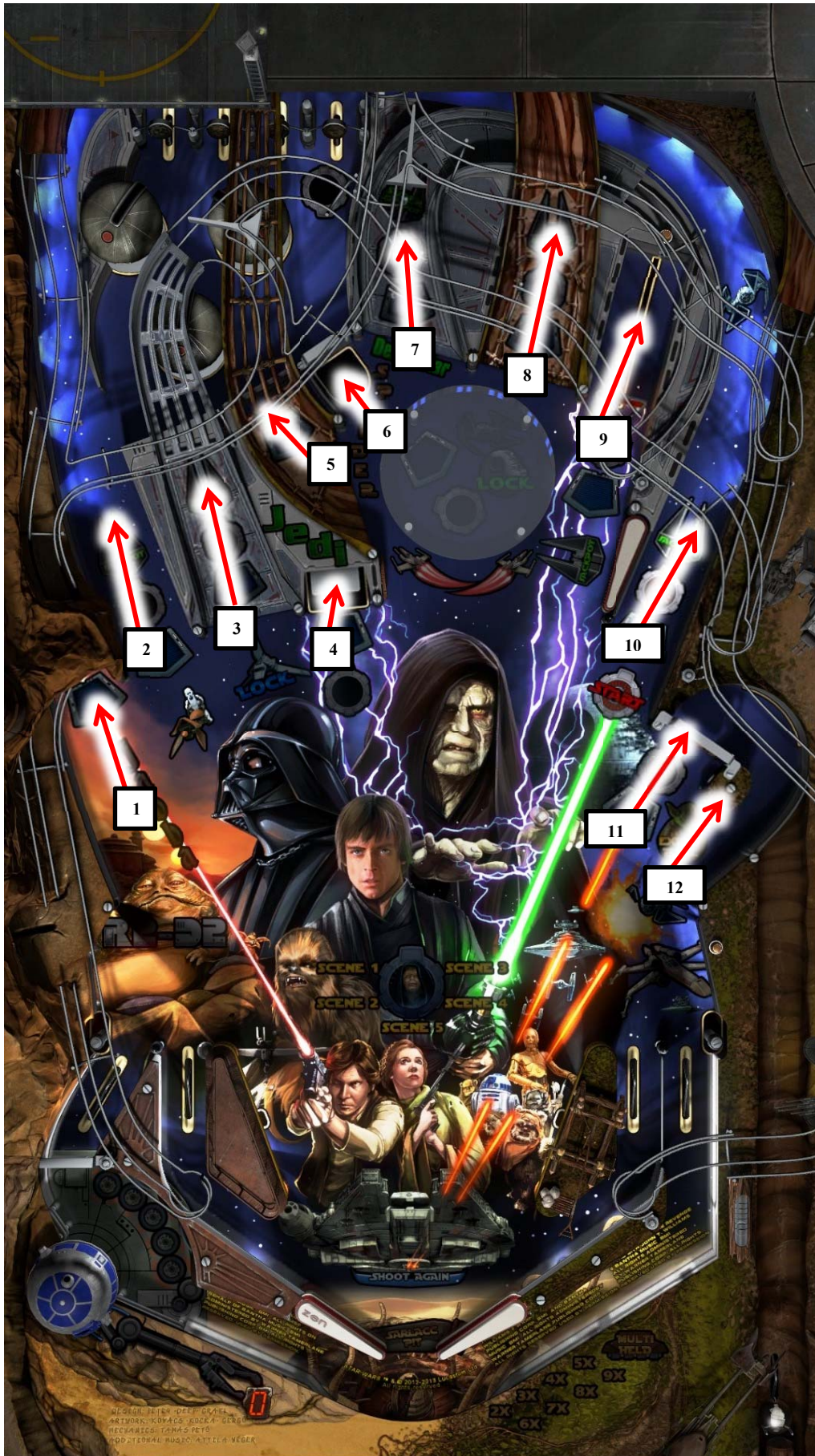


Star Wars: Episode VI – Return of the Jedi Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Jabba Target/Sink Hole
2. Left Orbit
3. Left Ramp
4. Jedi Sink Hole
5. Left Cross Ramp
6. Speeder Sink Hole
7. Death Star Ramp
8. Right Ramp
9. Varitarget
10. Right Orbit
11. Dark Side Spinner
12. Ewok Target

In this guide when I mention a Ramp etc. I will put a number in brackets which will correspond to the above Key, so that you know where on the Table that particular feature is located.

