0.98 CODE

STAR WARS™

FALL OF THE EMPIRE



RULESHEET

© &™ Lucasfilm Ltd.

STERNPINBALL.COM

SKILL SHOT

Make any lit shot at the start of the ball for Skill Shot. Hitting too many switches will end the opportunity for a Skill Shot, while hitting a shot within only a couple switches will award Super Skill Shot worth double the value.

Each time a skill shot is attempted, any shots you've previously made as a Skill Shot will not be available.

Each time you lock a ball in the Death Star or successfully perform a Jedi Save that flings the ball into the shooter lane (Premium Only), another opportunity for a skill shot is available. Each skill shot made will multiply future skill shots, starting at a base value of 1 million.

Depending which skill shot is made, the following will also be awarded:

- Yoda: +2 JEDI letters
- Luke: +3 FORCE letters
- Droids: Spot 1 Hoth lock. This will add an extra lock, keeping any progress you had with other lock lit state. This will not ever start the multiball.
- Lando: Spot 1 Death Star lock. This will add an extra lock, keeping any progress you had with other lock lit state. This will never start the multiball.

- Han: +2 Falcon Progress(including towards turning the Falcon on if needed)
- Chewbacca: +2 Drop Target hits
- Leia: +3 Tie Fighter Ramps. If done during a time you normally couldn't start Hyperspace Loops but doing this would start Hyper space Loops, it will still add the tie fighters and queue up the mode for a time when you can play it next.
- Obi-Wan: Relight all skillshots (except Obi-Wan, hit any other skillshot to re-enable Obi-Wan)
- Stormtrooper Target: Instantly start Stormtrooper Hurry-Up
- Pop bumpers: +3 Ion Cannon charges. Additional charges past max will carry-over to the next Ion Cannon.

Note: Skill shot processing happens after normal processing for the made shot. So you still get credit for whatever that shot would normally do first, then the Skill Shot perk happens after.

REBEL MISSIONS

QUALIFYING REBEL MISSIONS

Spell FORCE to light the main shots for rebel missions. Once the main shots are lit, hitting any of them will start a mission corresponding to the rebel on that shot.

There are 8 difficulty levels for the FORCE targets. The level increases +1 every time a mission is started. The level can be reduced by 1 for doing any of the following objectives:

- Score a super jackpot in Death Star Multiball
- Score a super jackpot in Battle of Hoth Multiball
- Score the first super jackpot of a new Super Jackpot session in Lightspeed Multiball
- Complete Rancor
- Complete Luke's Gift
- Complete Jabba's Palace (three drop target hits)
- Complete a Millennium Falcon Feature (not including Lightspeed Escape)
- Complete any Darth Vader mode

The levels determine how difficult it is to qualify FORCE modes:

All levels: A flashing target will always light that letter.
Level 1: Any target (flashing or already lit) will also spot the next unlit letter in FORCE.
Level 2: Already lit targets will spot the next unlit letter in FORCE.
Level 3: All letters start flashing, no additional letter spotting.
Level 4: All targets start pulsing slowly, hit a pulsing target to make that target flash and make the next letter in FORCE that is pulsing also flash. Hitting a flashing target will also make the next letter in FORCE that is pulsing flash.

Level 5: Same as level 4 but hitting a flashing target will not make the next letter in FORCE flash.

Level 6: All letters start pulsing, must hit a pulsing target to turn it flashing, no spotting.

Level 7: F target starts flashing, other targets off. Must spell in order to flash the next letter.

Level 8: F target starts pulsing slowly, must hit it to turn the F target flashing. Collecting a letter lights the next sequential letter pulsing.

Each character has several missions available, which can be changed by the Stormtrooper target or pop bumper hits and is indicated by the color on their RGB rectangle insert.

Playing a mission but not completing it will make the corresponding window insert pulse. Successfully completing a mission will light the corresponding window insert solid.

Until all missions for a character have been played, that character is always available to play missions. Missions played on a character who have already completed a mission will have their starting award value 2X.

