes – Gift of the Clan" for more information.
- ***Method 4***: ***Start-up all 3 Multiball Modes*** – look later in the guide under "Multiball Modes" for more information on how to activate all 3 of the Multiball Modes.
- ***Method 5***: ***Max out the Bonus Multiplier*** – look just below this page under "Raising the Multiplier" for more information.

Once the **Extra Ball** is available for collection, send the ball into the Hidden Sink Hole (12) to acquire it.

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, for example how many times Multiball was started etc.

End-of-Ball Bonuses can be acquired for the following:

- Traveled parsecs.
- Completed Bounty contracts.
- Main Mode Chapters which have been activated.
- Main Mode Chapters that you've completed.
- Multiball Modes you've activated.
- Combos you have produced.
- Beskar steel pieces you've collected.
- Bullseye Target (6) hits.

End-of-Ball Bonus Multiplier –

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

You can raise the multiplier by completing the 3 Rollovers on the elevated platform above the Bumpers -



Use the flipper buttons on your controller to alternate the lit Rollovers, as to always have the ball roll down an unlit Rollover.

Upon completing the Rollovers - 5 Lanes will be flashing & you'll need to send the ball up either of those in order to raise a Bonus Multiplier to 2X times.



Repeat the above process to advance the multiplier again, to a maximum of 10X times multiplier. At this point, if you repeat the process yet again, then you'll be rewarded with lighting an **Extra Ball** for collection at the Hidden Sink Hole (12).

Side Game Modes

- **Beskar** –

  Activation:

  Simply hit all 6 “BESKAR” targets – “BES” (4) & “KAR” Targets (13).



  Mode Itself:

  If you manage to hit all 6 “BESKAR” targets – “BES” (4) & “KAR” Targets (13) during your playthrough then the playfield multiplier will increase by 0.1X, to a maximum of 2X. Note that the playfield multiplier will affect all game scoring, although it will reset upon the ball draining.

- **Bullseye** –

  If you hit the Bullseye Target (6) you'll be rewarded with the points you've accrued from Bumper hits in-between the last Bullseye Target (6) hit. The Bullseye Target (6) will also advance the point value of each Bumper hit.



- **Thruster** –

  Activation:

  You'll need to repeatedly hit the Vari-Target (10), until it is pushed back to its furthest location.



  Mode Itself:

  This hurry-up mode requires you to hit the Vari-Target (10), then follow that shot up with a hit into the Upper Left Sink Hole (5) above the upper left flipper.



  If you manage to achieve this, you'll be rewarded with a point-based value bonus.

- **Bounty Contracts & Traveling in Space** –

  Activation:

  Send the ball up the Travel Ramp (14) a few times to activate the Upper Left Sinkhole (5) for new contracts.

  Travel Ramp (14):



  Upper Left Sinkhole (5):



Mode Itself:

As soon as a contract is open, you'll see said contract displayed on the Dot-Matrix Display & it will show the details of the current contract, most importantly the distance required to travel to the contract. This figure will be updated with every Travel Ramp (14) hit successfully & a point-based value will be ever decreasing, so it's best to close the contracts as fast as possible to earn the highest point value you can. During Contracts, shoot the flashing shots to move towards and increase the value of the bounty, which starts at 10 million points & will decreases over time.



The distance required can be traveled by performing Travel Ramp (14) shots. Note that there are 5 exits from this ramp - the active exit can be changed by making shots up the Left Ramp (3) - this can prove useful because the amount of time the ball spends within this ramp corresponds to the distance traveled. So, if you stay on the ramp longer then the distance traveled will be greater, and therefore contracts can be completed at a faster rate.

- **Flamethrower Mini-Game** –

  Activation:

  During normal play, you'll need to send the ball up the Mando Ramp (1), doing so will spin the ball clockwise around the funnel - each rotation around said funnel adds 5% fuel. You'll need 100% fuel to enable you to activate the mode.



  Once you've accumulated 100% fuel, the next shot up the Mando Ramp (1) in-turn begins the Flamethrower Mini-Game.

  Mode Itself:

  This mode is presented as a third-person video mode. You'll be controlling Mando's arm instead of the flippers, using the flipper button to move the flamethrower and keep the ball alive. The flamethrower will fire continuously. Each hit with the flamethrower scores 50,000 points (+10,000 points per shot to the Mando Ramp (1) when the ramp isn't available).