TABLE SPECIFICS

Notice: This Guide is based off of the Zen Pinball 2 (PS3/Vita) version of the Table on default controls. Some of the controls will be different on the other versions (Pinball FX 2, Star Wars Pinball, etc...), but everything else in the Guide remains the same.



INTRODUCTION

This Table came about as a result of the partnership between Zen Studios and LucasArts; this license allowed Zen to produce Tables based on the Star Wars License, as of which Zen will be releasing 10 Star Wars Themed Tables.

The second batch of Tables was released in a 3 Pack; which included such Tables as Darth Vader, Starfighter Assault & Star Wars: Episode VI – Return of The Jedi.

This Table is of course the Star Wars: Episode VI – Return of The Jedi; which is a Table that pays homage to the iconic Film. The Artwork and Audio cues are spot on once again, adding that unique originality to the Table's Playfield.

I hope my Guide will help you understand the Table better.

Skill Shot -

There are 3 possible Skill Shot requirements you must accomplish to be awarded with a Skill Shot, but only 1 is active at a given time.



Dark Side Spinner (11) -

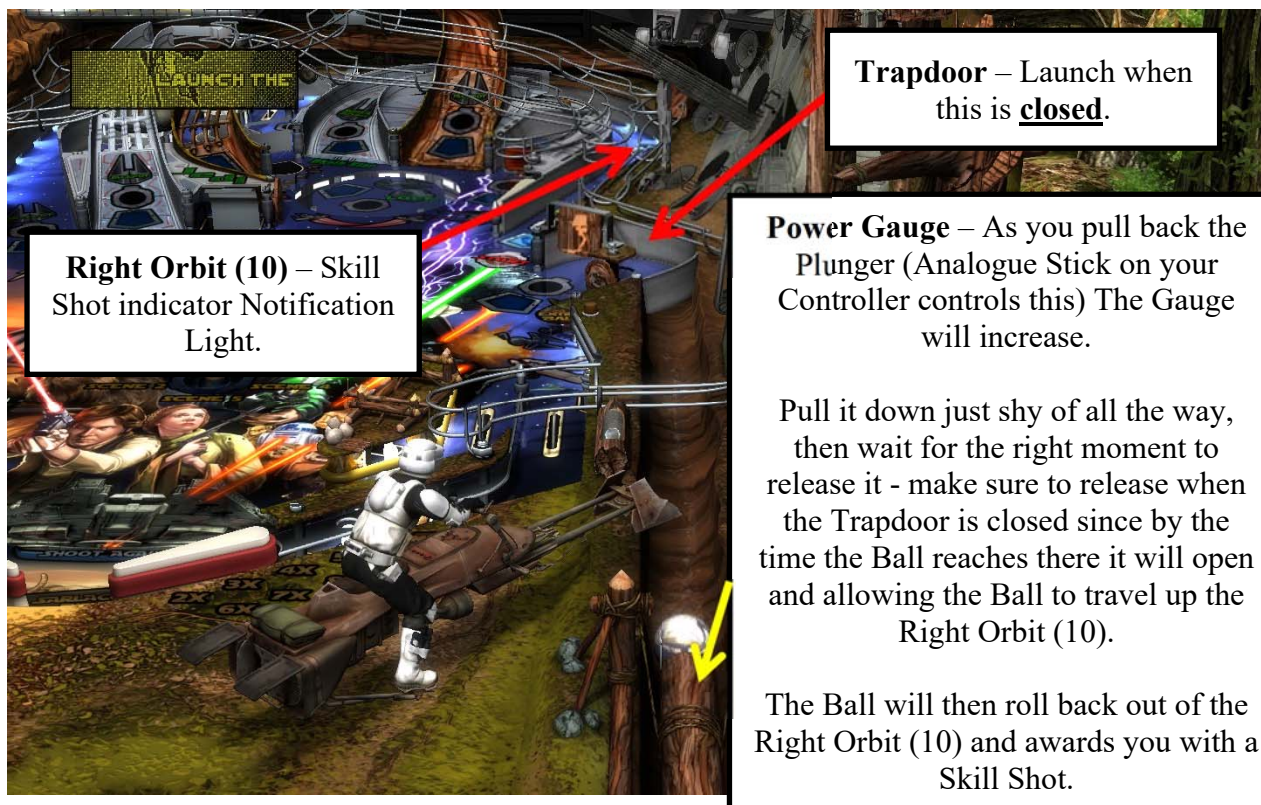
Dark Side Spinner (11) –
Skill Shot indicator
Notification Light.