REBEL MISSIONS DETAILS

There are three different levels of rebel missions, indicated by the color of their insert when qualified. Hitting the Stormtrooper target can cycle the levels.

Level 1 - Green:

These missions will generally have more available shots to make, allowing them to be completed easier. Scoring for the blue shots start at 3,000,000.

Level 2 - Yellow:

These missions will have fewer shots available than level one. Scoring for the blue shots start at 4,000,000.

Level 3 - Orange:

These missions will have the fewest shots available. Scoring for the blue shots start at 6,000,000.

In all rebel missions, blue shots will progress towards completing the scene, while white shots will increase shot values. All missions require 4 blue shots, and then a final fifth shot to the Luke shot to complete.

Rebel missions have different special rules depending on which character. Any shots that are 2X are indicated by a quick flashing arrow.

Character	Special Rules
Yoda	Spinners build values based on how many spins.
Luke	Leia shot (right ramp) is 2x when it is available.
Droids	Slingshots and Pop bumpers move around which shot is 2X.
Lando	All blue shots are 2X, until enough slingshots or pops are hit, at which point they will revert to 1X.
Han	All shots are hurry-ups which start slightly higher than other modes, but countdown over time.
Chewbacca	Sarlacc Pit spins build shot values on a per-spin basis. Any shots lit on Han will score 2X.
Leia	Luke and Han shots are prioritized as build shots. Any shots lit on Leia will score 2X.
Obi-Wan	Any time Luke or Obi-Wan are lit for blue shots, they score 2X.

REBEL BONUS MISSIONS

After you complete your first mission of a character, that character shot then lights for a bonus mission. If a multiball is lit on the Luke or Lando shot, that multiball will take priority. If Sarlacc Escape is lit on the Chewbacca shot or Never Tell Me the Odds is lit on the Han shot, the wizard mode will take priority.

Each mode is a timed mode lasting 60 seconds, with the exception of Speeder Bikes which can be turned into a multiball.

Completing a bonus mission will reduce the number of needed characters for Not a Jedi Yet and count as a completed mode towards lighting extra ball. In addition, that character's shot will now be 4X jackpots during multiballs for the remainder of the game.

THE FINAL LESSON (YODA)

- Starts at left orbit when no modes are running
- Lit white arrows increase spinner value
- Spinner spins score big points. Make enough spins to light Luke to advance you through the mode
- Luke shot when lit to advance also resets mode timer
- After alternating spinner spins and Luke shots enough times, phase 2 begins
- During phase two, hit enough lit shots before Yoda (and the GI level) fades away...Spinners increase the value of lit shots.

DARK SIDE CAVE (LUKE)

- Starts at Luke VUK when no modes are running
- Make Luke and Yoda shots (or the F target at 1/2 value) to advance towards the Cave
- Enter the cave at the Vader scoop when lit

- Once in the cave, hit any FORCE target to advance, or hit them in order to add an increasing multiplier. Once the five advance shots have been made, shoot the Vader scoop to complete the mode. Final shot value is based on half the amount of points of the value (not counting ion multiplier) of all shots made throughout the mode.
- 5 seconds added with each shot made before entering the cave.
- Timer resets to 60 when you enter the cave. Inside of the cave, each Force target adds 5 seconds.

FIND R2-D2 (DROIDS)

- Starts at the Droid target when no modes are running
- Hit a lit shot (as it's roving) to advance the mode and add 10 seconds.
- You may hit the Droids target to lock in a shot at 2X value for 10 seconds.
- Each locked in shot you make is multiplied by number of unique locked in shots
- Each shot made (including Droids target at all times) adds 5 seconds to the mode timer.
- Complete enough shots to end the mode at either Luke, Sarlacc Pit, or Darth Vader.