- **Forged by The Clan** –

  Activation:

  You'll need to hit the Spinner Lane (8) repeatedly, in order for the Spinner to rotate a total of 30 times.



  Once done, this will enable an award to be collected by sending the ball under the top right flipper into the Hidden Sink Hole (12). This is indicated by a sparkle effect above the top right flipper.



  Further shots to the Spinner Lane (8) while clan award is already lit randomize the current lit award.

Mode Itself:

Once the ball is shot into the Hidden Sink Hole (12) -



You'll be granted one of the awards listed below -

Awards:

- "*Light Contract*" – activates the Bounty side mode (look earlier under "Side Game Modes - Bounty Contracts & Traveling in Space" section of the guide for more information).
- "*Instant Multiball*" – activates 1 of the 3 available Multiball Modes on this table - **IG-11**, **Child** (with all 5 balls locked), or **Razor Crest** at current difficulty. Look later under "Multiball Modes" section of the guide for more information.
- "*Ball Save*" – activate the ball save mechanic for 30 seconds.
- "*Lights Kickback*" – activates one of the outlanes kickbacks.
- "*+2x Bonus X*" – increase the Bonus Multiplier level by an addition 2X times.
- "*Beskar steel*" – increases the playfield multiplier by +0.1X times.
- "*Light **Extra Ball***" – enables **Extra Ball** for collection at the Hidden Sink Hole (12).

Multiball Mode –

- ## Child Multiball *Up to 5-Balls*:

Activation –

You will first need to lock a minimum of 2 balls – this is done by repeatedly hitting the Child Target Bank (7), after about 10 hits to the bank (+5 hits per subsequent multiball activation).



After hitting the bank the required number of times, the two targets on the right side of it will lower for 30 seconds & as such you'll now be able to lock a ball into it.



Locking at least 2 balls will enable Child Multiball to be activated when either - your current ball drains, time runs out, or you manage to lock all 5 balls.

Mode itself -

This is a 2/3/4 or 5-ball Multiball Mode, during this Mode, the Child Target Bank (7) will reset & a Jump Ramp will erect out of the centre of the table playfield.

Now, send balls up that Jump Ramp to score **Jackpots** worth 500,000 points (10,000 points per Child Target Bank (7) hit prior) & the balls will then begin to float in zero gravity. Now at this stage **Super Jackpots** (**Super Jackpot** value = **Jackpot** value x the number of locked balls) will become available at the Mando Ramp (1) & IG-11 Spin Disc (9) for a limited time.



Shots to these lanes will destroy a floating ball and a new one will be launched into play. Locking all of the active balls scores a "**Release Jackpot**" worth the standard value and releases the balls again.

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

- **Razor Crest Multiball *Up to 5-Balls***:

Activation –

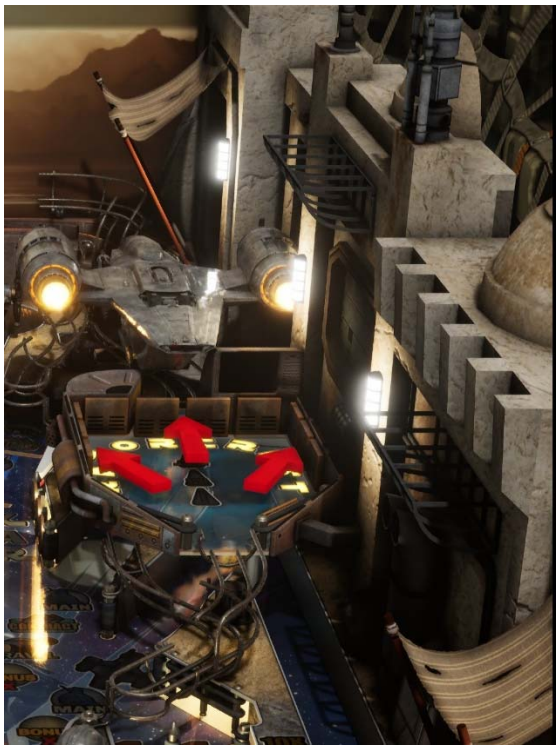
You will first need to hit all 10 of the "R-A-Z-O-R-C-R-E-S-T" drop targets on the Razor Crest Mini-Playfield, & then lock ball/s into the Razor Crest ship.

The process is as follows;

To gain access to the Razor Crest Mini-Playfield, you'll need to send the ball up the Razor Crest Mini-Playfield Lane (15).