Trapdoor – Launch when this is open.

Power Gauge – As you pull back the Plunger (Analogue Stick on your Controller controls this) The Gauge will increase.

Pull it down all the way, then wait for the right moment to release it - make sure to release when the Trapdoor is open since by the time the Ball reaches there it will close and divert the Ball through the Dark Side Spinner (11).

Right Orbit (10) -



Right Orbit (10) – Skill Shot indicator Notification Light.

Trapdoor – Launch when this is closed.

Power Gauge – As you pull back the Plunger (Analogue Stick on your Controller controls this) The Gauge will increase.

Pull it down just shy of all the way, then wait for the right moment to release it - make sure to release when the Trapdoor is closed since by the time the Ball reaches there it will open and allowing the Ball to travel up the Right Orbit (10).

The Ball will then roll back out of the Right Orbit (10) and awards you with a Skill Shot.

Bumpers -



Bumpers – if no Skill Shot indicator Notification Light is visible then the Bumpers are the Target.

Trapdoor – Launch when this is closed.

Power Gauge – As you pull back the Plunger (Analogue Stick on your Controller controls this) The Gauge will increase.

Pull it down all the way, then wait for the right moment to release it - make sure to release when the Trapdoor is closed since by the time the Ball reaches there it will open and the Ball will loop round to hit the Bumpers awarding you with a Skill Shot.

Super Skill Shot Award – Once you have achieved a Skill Shot award by doing of the above 3 Skill Shot Targets then you will have a short amount of time to hit the Right Ramp (8), this will award 1 Million Points.

Right Kick Back, R2 – D2 Bumpers & Ball Save

Right Kickback – This Table only has 1 true Kickback mechanic which is located on the Right Side of the Playfield, it's activated by sending the Ball down the Right Inlane or Outlane 5 times. For each time you do so the X - Wing will light up 1 of 5 parts of itself –



Note - This Table doesn't reset the X - Wing Rollover Notification Lights earned if you lose a Ball

R2 – D2 Bumper -

As for the Left side of the Tables Playfield you will see 4 Rollover Notification Lights which spell out ‘R2 D2’; these are lit up by sending the Ball down the Left Inlane or Outlane a total of 4 times, once these are lit the R2 – DR Bumper will be activated -



Now if the Ball drains down the Left Outlane you can press the Flipper Buttons rapidly and with some luck you will hit all 5 of the R2 – D2 Targets, thus activating a Ball Save.

You can also continue to light up the ‘R2’ & ‘D2’ Rollovers, each time a Magna – Save will be acquired, which basically allows you to press the ‘Launch’ Button on your Controller to pull the Ball back towards the R2 – D2 Bumper if you don’t manage to hit all 5 of Targets 1st time.

Note - This Table doesn’t reset the ‘R2 D2’ Rollover Notification Lights earned and also you will keep the R2 – D2 Bumper active even if you lose a Ball

Ball Save –

There isn’t really an actual method of activating the Ball Save mechanic on this Table, you could call the R2 – D2 Bumpers a Ball Save mechanic since if you hit all the Bumper Targets it activates the ‘Shoot Again’ mechanic otherwise known as Ball Save.

The Ball Save will activate in some Modes such as Multiball Modes like Endor Multiball etc.

Note – Ball Save remains active until you lose the Ball or the Ball Save time limit runs out!

Extra Balls

There are 5 Ways to achieve an Extra Ball – the Extra Ball is collected by hitting the Ewok Target (12) -



- **Method 1:** *Jabba Bounty Award*; given as a random Jabba Bounty Award, look later in the Guide at the Section titled ‘Jabba’s Bounty’ for information on obtaining these for the Extra Ball.
- **Method 2:** *Starting up all Hurry Up Modes*; look later in the Guide at the Section titled ‘Hurry Up Modes’ for information on how to raise them for this Extra Ball.
- **Method 3:** *5 consecutive loops of the Artoo Mini - Playfield*; look later in the Guide at the Section titled ‘Multiball Modes – R2 – D2 Multiball Mode’ for information on how to attain these letters for this Extra Ball.
- **Method 4:** *Destroy 10 Speeder Bikes*; look later in the Guide at the Section titled ‘Speed Bike Mode’ for information on how to raise them for this Extra Ball.
- **Method 5:** *Completion of any 3 Scenes*; look later in the Guide at the Section titled ‘Scenes’ for information on how to complete them for this Extra Ball.