RESCUE LUKE (LANDO)

- Starts at the Death Star when no modes are running
- Make combos to score increasing points, each combo increases multiplier.
- You can optionally hit a white shot to "start" a combo if you're on a new phase or a combo timed out.
- The fifth shot will be at the Vader scoop and reset combo and multiplier.
- The eighth shot will be at the Death Star and will reset combo and multiplier.
- The last two shots will be hurry-ups based on points scored in the mode and can be multiplied by 2 and 3 if made in a combo.
- Any shot made to advance the scene adds 5 seconds to the mode timer.

HAN AND LEIA (HAN)

- Starts at the Han shot when no modes are running
- Alternate left and right shots of the playfield to advance the Han and Leia dialog
- Some of the more difficult shots are fast blinking and are worth 2X.
- Each made shot adds 5 seconds to timer.
- The final shot is worth ½ of the total points given (not counting ion multipliers)

REUNION (CHEWBACCA)

- Starts at Sarlacc Pit when no modes are running
- Han (center ramp) shot boosts Chewbacca shot per-spin value
- Alternate Han and Chewbacca shots to progress through mode. Each made shot to advance the scene (orange colored) adds 5 seconds.
- Final shot is lit at Han, can be boosted via Chewbacca spins. Each spin will boost the value an amount equal to the per-spin value built up throughout the mode.

SPEEDER BIKES (LEIA)

- Starts at right ramp when no modes are running
- A hurry-up counts down with Luke shot lit for the first award
- Once Luke shot is made, orbits and ramps also light for additional hurry-up awards
- Make enough shots to lock in the hurry-up as your jackpot value and add a second ball into play
- Make 8 shots (Rebel Assistance will make any shot with a character combo on it count as 2 or 3 shots) to light super jackpot at right ramp (or continue to collect jackpots)
- Force Mission Multiplier is in effect for jackpot shots (2,3, or 4X for characters you've played, beaten, or beaten their bonus mission)
- Super jackpot ends the mode and is worth the sum of all base value (1X) jackpots collected

REVEALING THE TRUTH (OBI-WAN)

- Starts at right orbit when no modes are running
- Four shots are lit, one for each character referenced in the scene: Vader scoop, Luke VUK, Leia Ramp, Obi-Wan orbit
- All shots start blinking quickly. Making a fast blinking shot turns it to a slower blink.
- Fast blinking shots score 2X and increase the value 2X as much as slow blinking arrows.
- All shots remain lit at all times.
- Make all fast blinking shots to return all shots to fast blinking again
- Each made shot adds 5 seconds to the timer
- After 7, 15, and 23 shots, only Vader and Luke are lit as a " checkpoint", these shots will reset the timer fully and relight all four shots as fast blinking again
- The 28th shot (will be at Vader or Luke) completes the mode

REBEL COMBOS

COLLECTING REBELS COMBOS

When not in a multiball, making any shot will light the natural combo shots from that flipper by flashing the yellow character inserts. Make one of the flashing shots to collect that character combo and turn the insert pulsing. Making a character combo on an already pulsing character will then turn it solid. Each combo scores based on how many unique rebel combos have been made (either pulsing or solid).

REBEL ASSISTANCE

During the three main multiballs of the game, any jackpot shots with a pulsing character light will count as two jackpots for that multiball's rules progress, and any jackpot shots with a solid character light will count as three jackpots instead. For example, in Death Star Multiball, if you have Leia solidly lit, making the right ramp when lit for a jackpot will take you from needing 15 jackpots to light super to 12 jackpots to light super. In addition to giving you more progress, the rebel assistance will also increase jackpot values two or three times as if you had made two or three jackpots

SUPER MODES

Making a rebel combo twice in the same ball will start a super mode based on which rebel:

Character	Super Modes	Number of Shots
Yoda	Super spinners	200
Luke	Super FORCE targets	10
Droids	Super Droid target	10
Lando	Super Slings	20
Han	Super Super Lanes	10
Chewbacca	Super Sarlacc Spins	40
Leia	Super Ramps	10
Obi-Wan	Super Pops	20

Each super mode shot scores the current "super mode value" divided by the number of shots for that character. For example, if the super mode value is 20,000,000 then each super spinner would be worth 100K. The super mode value starts at 10,000,000 and increases by 2,500,000 every time you complete a super mode (throughout the game).