Upon the ball reaching the Mini-Playfield you'll need to use the magnets in order to move the ball around to hit all 10 of the "R-A-Z-O-R-C-R-E-S-T" drop targets.



Instead of using flippers to hit the ball towards the targets, on this playfield you'll need to use magnets. These magnets are controlled via the flipper buttons on your controller. Upon hitting all 10 of the drop targets, the lock at the centre will be enabled & you can send the ball up into the Razor Crest to successful lock the ball.



Note that if the ball exits the Mini-Playfield at any time, you can regain access by simply sending the ball back up the Razor Crest Mini-Playfield Lane (15). You'll need to repeat this process for each of the ball locks.

Once you have locked 2 balls (4 balls for subsequent Multiball activations), The Razor Crest Multiball will activate.

Mode itself -

Upon the Mode activating, you'll be given a 2 (first time activation) or 4 (subsequent activations) ball Multiball & the Razor Crest ship will move onto the main playfield. The objective here will be to send the ball into the Razor Crests cargo hold, this is how you claim **Jackpot** awards which are worth 100,000 points + (10,000 points per Razor Crest Mini-Playfield drop target hit), & **Super Jackpots** can be acquired by sending the ball into the hidden centre lock on the Razor Crest Mini-Playfield – note that you'll need to **first** send a ball into the Razor Crest ship beforehand.



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

- **IG-11 Multiball *first activation - 2, then up to 6-Balls***:

Activation –

The process requires you to first light up all 5 of the "IG-11" Rollovers on the In's & Outlanes (+1 completion per subsequent multiball activation).



You can use the flipper buttons on your controller in order to have the ball roll down an unlit Rollover each time.

Once the above is done, you'll be able to gain access to the IG-11 Spin disc mini-game.



Send the ball into the IG-11 Spin Disc (11), & it will be held there by a magnet within the spin-disc. IG-11 will then spin the ball within that disc; you'll need to close the door to keep the ball inside the spin-disc. Make sure to bring up the door at the right time in order to keep the ball in there, although note that rotation will increase in velocity with every completed spin. You'll need to use the flipper buttons on your controller to make sure the ball doesn't escape the spinning disc, & continues to rotate.

The "Lock" is lit at IG-11 Spin Disc (11), after 10 spins (+10 spins per subsequent mini-game attempt).



Note that the rotations do carry over between attempts, & the highest number of rotations made in one attempt is recorded.

Note – This Multiball starts as a 2-ball Multiball, & per subsequent activation during a game, you'll need to lock an additional ball (up to a maximum of 6-balls to be locked).

After the required balls have been locked, the Multiball will activate.

Mode itself -

Upon the Mode activating, you'll be given a 2 (first time activation) or up to 6 (dependant on the number of subsequent activations). Various Stand-Up Targets will erect on the table playfield; the objective here is to hit the standup targets.



Each time you hit a Stand-Up Target you'll attain a **Jackpot** award, which is worth 1 million points. Note that hitting the target in front of the IG-11 Spin Disc (11) during normal play increases the **Jackpot** value - which begins at 250,000 points - by 10,000 points, up to a maximum of 1 million points.
Sending the ball into the IG-11 Spin Disc (11) at any time will acquire a **Super Jackpot** worth the accumulated **Jackpot** total, I believe this resets after collection.

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

Main Story Modes –

The main goal of this table is to complete the 7 Main Story Modes (detailed below), these are presented as 7 story chapters, and once they have been completed – the final chapter, Chapter 8 – Redemption - Wizard Mode will be available for activation.

These Story Modes are activated by sending the ball up the Left Ramp (3) 3 times (+ 1 time per Story Mode started on the same ball).



Once you've hit that Ramp enough times, the ball will then be diverted into the funnel & be held within there with a force field.

The Story Modes – Chapters - are usually split into 30-second hurry-up sections unless otherwise displayed on the Dot-Matrix Display, & do note that they remain active until you've completed even if you drain the ball. You will need to complete both of the first two chapters in order at the start of every new game – "Chapter I - **The Mandalorian"** and "Chapter II - **The Child"**, & you'll also be rewarded for completion with enabling an **Extra Ball** for collection at the Hidden Sink Hole (15). After-which; Chapters 3 to 7 can be cycled through via the Dot-Matrix Display using the flipper buttons, & you can then select your desired chapter by pressing the launch button, & once all of those chapters have been completed, the final chapter – Wizard Mode will become available.