Raising the Multiplier

You can raise the Multiplier Level on this Table by hitting the Ball towards the Bumpers (located at the Top Left of the Table's Playfield) via the Left Orbit (2).



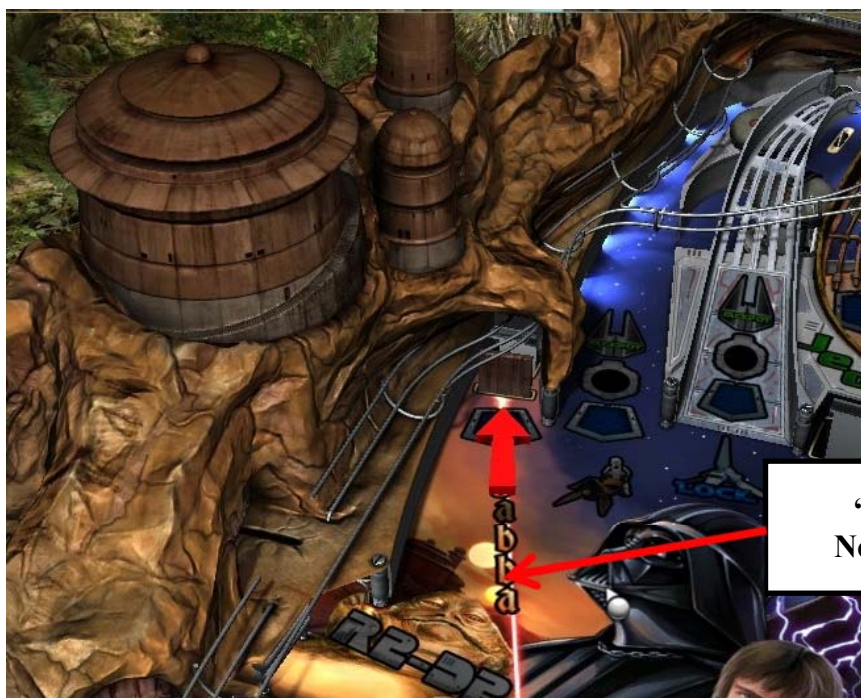
Upon hitting them enough times the Multiplier Level will advance to 2x Multiplier, repeat the above again to reach 3x Multiplier and so forth.

The max Multiplier Level is 9x Multiplier.

Note – Multiplier Level resets upon draining the Ball, unless you collect the 'Multipliers Held' from collecting Jabba's Bounty (look later in the Guide at the Section titled 'Jabba Bounty' for information.)

Jabba's Bounty–

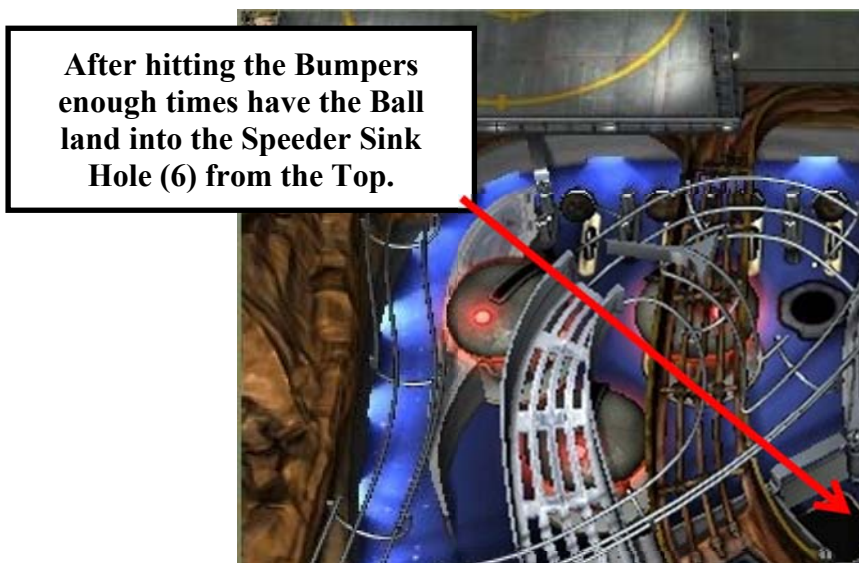
Hit the Jabba Target/Sink Hole (1) until you light up all of the Letters of 'JABBA', each time you hit the Target a Letter will light up –



Once all of the Letters of 'JABBA' have been activated the Sink Hole will now be available. Hit the Ball into this to gain one of many Jabba Bounty Awards, these which range from Point Bonuses to Extra Ball.

