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STAR FALL OF THE EMPIRE WARS™



RULESHEET

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.

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 is determined by how many unique character missions have been attempted (shown by window inserts either pulsing or solid).

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: Flashing targets will also 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.

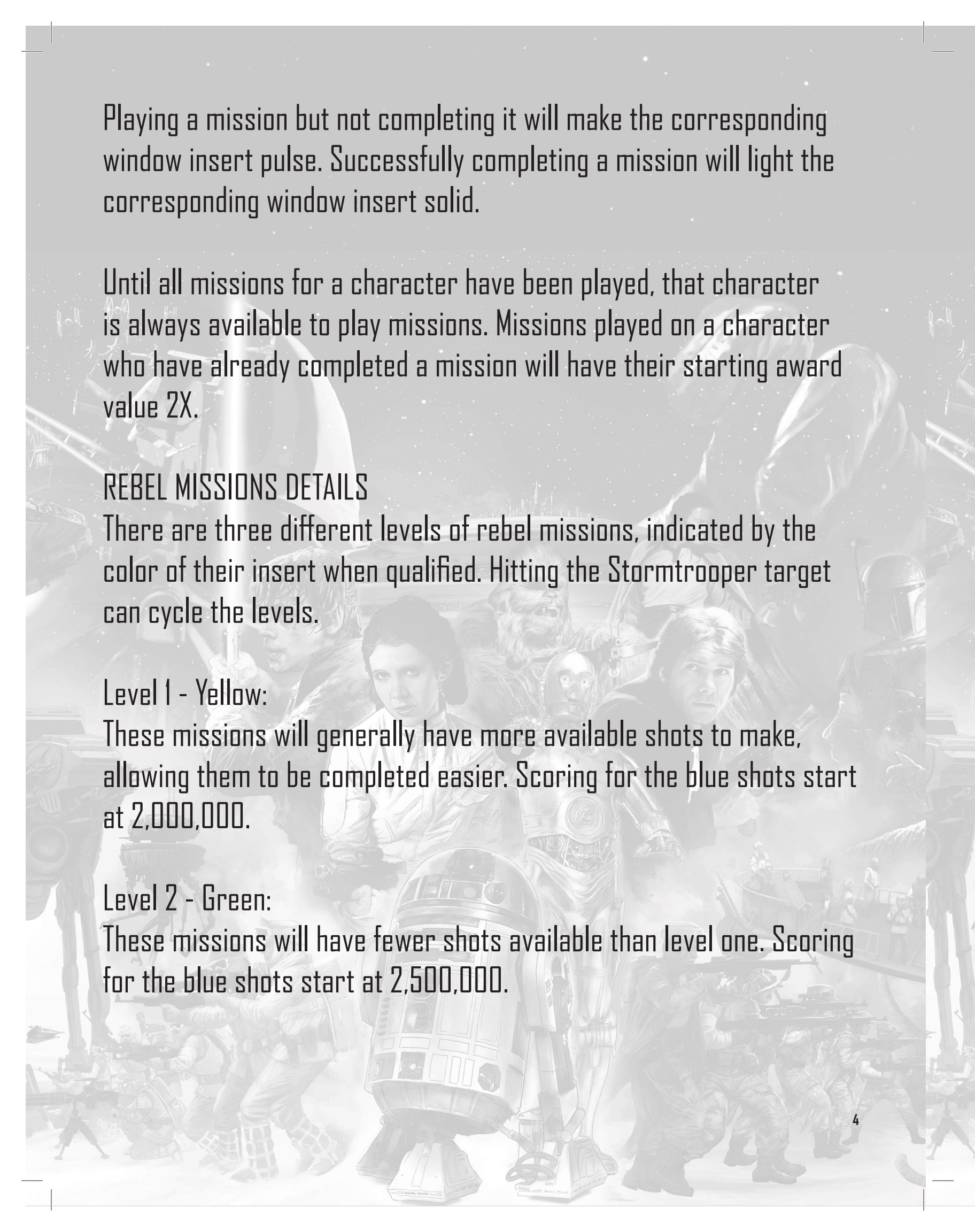
Level 5: Same as level 4 but hitting a flashing target will not make the next letter in FORCE flash.

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 - Yellow:

These missions will generally have more available shots to make, allowing them to be completed easier. Scoring for the blue shots start at 2,000,000.

Level 2 - Green:

These missions will have fewer shots available than level one. Scoring for the blue shots start at 2,500,000.

Level 3 - Cyan:

These missions will have the fewest shots available. Scoring for the blue shots start at 3,000,000.

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
Luke	Luke and Droids shots are always available as possible white or blue shots, and score 2X.
Droids	Slingshots and Pop bumpers move around which shot is 2X. Droids shot is always 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.