Bounty Contracts can still be advanced towards during chapters, but other side modes etc. are disabled until the current chapter ends.

- # Chapter I: The Mandalorian

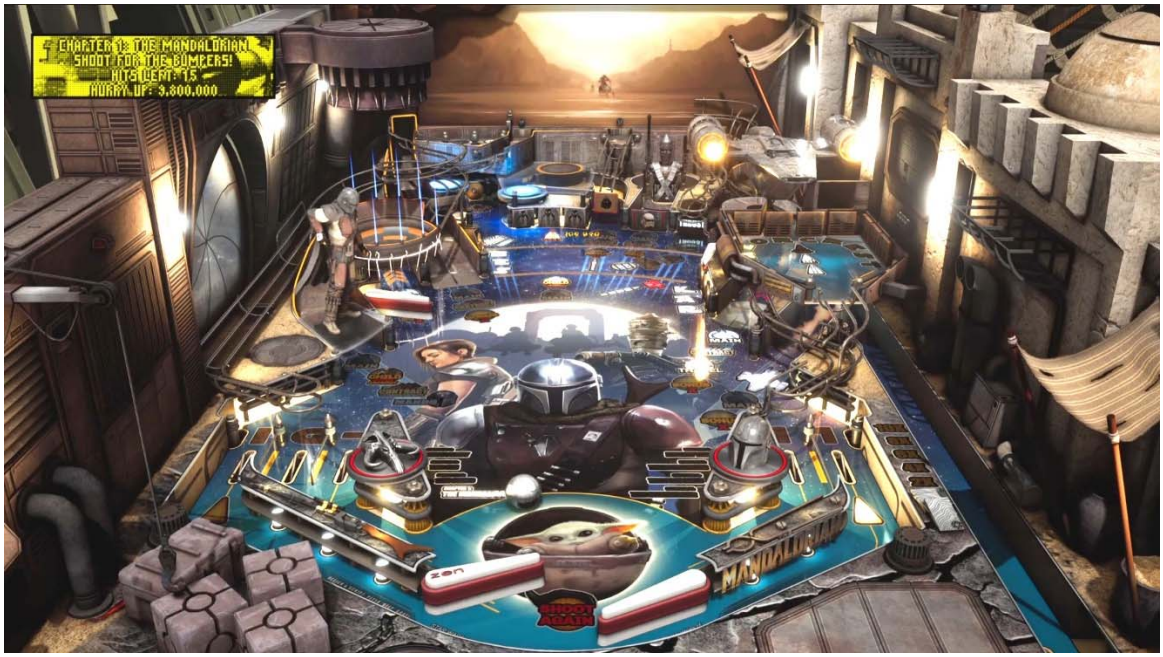
The chapter is about finding the Child in the encampment heavily defended by thugs. You'll need to cooperate with IG-11 to defeat all the defenders of the camp (represented by a bunch of cardboard drop targets) and find the child after some Bumper hits.

Sequences:

1. 30 second hurry-up timer, to defeat 15 Bounty Hunter Drop Targets. Each Target you successfully hit scores a hurry-up value beginning at 1 million points.



2. 30 second hurry-up timer, to hit the Bumpers a total of 15 times to get the door open. A hurry-up value starting at 10 million points is acquired upon hitting the Bumpers a 15th time as the Mandalorian finds the Child.