Hurry Up Modes

There are 5 Hurry Up Modes which can be started by hitting the Bumpers about 40 times via the Right Orbit (10), then having the Ball land into the Speeder Sink Hole (6) from the Top –



- **Feed the Worr**

You simply need to hit the flashing Lanes etc. within the time limit to successfully feed the Worr.

- **Find Salacious Crumb**

Within the time limit hit the flashing Ramps/Sink Holes and Targets to find the Salacious Crumb, as he is hiding at one of those locations.

- **Haggling with a Hutt**

Hit the Dark Side Spinner (11) repeatedly to raise the Jackpot, this Jackpot gets awarded upon the time limit expiring.

- **Floating C-3PO**

Continuously hit the Varitarget (9) to keep C-3PO in the air, this will allow you to be awarded more Points once the time limit expires.

- **Super Death Star**

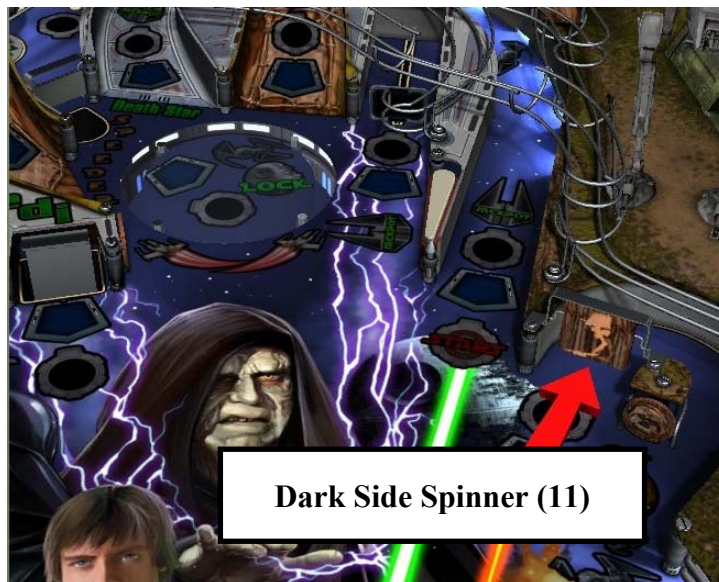
Continuously rotate the Death Star Spin Disc which has erected in the centre of the Table Playfield as this will amass more Points, do so until the time limit expires.

******Extra Ball – Awarded after starting up all of the Hurry Up Modes. ******

Another Hurry Up Mode can be started by rotating the Dark Side Spinner (11) multiple times -

Dark Side Hurry Up

Hit the Dark Side Spinner (11) to rotate it enough times for the Dark Side Hurry Up Mode to begin –



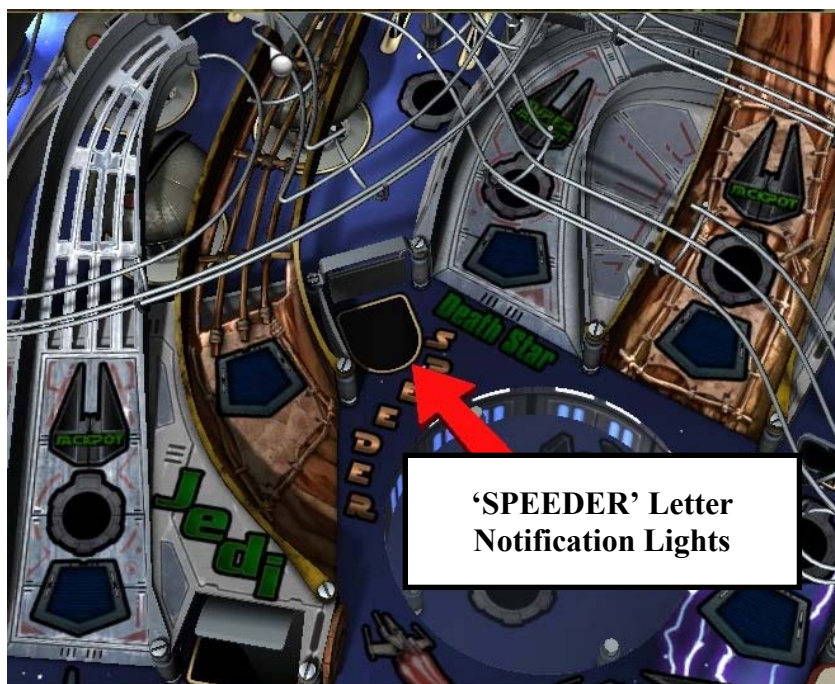
Once this is done the Spin Disc will activate -



Hit this rapidly to claim Point related Bonuses until the time runs out.