Draining while super modes are running will end the super mode, as does completing a super mode by hitting the max number of shots available for that mode.

Super mode points are awarded as you make shots, and then any fully completed modes are also awarded in your end-of-ball bonus (then multiplied by your bonus multiplier)!

ION CANNON SHOT MULTIPLIER

Hit the pop bumpers when not in a multiball to charge up the ion cannon. When the ion cannon is fully charged, firing the iron cannon will then flash all the Rebel Alliance inserts (except ones already lit) all over the playfield. The next shot you make will turn that insert solid and for the rest of the ball, all scoring at that shot will be 2X.

JABBA EVENTS

Knock down the Salacious Crumb drop target twice to light the Sarlacc Pit ramp for a Sarlacc Pit feature. The ball will spin around the Sarlacc Pit and each spin will toggle the feature that will start when the ball exits the pit, or when the action button is pressed. The next Sarlacc Pit feature will require one additional hit to Salacious Crumb to qualify.

LUKE'S GIFT

Shoot flashing shots to follow the droid's journey to Jabba. Then, one shot lit to progress through the mode. Sarlacc pit shots move the shot. Play through the mode, end mode at the pit.

JABBA'S PALACE

Make enough lit shots to light the drop target for bigger and bigger points. After 3 drop target hits, you can cash out and end the mode at the Sarlacc Pit for 5X the current award value.

RANCOR

A series of lit shots must be made to battle the rancor. This mode is untimed and ends only when you drain or complete it.

SARLACC ESCAPE MINI-WIZARD MODE

After playing the three Jabba Events, the next Jabba Event will be Sarlacc Escape.

The mode starts as a switch frenzy. Hit enough switches to light Sarlacc Pit Jackpot at the Sarlacc Pit.

When the jackpot is lit, you can continue building the value with switches and hit lit arrows to increase the jackpot multiplier. Collect jackpot at the Sarlacc pit (scored per spin!). Collecting the jackpot adds a ball for the first two jackpots.

After collecting the jackpot, the mode returns to the switch frenzy phase.

After collecting four jackpots, the left scoop lights for Super Jackpot + end the wizard mode.

MILLENNIUM FALCON FEATURES

Starting a Falcon Feature involves qualifying the Millennium Falcon (the blue engine lights on means it's qualified), and then making a certain number of jumps through the backpanel.
When the Falcon is not qualified, the ramp will be down.

Hitting the ramp when down or hitting the right ramp will advance towards qualifying the Falcon. (On a Pro, only the right ramp will qualify the Falcon, except for the first Falcon Feature, which can be qualified from center jump ramps). Once it's qualified the ramp will go up and the blue engine lights will be on. Once enough center jump ramps have been made, the blue engines on the Falcon will flash indicating the next shot through the backpanel will start a Falcon Feature.

LIGHTSPEED ESCAPE / LIGHTSPEED MULTIBALL

The center ramp is lit to start Lightspeed Multiball, however all the other shots are lit to build the value of the jackpot. Hit as many other shots as you want, then start the multiball at the center ramp.

During the multiball, make enough lit shots to light the center shot for super jackpot. Completing all 7 shots will relight the 7 shots for additional jackpots that will keep growing the super jackpot value.

Once a shot to the super jackpot is made, a timer will start allowing you to loop the center ramp to keep scoring super jackpots.

THAT'S NO MOON

Three neighboring shots are lit while you "search for Alderaan", with certain shots being 2X value shots. The final shot is at the Death Star.

DOGFIGHT

The jump ramp is lit to initiate the dogfight. Then the right ramp is lit to destroy tie fighters and score a Tie Fighter award. After the tie fighter award is given, shoot the jump ramp to relight the tie fighter award at the right ramp again. Alternate right ramp and jump ramp to keep the dogfight going, each shot will add time to the timer. A combo into the right ramp will score 2X the tie fighter value. The mode ends when the timer runs out.

