

RULESHEET



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Playfield Layout:

- **FORCE 5-bank drop targets:** A bank of 5 drop targets to the left of the game. Completing all 5 of the targets progresses through the FORCE values and increases the spinner value.
- **Left orbit:** A shot that loops around the back of the game to the entrance of the right orbit. There is a spinner in front of the shot, which can be increased in value when the FORCE drop targets are completed. Weak shots tend to send the ball to the rollover lanes. Has a mode shot arrow and a "X Multiplier" light. When lit yellow, this shot begins the Hyperspace Hurry-Up.
- **Left loop / jump ramp:** On the Pro model of the game, this shot is a loop that feeds the ball to the right flipper at a fast speed. On the Premium / LE model, this shot can act as both a normal loop and a jump ramp that leads up to the Hyperdrive habitrail. At certain times, a post activates at this shot that can hold the ball. This shot is used to light the Death Star modes. Has a mode shot arrow, a "X Multiplier" light, and a "Death Star" light.
- **Death Star:** On the Pro model of the game, this is a static toy that sits in the back of the game above the left loop shot. On the Premium / LE, the toy "explodes" during certain modes using a glittering cube and light display.
- **Left ramp:** A ramp that goes behind the back wall of the game and feeds the left flipper. This shot is used to light the Endor modes. There is a post on the ramp that holds the ball when a mode can be selected. Has a mode shot arrow, a "X Multiplier" light, an "Extra Ball" light, a "Super Jackpot" light, and an "Endor" light.
- **TIE Fighter:** This is a bobbling toy attached to a target. When the target below it is hit, the toy wobbles around to simulate an explosion. Can be lit with a "TIE Fighter" light.
- **Right loop:** The opposite side of the left loop, which sends the ball back to the left flipper. There is an up-post at this shot that holds the ball during events like Video Mode. This shot is used to light the Hoth modes. Has a mode shot arrow, a "X Multiplier" light, a "Video Mode" light, and a "Hoth" light.
- **3-bank standup targets:** Three targets placed in front of an LCD screen. Completing the targets during normal play lights the X Multiplier shots. Each shot also has a red arrow.
- **Right ramp:** A ramp to the right of the standup targets that feeds the ball to the right flipper. Has a mode shot arrow and a "X Multiplier" light. When lit yellow, this shot begins the Hyperspace Hurry-Up.
- **Right orbit:** A shot that feeds the ball to the left flipper. Weak shots will send the ball towards the rollover lanes. Has a mode shot arrow and a "X Multiplier" light.
- **Rollover lanes:** Three lanes located directly above the pop bumpers. Lighting all three lanes will increase your bonus multiplier.

- **Pop bumpers:** A set of three pop bumpers. At any time during play, shoot the bumpers to potentially score a mystery award from the Slot Pops. The ball exits out the right orbit.
- **Scoop:** A saucer on the right side of the machine that kicks the ball out to the right flipper. This shot is likely the one used to light the Tatooine modes. Has a mode shot arrow, a "X Multiplier" light, a "Mystery" light, and a "Tatooine" light.
- **Hyperdrive:** This is a ramp exclusively on the Premium / LE models that loops the ball from right to left, located directly above the flippers. This ramp is fed to by the jump ramp at the left loop. Locked balls for Hyperspace Multiball loop around this ramp until the mode is started.
- **Jedi Training targets:** 5 small standup targets scattered throughout the game. Two are located to the left and right of the left loop shot, two are located to the left and right of the right orbit shot, and one is located directly above the right outlane. Each target has a "Jedi Training" light and a red arrow. Completing every target once advances their value.



Gameplay:

Choose Your Character:

Similarly to the Doctors from Doctor Who or the Houses from Game of Thrones, Star Wars allows you to choose a character to play as at the start of a game. Each character has special benefits that help you out through gameplay.

- Luke: "Good with the Force" (Spots a FORCE drop target bank and reward at the beginning of every ball)
- Leia: "Good with Missions" (higher scores during the final modes for each planet)
- R2-D2: "Good with Multipliers" (increases the maximum shot multiplier value)
- Han Solo: "Good with Outwitting Bounty Hunters" (higher scores in hurry-up modes and the Escape from Boba Fett mode)

Skill Shot:

There are two skill shots in the game.

- The first skill shot requires the player to make the flashing drop target from the plunger, like in Elvis. This spots a drop target award if it is successfully made.

- The second skill shot requires the player to plunge at a higher strength to shoot the flashing 3-bank target. The farther the target is from the plunger, the higher your Bonus X increases.

- *NOTE:* It is possible to nail both skill shots off of the same plunge. This depends on how your game is set up, but I tend to score both of them by shooting at full power and hitting the middle standup target, which should cause the ball to rebound and hit the "O" or "R" drop target. You can also score the drop target skill shot by plunging to the right flipper and making a direct shot.