- # **Chapter II:** The Child

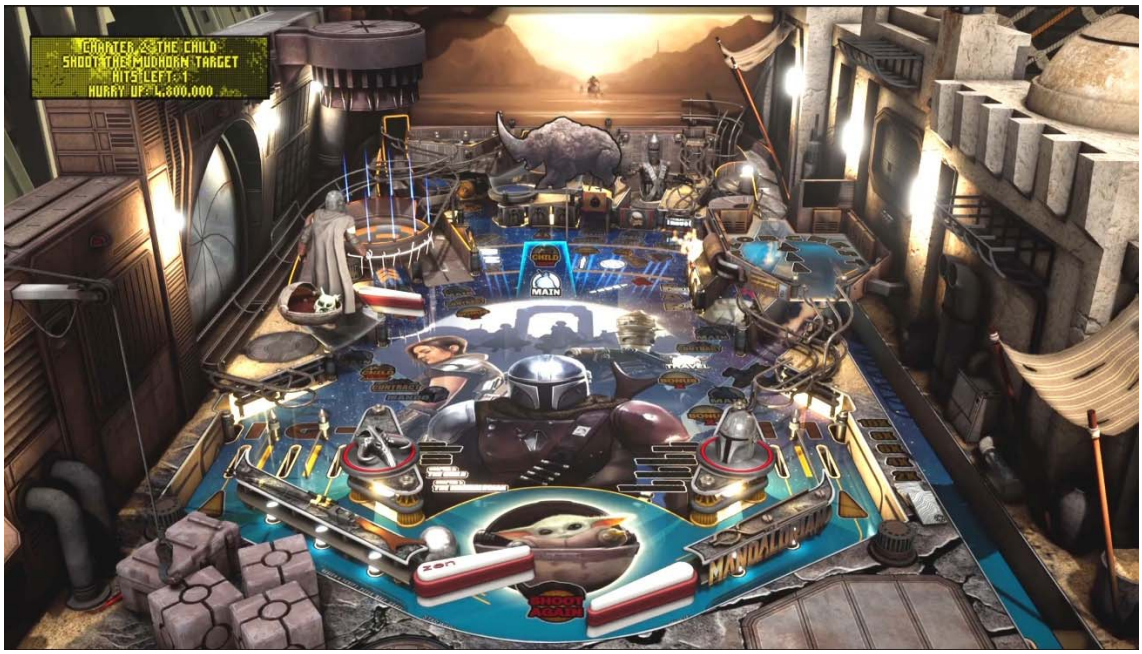
This chapter is about fighting against the Mudhorn (big cardboard target) & acquiring the Egg (represented with the ball becoming furry) to trade it for parts with the Jawas to in-turn reassemble the Razor Crest. The Razor Crest ship on the playfield will be disassembled as well, and will be reassembled from shot to shot as the you progress through the chapter.

Sequences:

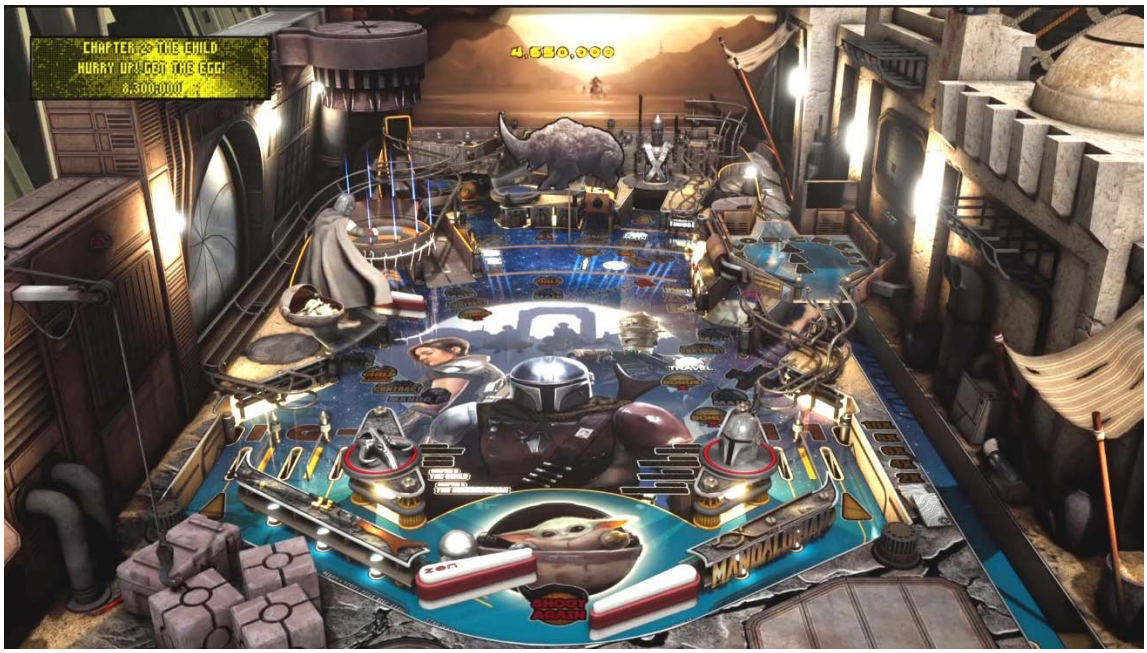
1. 30 second hurry-up timer activates as the Mudhorn spawns as a giant Stand-Up target; you'll need to hit 10 times (5 at each location) – in order for you to move onto the next phase. The hurry-up value starts at 1 million points & will reset whenever it moves position.