WELCOME TO CLOUD CITY

Shoot either orbit to start an orbit session. Loop that orbit during a brief timer to collect a multiplied amount, or shoot the other orbit to end that orbit session and start a new one. Shoot either again after the session times out. Final collect at the middle ramp.

NEVER TELL ME THE ODDS MINI-WIZARD MODE

After 3 Falcon Features have been played, the fourth Falcon Feature will instead be this mini-wizard mode. It can only be started when no other mode (including Hyperspace Loops) or multiball is running. Once the wizard mode is complete, Welcome to Cloud City is the next Falcon Feature. This wizard mode has two phases:

Phase I
All shots start lit white and will score the current white shot value, build the jackpot value by that much, and increase the white shot value.

The first white shot you hit will light the jackpot at that shot (cyan colored). Additional white shots will continue building the jackpot and white shot value.

Hitting a jackpot (multiplied by balls in play) will lock in the white shot value into the next stage, reset the jackpot value, and relight all shots white.

Any red shot you hit (asteroid) will unlight the jackpot, reset all the shots to white again, reset the jackpot value and reset the white shot value back to what it was at the beginning of the current stage.

Force targets rotate all shots clockwise (moving asteroids, white shots, and jackpot around the playfield) with each hit.

An add-a-ball will be awarded for the first three jackpots.

Once you get your fourth jackpot, the center will light to begin the next phase.

Phase II

The flippers will die at the start of phase two and collect the balls. Once the scene is done playing, the amount of balls you had during phase 1 will be launched into play, plus one additional ball.

During Phase 2, all shots are lit white. Hitting any of them boosts the jackpot value by whatever white arrow value you had locked in from phase 1, awards small points, and turns that shot red. Hitting a red shot turns it back to white. Force targets no longer rotate asteroids. Once 6 shots all have red arrows on them at the same time, the 7th and 8th shots will light cyan for jackpot.

Scoring either for jackpot then lights the center ramp for a timed escape maneuver to score the final shot and complete the mode. On a premium, the ramp will go up and down and you must make the ball go through the backboard to count. On a pro, the shot will virtually be lit and unlit, shown by flashing inserts.

When down to 1 ball, a ten second countdown will start. If the countdown reaches zero and another ball is not added into play (or the mode is completed), the mode will end.

TIE FIGHTER RAMP FEATURES

Each shot to the right ramp adds one Tie Fighter ramp to your total, or two when made from a combo from the center jump ramp on a Premium/LE.

At 5, 15, 45 Tie Fighter ramps, Hyperspace Loops will start at the center ramp.
At 10, 30, 60 Tie Fighter ramps, an Extra Ball will be lit, alternating between the Luke and Leia shot with each slingshot hit.

HYPERSPACE LOOPS

Loop the center ramp to score points and build a hyperspace jackpot available at the right ramp. If time runs out, the chance at the right ramp jackpot is lost.

DEATH STAR MULTIBALL

All 8 shots light for jackpots. Making a jackpot will unlight that shot and relight the other shots.

If the yellow character insert is pulsing on a shot, that shot will count as 2 jackpots towards lighting the super jackpot, or count as 3 if the insert is solid. If the window insert for that character is pulsing, that shot will be a Double jackpot. If the window insert for that character is solid, that shot will be a Triple Jackpot (the large character insert will also be white to help indicate which character shots are multiplied).

When a total of 14 jackpots are made, the Death Star will be the only shot lit. Hit it to open it up for a 30 second timed super jackpot, and relight all other shots for additional jackpots. In addition, lighting the super jackpot will also add a ball and revive the ball saver. Hitting those jackpots will score some small points and increase the super jackpot by a larger amount based on whether that jackpot was a single, double, or triple jackpot. Making 3 jackpots will make the super jackpot be 2X, and making 7 will make the super jackpot 3X.
Shots made with yellow character inserts will count as 2 or 3 shots towards increasing the super jackpot X. If you make all 7 shots, the 7 shots will relight to allow you to continue building. Each time a build shot is made, 3 seconds is added back to the Super Jackpot timer.