Paths:

You can also choose what reward you want to obtain at the start of each ball before making a skill shot by using the flipper buttons. These rewards, called "Paths", change depending on which character you choose to play as; for instance, if you play as Han Solo, one of the awards might be lighting the Escape from Boba Fett mode instantly. Some of the most valuable rewards you can obtain from the Paths are +5 TIE Fighters, which could allow you to begin TIE Fighter Multiball early in the game, and Light Tatooine Missions, which essentially spots three shots to the difficult scoop. 5% Score can also be very helpful later on in the game.

Slot Pops:

Shooting the bumpers at any time during normal play can award one of many features (think Ghostbusters or Game of Thrones). There are specific symbols for each award; look in the Instant Info to see what each symbol represents.

Shot Multipliers:

Shot multipliers start at 2x and can be toggled on and off with the action button. At lower multipliers, a spread of three shots has the green "X" lit. Hitting any 3-bank target increases the shot multiplier by 1, up to a maximum of 20x, and the overall multiplier can be doubled, making a maximum shot multiplier of 40x. As the multiplier increases, the "spread" of shots will decrease to 2, and then finally only 1 shot. If the multipliers are toggled off, the "X" arrow turns red, and the flippers will move the spread of shots left or right; turning them back on will lock the selected shots in. The ideal strategy seems to be to turn them off, then move them to shots that correspond with mode bonuses or jackpots. The multiplier resets to 2x if a 3-bank target has not been hit in a while. The higher your multiplier is, the faster it times out. If "competition mode" is on, the multiplier will max at 10x (or 20x if doubled). In Multiball, it's a good idea to let the balls drain during the Ball Save time in order to advance your multipliers quickly - balls coming out of the plunger always hit the standup targets.

FORCE Drop Targets:

Each completion of the 5-bank drop targets during non-mode play scores a different reward. It may be beneficial to go for these awards during Multiball, as the targets tend to be risky shots during single-ball play. The rewards are as follows:

- "F" - Light Mystery (at the right scoop)
 - "O" - Light Escape (ball save at the right outline)
 - "R" - Light Video Mode (at the right loop, *not implemented yet*)
 - "C" - Doubled Multipliers (times out if your overall multiplier does as well)
 - "E" - Lightsaber Duel (*not implemented yet*)
- Mystery: Completing the 5-bank drop targets once will light Mystery at the right scoop. Similarly to Tobin's Spirit Guide in Ghostbusters, this reward will award the player 3 different features at once. These features include instantly lighting modes and other awards, like points and extra balls.
 - Video Mode: Completing the 5-bank drop targets three times will light Video Mode at the right loop. During video mode, (???) (more info needed here)
 - Lightsaber Duel: Completing the 5-bank drop targets five times will begin Lightsaber Duel. This mode involves (???) (more info needed here). Completing the mode is one of the qualifications for Jedi Multiball.

Jedi Training:

Complete every blue standup target on the playfield once in about 30 seconds to advance your Jedi level. The higher your level, the more points that the targets with a flashing red light in front of them score. It's generally a good strategy to go for these targets during Multiball modes. The levels are as follows:

- Youngling - 250k per target
- Padawan - 5 million per target
- Jedi - 25 million per target
- Master - 50 million per target (!!!)

Becoming a Jedi Master is one of the qualifications towards Jedi Multiball.

TIE Fighter Assault:

Collect TIE Fighters by hitting the flashing red standup targets, which move around the playfield. When enough TIE Fighters have been collected, the TIE Fighter target is lit for a value that decreases until it hits 0. Shoot the target to collect the value, and then rapidly press the action button to destroy as many TIE Fighters as you can! Try and regain control of the ball as it bounces off of the target to maximize your scoring potential. Collecting enough TIE Fighters (35 to start the first time, at least on factory settings) will begin TIE Fighter Multiball. Collecting 100 TIE Fighters is a qualification for Jedi Multiball. Extra Ball is also lit at a certain amount of TIE Fighters (50?)

TIE Fighter Multiball:

3-ball Multiball where all major shots are lit for Jackpots worth ????. Once all Jackpots are collected, shoot the left ramp for a Super Jackpot that can be built up by shooting the flashing red 3-bank Targets.

Hyperspace Hurry-Up:

Complete the inlane rollovers to light the right ramp and left loop for Hyperspace Hurry-Up. When the mode is started, shoot the Death Star loop / ramp for a hurry-up value. Once the hurry-up is collected, a ball will be locked for Hyperspace Multiball on the Premium / LE models. You can increase the value of the Hurry-Up before the mode by completing the inlane lights or shooting an unlit right ramp. Collecting two Hyperspace Hurry-Ups will begin Hyperspace Multiball (this increases for further Hyperspace Multiballs).