2. 30 second hurry-up timer activates as a Jump Ramp erects up from the playfield, you'll need to send the ball up it to hit the Mudhorn to finally defeat it. The hurry-up value starts at 5 million points.



3. 10 second hurry-up timer activates, you'll need to lock a ball at the IG-11 Spin-Disc (9) in order to collect the egg for the Jawas. The hurry-up value starts at 10 million points.



4. 30 second hurry-up timer activates, you'll need to produce 5 shots with the egg ball (the ball will be fluffy). If you manage to collecting them all, you'll score a hurry-up value beginning at 10 million points.



5. 30 second hurry-up timer activates, you'll need to collect all of Razor Crest ship parts in order to assemble the ship. To do this, simply roll the ball over the parts that have been littered throughout the playfield. The hurry-up value starts at 1 million points.



- # **Chapter III:** The Sin

In this chapter, Mando decides to take the Child back so you'll need to shoot down several Stormtrooper cardboard targets while the 3D Stormtrooper tries to hit the ball on the playfield which in-turn alters its way.

Sequences:

1. 60 seconds hurry-up timer activates, 7 Stormtroopers Stand-Up Targets erect onto the playfield - 6 standard sized targets, and 1 large located at the back of the playfield that required you to hit the ball up the Jump Ramp to hit it. The objective here is to score 10 hits among the 7 Stormtroopers Stand-Up Targets to score hurry-ups values beginning at 1 million points. Note that the Stand-Up Targets will progressively vanish as time goes on.



2. 30 seconds hurry-up timer activates, Defeat the large Stormtrooper Stand-Up figure by sending the ball via the Jump Ramp to score a hurry-up value at beginning at 3 million points.



3. 30 seconds hurry-up timer activates, hit the ball through the 5 flashing lanes to escape. Achieving this, nets you a hurry-up value beginning at 10 million points.



- # Chapter IV: Sanctuary

In this chapter you'll need to defeat the Klatoonian Raiders (Cardboard Drop Targets) & the AT-ST while the table's lighting will be darkened and blaster shots will be flying across the playfield representing the battle of this chapter.

Sequences:

1. 60 seconds hurry-up timer activates, a 6-ball multiball activates with which you'll need to hit 20 Stand-Up Targets. The hurry-up value for each target begins at 1 million points.



2. 60 seconds hurry-up timer activates, once the above is completed, the AT-ST will walk out onto the playfield, and you'll need to use the Jump Ramp in order to hit it, a total of 5 hits will be required to complete this part. Each successful hit to the AT-ST scores a hurry-up value beginning at 5 million points.



- # Chapter V: The Gunslinger

In this chapter, you'll control the Razor Crest indirectly with shots to flashing lanes in order to dodge blasts & eventually shoot the attacker thus destroying his ship.

Sequences:

1. 60 seconds hurry-up timer activates, hit the ball through the flashing lanes to get the Razor Crest closer to its destination & score hurry-up values beginning at 2 million points. Note that the 1st shot can be made to any flashing lane, however subsequent shots will have a 10-second timer imposed on them & the ball must be hit to either the right, centre, or left areas of the table playfield (dependant on which lanes are flashing). It's in your best interest to make these shots, as you'll in-turn complete the phase faster.



2. 30 seconds hurry-up timer activates, send the ball up any of the flashing centre lanes up to complete the chapter & earn a hurry-up value beginning at 4 million points.



- # Chapter VI: The Prisoner

During this chapter the table will have red lighting and you'll have to find Qin by sending the ball to certain lanes, then escaping from the prison base.

Sequences:

1. 60 seconds hurry-up timer activates, the hurry-up value begins at 2 million points, & you'll be able to collect it via a shot with the ball through any flashing lane, however once you've hit a certain number of these flashing lanes, the Mandalorian will be ambushed, which is represented by 2 Stand-Up Targets, hit those before you can continue sending the ball through the other flashing lanes. Upon doing so, 10 seconds are added to the chapter timer, which will in-turn increase the hurry-up value, for each ambush encountered. Once all of the flashing lanes have been shot, the chapter will be completed.