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 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.

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.

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.

DARK SIDE MYSTERY AND BONUS X

Complete the Empire inserts on the three return lanes to light the Darth Vader scoop for a Dark Side mystery award, or award a bonus multiplier if mystery is already lit.

Possible mystery awards include:

Light Force Missions

5,000,000

Add Charges to Ion Cannon

Advance Falcon

Advance Hoth

Advance Death Star

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.

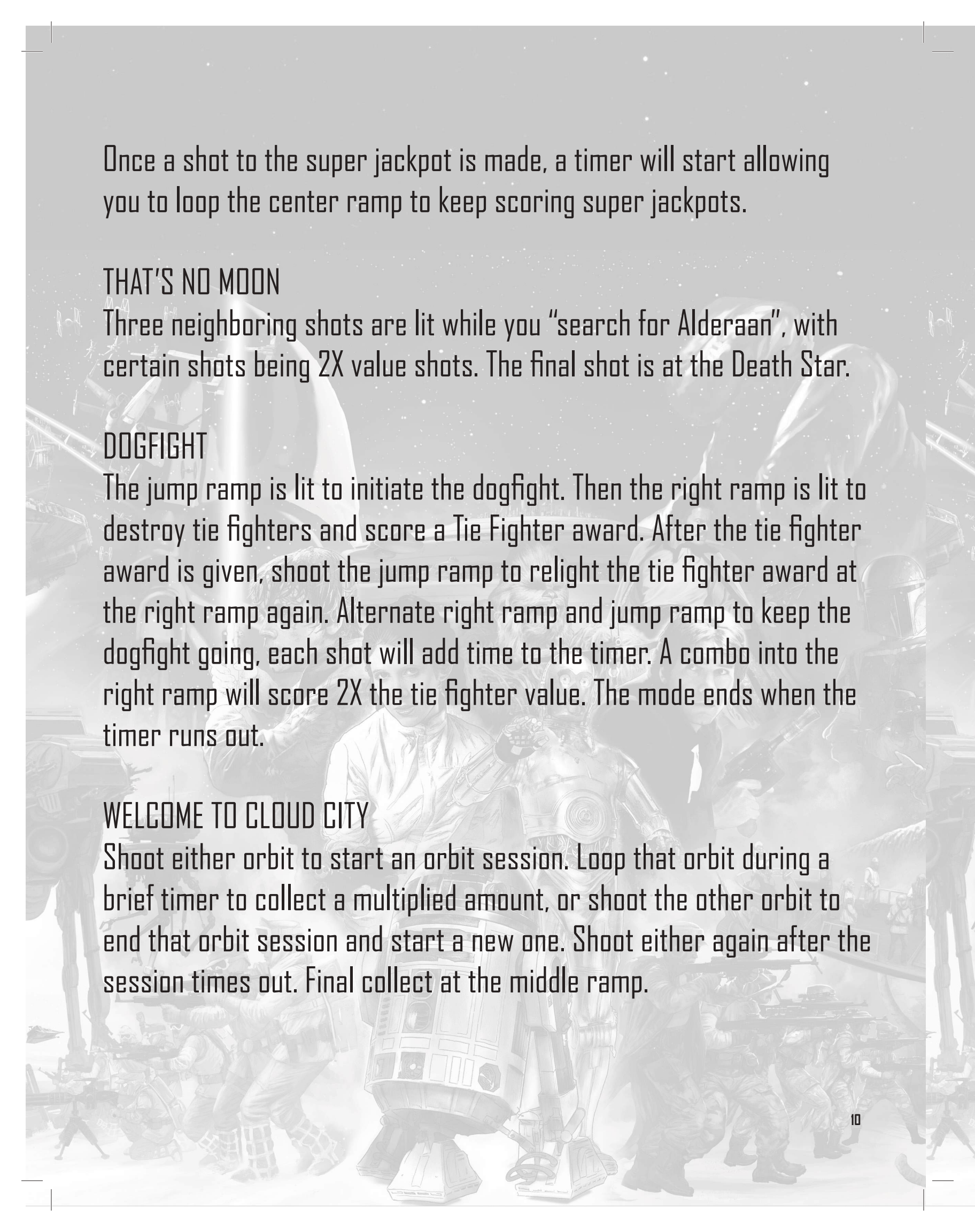
When the Falcon is not qualified, the ramp will be down.

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.

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 all 7 will make the super jackpot 3X.