Hyperspace Multiball:

??? (more info needed here - shoot locked ball at the start? Similar to Ace in the Hole Multiball from World Poker Tour?)

Escape from Boba Fett:

Shoot a certain shot (right ramp?) and then shoot the left ramp to begin the Escape from Boba Fett hurry-up. Similarly to modes like Corvette's "Catch Me", Escape from Boba Fett requires the player to make a combination of shots in quick succession for increasing values. The combination I saw the most during this mode was left ramp to right loop to right ramp to left orbit to left ramp, although there are probably others out there. Make good use of your shot and combo multipliers during this mode - the final score can be huge. Completing this mode is one of the qualifications for Jedi Multiball.

Modes:

Shooting the left loop, left ramp, right loop, or right scoop three times will qualify modes for each respective planet. Each planet has three minor modes (which do NOT have to be done in order), and completing all of them will qualify the planet's mini-wizard multiball mode. Depending on your character, some of the minor modes will already be spotted for you. **Interesting fact:** the modes that are pre-spotted are those that would not have made sense in

the character's actual story line -- e.g. Hoth II (Escape from Cloud City) is spotted as Luke, because Luke was pre-occupied fighting Darth Vader at that time.

Mode selection is very similar to Game of Thrones. In non-mode play, shooting any qualified planet's shot will allow you to choose a mode, or pass if you desire. Also like GoT, you may also select two modes at once, as long as they are from different planets. It is also possible to combine one planet mini-wizard mode with another planet's minor mode, or even start two stacked planet mini-wizard modes at once!

In a unique twist, the modes themselves do not actually time out, although many of them are dependent on hitting hurry-ups and/or combos. Once you've locked in one or two modes, you are committed to finishing them before you can start any others.

Death Star Modes:

Shoot the left loop to qualify and start these modes.

- I: Rescue the Princess - Complete 4 hurry up shots
- II : Escape the Death Star - Shoot 3 Inner Loops then shoot an orbit before the timer runs out. If the timer runs out on the orbit shot, you will have to shoot the three inner loops again.
- III: Fight Tie Fighters - Shoot all purple shots.
- Escape the Death Star: Multiball mode obtained for completing all three Death Star modes. In this multiball, shoot the left ramp, then the right ramp, then the Death Star several times to collect awards and eventually destroy the technological terror that the Empire has constructed. Completing this round will begin Victory Multiball; this is also a qualification for Jedi Multiball.

Endor Modes:

Shoot the left ramp to qualify and start these modes.

- I: Speeder Bike Chase - Complete shots to progress chase; If timer runs out you will fall back a shot
- II: Throne Room Duel - Complete both Ramps before timer ends; Shoot Hoth for extra value
- III: Knockout Shield Generator - Complete 4 Green shots to unlock door, then complete 4 Green shots to finish the mode
- Escape from Endor: ??? (more info needed) Completing this round will begin Victory Multiball; this is also a qualification for Jedi Multiball.

Hoth Modes:

Shoot the right loop to qualify and start these modes.

- I: Repair the Hyperdrive - Any Blue shot will start Hurry Up
- II: Duel on Cloud City - Complete Force Targets; Ramps build value inbetween
- III: Tie Fighter Escape - Complete 3 Bank to start hurry up
- Escape from Hoth - Complete all blue shots to escape Hoth - Completing this round will begin Victory Multiball; this is also a qualification for Jedi Multiball.

Tatooine Modes:

Shoot the right scoop to qualify and start these modes.

- I: Get to the Escape Pod - Complete 5 Orange shots
- II: Escape from Mos Eisley - Use ramps to build value before time runs out; collect value on the hyperspace shot
- III: The Rancor - Use ramps to build value before time runs out; Collect value on the 3 Bank
- Escape from Tatooine: Complete 5 orange ramp shots - Completing this round will begin Victory Multiball; this is also a qualification for Jedi Multiball.

Victory Multiball:

Completing any of the Wizard modes for each planet will begin a Victory Multiball round. Complete every shot on the playfield to win a Medal; completing them again will advance the Medal from Bronze to Silver to Gold. The higher ranked your Medals are, the more score you obtain at the beginning of the final Wizard Mode for completing the modes.

Wizard Mode:

(for completing Modes?): ??? (Not sure if this is even in the software)

Jedi Multiball:

The final wizard mode of the game. Start Jedi Multiball by completing the following tasks:

- Become a Jedi Master (through the standup targets)
- Complete Jedi Duel
- Complete Escape from Boba Fett
- Destroy 100 TIE Fighters
- Escape from the Death Star
- Escape from Endor
- Escape from Hoth
- Escape from Tatooine

During Jedi Multiball, ??? (Someone let me know if someone gets to this, it sounds like Valinor Multiball to me :P)

Good luck, and may the Force be with you!