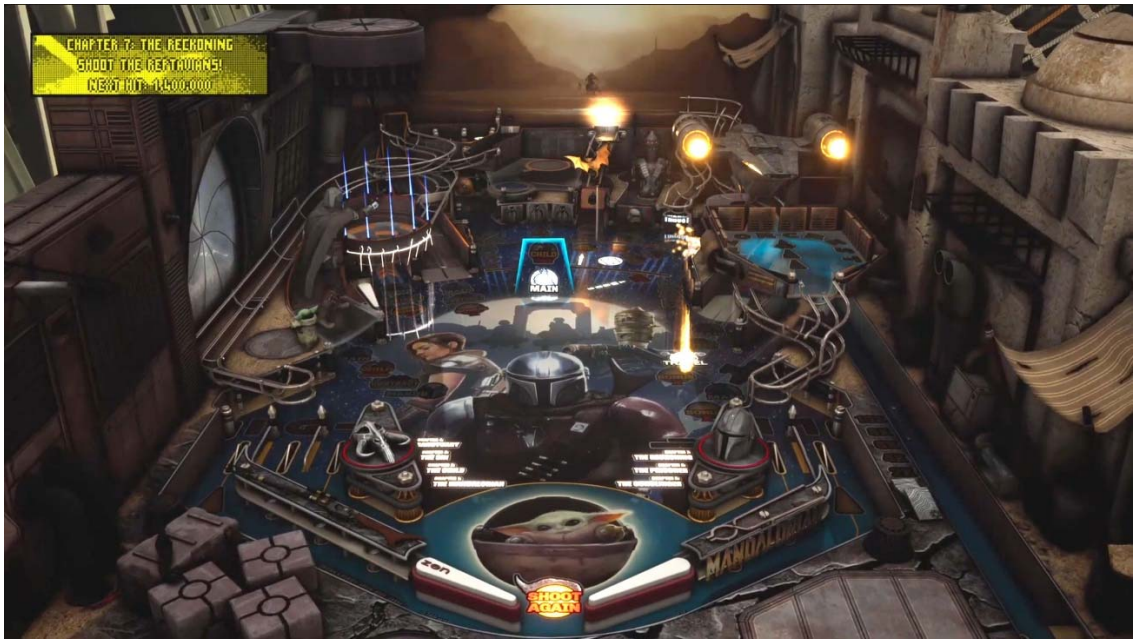


- # Chapter VII: The Reckoning

This chapter is about the Reptavian attack & Kuiil escaping with the Child onto the ship.

Sequences:

1. 60 seconds hurry-up timer activates, the Jump Ramp & airborne Reptavian targets Shoot the airborne Reptavian targets appear on the playfield. The objective here is to send the ball up the Jump Ramp to hit those airborne targets. Each target hit in-turn scores a hurry-up value beginning at 1 million points.



2. 30 seconds hurry-up timer activates; there will be a gauge on the Dot-Matrix Display that you'll need to fill up to 100%. You'll need to send the ball to either the Mando Ramp (1), Spinner Lane (8) or IG-11 Spin Disc (11) in order to fill the gauge up. Note that a quarter of the hurry-up value, which begins at 10 million points, is collected with each successful shot to either of those, & only when the gauge is full (100%) or the 30 second timer elapses is the final value awarded.



Chapter 8: Redemption - Wizard Mode –*6-Ball Multiball*

Once all of the 7 previous chapters (look under the "Main Story Modes" section for more information) have been completed, you'll automatically activate the Chapter 8: Redemption - Wizard Mode.

This is the final, wizard mode of the table. You'll have to defeat Stormtroopers in a wild multiball gunfight with the help of IG-11, then Gideon will attack with his TIE fighter & you'll then have to shoot certain lanes to help Mando grab the TIE, and bring it down.

Chapter 8: Redemption Wizard Mode – *6-Ball Multiball*

Upon the Wizard Mode activating a 6-ball Multiball.

Sequences:

1. 60 seconds timer begins – a 6-ball multiball immediately begins & the objective here is for you to simply defeat as many Stormtrooper Targets as possible, in order to score hurry-up values beginning at 5 million points.



2. 60 seconds timer begins – now, as for this stage, you'll need to use the remaining balls to send them up every flashing shot. Hitting each of these flashing lanes collects a hurry-up value beginning at 10 million points & note it can only be collected once. Upon the timer elapsing, the Wizard Mode will end, and you'll now only be able to access chapters 3, 4, 5, 6 & 7 for the remainder of your current game.



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

"This is the way!!!"

Yours
ShoryukenToTheChin