Collecting the super jackpot by going inside the Death Star during the 30 second countdown adds a ball and begins victory laps (if this is the first Death Star multiball you've played this game, see Death Star II Multiball).

If the super jackpot countdown runs out, hit the Death Star again to restart the countdown, reset the super jackpot value and multiplier, and relight all the jackpots so you can try again.

If you didn't collect the super jackpot, your progress is held between Death Star Multiballs.

DEATH STAR II MULTIBALL

- After playing Death Star Multiball, the next time you lock 3 balls in the Death Star, Death Star 2 Multiball will begin instead of Death Star Multiball.
- First phase of Death Star II Multiball requires a certain number of jackpots to light Death Star for 2X Jackpot
- The 2X Jackpot at the Death Star will be multiplied based on your Force Mission boost (previously played Lando modes)
- You can also wait to collect the 2X Jackpot and continue to score jackpots, boosting their value as well
- Once 2X Jackpot is collected, jackpots go away and a single roving 3X jackpot is lit.

- The 3X Jackpot is alost multiplied based on your Force Mission boost on whatever shot you make it on
- After the 3X Jackpot is collected, super jackpot is lit up the middle worth 12X your current jackpot value.
- Super Jackpot is not multiplied based on your Force Mission boost factor
- To score the Super Jackpot, you must hit the center ramp twice in very quick succession!
- After Super Jackpot is scored, Victory Laps will start and last until down to 1 ball.

BATTLE OF HOTH MULTIBALL

All shots are lit for jackpot except the AT-AT. Making a jackpot scores 500,000 and increases jackpots by 250,000.

Making one jackpot lights the AT-AT for Letter Jackpot, worth the sum of all jackpots (including if they were double or triple jackpots from Force Mission Multipliers, excluding ion cannon multiplier), awards a letter in AT-AT, relights the jackpot shots and resets the jackpot value. To relight the letter jackpot, now 2 shots must be made, then for the third letter 3 shots, then the fourth letter 4 shots. Completing AT-AT will turn off all jackpots and light the Luke shot for Super Jackpot, worth the sum of all jackpots you earned while qualifying letter jackpots.

Collecting the super jackpot resets your AT-AT letters and lights all the shots again and boosts all jackpots by 500,000 for the rest of the multiball.

If the yellow character insert is pulsing on a shot, that shot will count as 2 jackpots towards lighting the Letter Jackpot, or 3 jackpots if the character is solid, and will boost the jackpot value 500,000 or 750,000. If the window insert for that character is pulsing, that shot will be a Double Jackpot. If the window insert for that character is solid, it will be a Triple Jackpot.

When the multiball ends, there is a timed last chance super jackpot opportunity at the Luke shot to take down the AT-AT!

ADD A BALL

During any multiball, making 10 spins in the Sarlacc Pit will light the action button green for add a ball. This is available once per multiball. Starting Battle of Hoth Multiball during Lightspeed escape, then starting Lightspeed Multiball will still only result in one add-a-ball.

Each time an add a ball is used with the action button, the next multiball you play will require more spins to light an add a ball, growing throughout the game.

JEDI BALL SAVE

Shoot spinners to add letters to JEDI.

Once 2/4 JEDI letters are gained, the action button will be lit solid orange indicating it is available to quickly pulse the magnet, one time per letter, available when a ball triggers an outlane switch (the button light will flash).
If all of JEDI is spelled, the action button will pulse at all times and pressing it will do the grab and toss save (whether or not the ball outlanes or is heading towards the middle). After the game attempts to toss the ball, the action button will still be available up to 3 more times for additional pulses should you need them to save the ball.

Successfully saving a ball that has entered an outlane (with either type of magnet save) will award a "Jedi Save Successful" points award, and reset your Jedi letters.

