

Playfield

- a. **Left Outlane:** has kickback
 - b. **Left Inlane:** briefly lights Right Orbit to spot two letters in S-T-A-R W-A-R-S, briefly light *Jabba's Bounty* at **Sarlacc Pit**
 - c. **Right Inlane**
 - d. **Right Outlane**
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- 1. **The Force hole:** grant *Force Award*, *Dark Side*
- 2. **Left Orbit:** spot S-T-A-R W-A-R-S
- 3. **Hyperspace drop targets:** complete 3x to light *Hyperspace* at **Ramp**
- 4. **Ramp:** collect *Hyperspace*, award Jackpots, award Extra Ball, spot S-T-A-R W-A-R-S
- 5. **Death Star:** start Tri-Ball, award *Super Death Star* value
- 6. **C3PO lane:** light C3PO eye, start *Speeder Mode*, collect *Extra Ball*
- 7. **Right Orbit:** spot S-T-A-R W-A-R-S
- 8. **Sarlacc Pit:** award *Sarlacc Pit* value, or *Jabba's Bounty* when lit at **Left Inlane**

*. **X-Wing Targets:** make all 5 to qualify *Speeder Mode* at **C3PO Lane**



Gameplay

Force Award: light via **C3PO Lane** and **Ramp** shots; awarded at **The Force hole**; complete 4x starter awards to achieve super award

- Starter awards include: Super Laser Kick, *Tri-Ball*, *Cantina Mode*, *Master Yoda*, *X-Wing Multimillion*, *Million Pops*
 - *AT-AT Walkers (20s)*: make 20 bumpers hits for 20M
 - *Cantina Mode (16s)*: all targets score 250k
 - *Million Pops*: bumpers score 100k for rest of ball
 - *X-Wing Multimillion (20s)*: **X-Wing Targets** score 1M
- Super awards include: 25M, *Super Death Star*, *Super R2D2*, *Return of the Jedi*, *The Empire*
 - *Super Death Star* (hurry-up): hit **Death Star** to win current value
 - *Super R2D2* (hurry-up): make either **Orbit** to win current value
 - *Return of the Jedi*: hit lit red arrow shots (**The Force Hole** and **Orbits**) for 10M each
 - *The Empire (20s)*: make **Ramp** 4x for 30M
- Relight *Force Award* via **C3PO Lane** and **Ramps**

Tri-Ball (Multiball): light all 8 Yaven Moons via shots to **Death Star**, then one final shot to start

- Hit **Death Star** to light Jackpot, collect at **Ramp**; then hit **Death Star** again for Double Jackpot
- If 2 balls drain before collecting Jackpot, shoot **Death Star** again within 10 seconds to restart

Misc Features

- *Dark Side*: awarded at **The Force Hole** when unlit; complete 4x for 25M
- *Hyperspace*: qualify by completing **Hyperspace drop targets** 3x; collect at **Ramp** for 10M
- *Runaway R2D2 (hurry-up)*: qualify by lighting both of C3PO's eyes at **C3PO Lane**; collect at either **Orbit**
- *Speeder Mode (X-Mode)*: qualify by hitting all 5 **X-Wing Targets** or through *Force Award*; collect at **C3PO Lane** for 10M
- *S-T-A-R W-A-R-S*: spot at **Ramp** and **Orbits**; when complete, awards 10M
- *Stormtrooper Shootout*: shoot all the stormtroopers (Fire/Launch/Magna button) for 4M

Master Yoda (mystery award): lit via *Force Award*, **Ramp** shots or by completing *Hyperspace*; collect at **C3PO Lane**

- Select left or right award using flippers

Sarlacc Pit: awards current Sarlacc Pit value; value is increased at bumpers

- *Jabba's Bounty (mystery award)*: lit at **Left Inlane**, collected at **Sarlacc Pit**

Skill Shot

- Hit Tie-Fighter on DMD