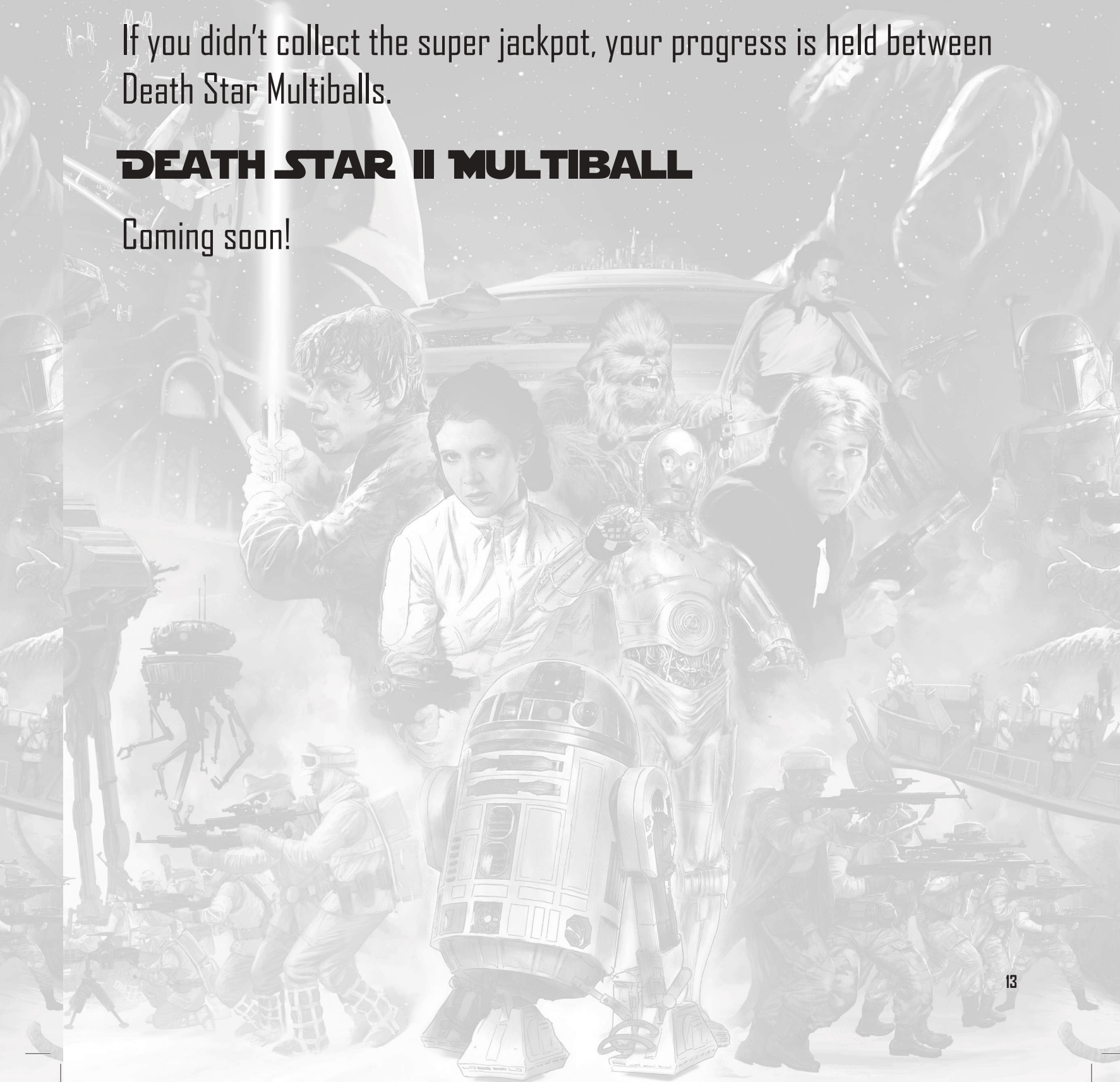
Collecting the super jackpot by going inside the Death Star during the 30 second countdown adds a ball and begins victory laps (if this is the first Death Star multiball you've played this game, see Death Star II Multiball)

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

Coming soon!



BATTLE OF HOTH MULTIBALL

All shots are lit for jackpot except the AT-AT. Making a jackpot increases the jackpot value by a large amount.

Making one jackpot lights the AT-AT for Double Jackpot, worth double the current jackpot, awards a letter in AT-AT, relights the jackpot shots and resets the jackpot value. To relight the double 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 the double jackpots you earned. Collecting the super jackpot resets your AT-AT letters and lights all the shots again, adds a ball, and permanently boosts the jackpot a small amount.

If the yellow character insert is lit on a shot, that shot will count as 2 jackpots towards lighting the double jackpot, or 3 jackpots if the character is pulsing. If the window insert for that character is pulsing, that shot will increase the jackpot value twice as much as usual. If the window insert for that character is solid, it will increase the jackpot value three times as much as usual.

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

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.

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. On default settings, a ball save is also started upon pressing the button after triggering a lit outlane switch.

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 Mynocks 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!