On a pro, only once all 4 JEDI letters are gained, the outlanes light for a ball save. Hit the action button before the ball hits the trough for a "Jedi Save Successful" award, which will auto-launch a new ball into play.

MYNOCK MULTIBALL

On a Premium/LE, after getting two Dark Side Mystery Awards, your third mystery award will now be eligible to start Mynock Multiball (if nothing else is running).

During Mynock Multiball, the playfield goes dark with flashers going and the center ramp will be down. Bash the center for huge scores, bash it enough to get an extra ball!

STORMTROOPER HURRY-UP AND BONUS X

Hit the Stormtrooper target to add to your Stormtrooper count. At 2 Stormtroopers (then 3, then 4, etc.) the Stormtrooper Hurry-Up will start. This value starts at 10,000,000 + 250,000 per return lane completion. This base value resets each ball.

Once started, it counts down until it times out at 1,000,000. The award is multiplied by how many successful Stormtrooper Hurry-Ups you've made this game.

Each time you successfully collect a Stormtrooper Hurry-Up, you will also be awarded +1 Bonus X, to a maximum of 15X.

EMPIRE RETURN LANES

Complete the Empire inserts on the three return lanes to award one of the following, alternating each time one is collected:

- Light Dark Side Mystery at the Vader scoop (indicated by red glow)
- Light Darth Vader Mode at the Vader scoop (indicated by Darth Vader insert)

In addition, completing the lanes will boost the value of the Stormtrooper Hurry-Up.

DARK SIDE MYSTERY AWARD

When lit at the Darth Vader scoop, a random mystery award from the following will be given:

Light Force Missions
5,000,000
Add Charges to Ion Cannon
Advance Falcon
Advance Hoth
Advance Death Star
Mynock Multiball
Add 2 Jedi Letters

DARTH VADER MODES AND DARK SIDE SCORING

When the Darth Vader insert is lit at the Darth Vader scoop, the next shot into the scoop when no other modes are running will then light eight shots to start a Darth Vader mode ("What is thy bidding, my master?"), excluding shots you've already started Darth Vader modes on:

SHOT	DARTH VADER MODES
Darth Vader Scoop	Lord Vader Arrives
Either Pop Bumper	Grand Moff Tarkin
Death Star	Death Star II Plans
Stormtrooper Target	Lack of Faith
Luke VUK	Family Reunion
Left or Right Orbit	Emperor's Guidance
Return Lanes	Emperor's Orders
Sarlacc Pit	Bounty Hunters

Once you start a Darth Vader mode by making the corresponding shot, all main shots are lit to collect the current award value and advance the scene. The shot you started the mode will be blinking quicker: this shot will increase the award multiplier for future shots in the mode, and relight all shots. Hitting any shot unlights itself and re-light all other shots. Once enough shots have been made, the scoop collects the final award value (multiplied if applicable).

Upon making the final shot, Dark Side Scoring will become active until the end of the ball. A random purple shot will be lit to score your current Dark Side value, which starts at 5% of all points scored in all successfully completed Darth Vader modes, and is 2X when scored during any Darth Vader mode.

Collect 5 Dark Side awards to light an extra ball. Collect 10 Dark Side awards to qualify Dark Side Multiball at the Vader Scoop.

Dark Side scoring can be re-enabled on any new ball by completing another Vader Mode.

DARK SIDE MULTIBALL

If qualified from 10 Dark Side awards, the scoop will light purple for Dark Side Multiball. It can only be started if no mode or multiball is running (except Hyperspace Loops).

During Dark Side Multiball, all shots start lit for jackpot. The jackpot value is based on 10% of every Dark Side award you've gotten since the last time playing Dark Side Multiball. Thus, hitting larger Dark Side awards add more to the Dark Side Multiball jackpot, (as does hitting more than the required 10).

Each shot awards this value and then unlights. Death Star is worth double this value and relights all shots. Hitting the Vader scoop during this mode makes the next shot 2X value (except Death Star, which is always 2X).

When you are down to 1 ball, the Darth Vader scoop will light for a timed hurry-up that counts down, with the starting value equal to how many points earned during the multiball.

When Dark Side Multiball is complete, the number of Dark Side shots reverts back to 0, so another extra ball can be earned at 8 and another Dark Side Multiball at 15. If Dark Side Scoring was running beforehand, it will continue.

NOT A JEDI YET MINI-WIZARD MODE

To qualify Not A Jedi Yet, play at least one mission from 4 different Rebels (four of the window inserts must be pulsing or solidly lit). Each bonus mission you successfully complete all the way through will reduce this requirement by 1 each. So theoretically, if you only played two characters but beat their mission and their bonus mission, you'd fulfill the requirement.

Once ready, shoot the Darth Vader scoop to start. The scoring for this mode is based on your scoring in those 4 character's missions. This single ball mode plays in phases. Making a shot will increase its multiplier in the next phase. The collects between phases and a final hurry-up are based on the remaining arrows lit when each phase ends.

Resist the temptation of the dark side! Once you collect a red 3X value shot, that shot unlights for all additional phases and will no longer contribute to the collect values and the final hurry-up.

EWOK ENCOUNTER MINI-WIZARD MODE

To qualify Ewok Encounter, play at least one mission from 8 different Rebels (again, reduced by 1 for each successfully completed bonus mission). Your starting jackpot value is based on any mission scoring since playing Not A Jedi Yet (0.1% of all points earned during missions and bonus missions after playing Not a Jedi Yet go into phase 1, and each phase compounds on the next).

Phase 1: Leia Meets Wicket

A second ball is launched into play and you have a limited time to hit lit shots. Each shot awards 500k and boosts jackpot value by 500k (fast blinking shots award and boost by 1 million instead). During the entire time, ball saver is active, however every drain will result in 5 seconds being lost in the timer. Once the timer hits zero, Phase 2 starts.

Phase 2: Battle Multiball

All six balls are launched into play and every shot is lit for jackpots based on the value you started with from missions plus the amount boosted during Phase 1. Fast blinking shots (Death Star and Leia ramp) score double jackpots. Make 15 jackpots to light the Luke shot to "get back to the bunker" and advance to the next phase (or continue hitting jackpots). Once you're down to 1 ball in play, all other jackpots turn off and only Luke is lit to advance (unless you still need more jackpots to

reach 15, at which point you can continue to hit jackpots until you get to 15). Each jackpot award feeds into the Phase 3 jackpot value, at 10% of their value.

Phase 3: Battle Hurry-Ups
Upon hitting the Luke shot and starting Phase 3, a sequence of hurry-up shots is lit, one at a time, corresponding to the events of the scene. The final shot will be either Han or Leia (2X).

Phase 4: Shield Generator Hurry-Up
All balls are collected upon making the Phase 3 super jackpot and one new ball is served. Hit the Luke shot to award a hurry up based on the points scored in Phase 3, then the Stormtrooper target quickly to score 2X the value collected at the Luke shot. Once the final Stormtrooper target is made, the mode ends.

EXTRA BALLS

Extra balls can be earned the following ways:

- Tie Fighter ramps (at 10, 30, 60, etc.)
- Successfully complete your first Jabba Event
- Complete 2 Rebel Missions
- Complete 6 Rebel Missions
- Collect 5 Dark Side Awards
- Dark Side Mystery Award (once per game)
- Mynock Multiball 10th shot award (Premium/LE only)

END OF BALL BONUS

- 200K per Mission attempted this game
- 1M per Mission completed this game
- 300K per Jabba Event started this game
- 1M per Jabba Event completed this game
- 300K per Falcon Feature attempted this game
- 1M per Falcon Feature completed this game
- 300K per Vader mode started
- 1M per Vader mode completed
- 1.5M per Super Jackpot collected this game
- 150K per Combo collected this ball
- Any points from completed Super Modes this ball

All of this is then multiplied by the bonus multiplier.