Speeder Bike Mode

This Mode is activated by hitting the Speeder Sink Hole (6) enough times to light up all the Letters of ‘SPEEDER’ –



After which you will be taken to the Speeder Bike Mini – Playfield -



The Goal here is to destroy as many enemy Speeder Bikes as possible.

This is done by following the flashing prompts which will direct where you should shoot the Ball towards; below I have listed what each of the prompts represent –

- **Flashing Left Orbit** – moves your Speeder Bike **Left**
- **Flashing Centre Sink Hole** – your Speeder Bike will **Shoot** at the enemy Speeder Bike.
- **Flashing Right Orbit** – moves your Speeder Bike **Right**.

You will see on the Dot – Matrix that your Speeder and the enemy's Speeders Health will be displayed; your Health depletes when you fail to hit the flashing Lane etc. in time, as well as when the Ball drains down the Centre. Whereas your enemy's depletes each time you successfully shoot him.

If your Health depletes fully then the Mode is failed.

****Big Tip – you can use the Nudge mechanic as many times as you like within this Mini – Playfield; so use the Nudge Pass technique (Nudging upwards while leaving the Flipper down, then grabbing the Ball with the opposite Flipper) as this will allow you to hit the flashing Targets far easier.****

Destroying 10 enemy Speeder Bikes will result in you lighting '**EXTRA BALL**' at the Ewok Target (12), hit that to claim it.

Multiball Modes

There are 4 Multiball Modes available on this Table;

Tydirium Multiball *2 or 4 Balls* -

This Multiball Mode is activated by hitting the Varitarget (9) enough times to push it all the way back -



Upon which the Tydirium Ship will get into position and you now need to send the Ball up the Left Ramp (3) to lock the Ball into the Ship –



Repeat the process again to lock the 2nd Ball, but this time you will be greeted with an option of starting the 2 Ball Multiball Mode or continuing towards the 4 Ball Multiball Mode. Use the Flipper Buttons to cycle through the options then select using the ‘Launch’ Button on your Controller.

If you select the 2 Ball Multiball then the Mode will begin straight away, otherwise you will have to repeat the above locking process a further 2 times to lock Balls 3 and 4 for the 4 Ball Multiball Mode.

Now once the Multiball Mode begins you can score **Jackpot** awards by hitting the Varitarget (9), you can then score a **Super Jackpot** award if you have pushed the Varitarget (9) all the way back then send the Ball up the Left Ramp (3).

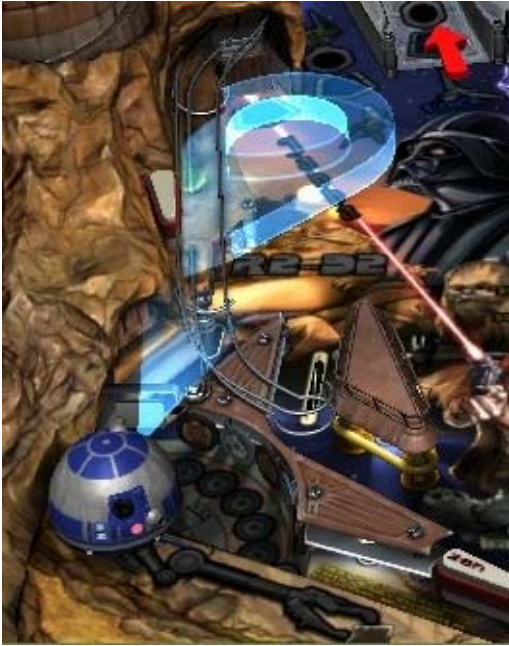
The Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

R2 – D2 Multiball *2 Balls* -

This Multiball Mode is activated by first sending the Ball around the Left Habitrail multiple times. This is achieved by hitting the following Ramps multiple times in no particular order –

- Left Ramp (3)
- Left Cross Ramp (5)
- Right Ramp (8)

After this has been done enough times the Artoo Mini – Playfield will activate –



Once this is achieved send the Ball up the Left Ramp (3) to gain access to the Mini – Playfield. From here you now need to use the Top Left Flipper to send the Ball through the Mini – Orbit multiple times until the R2 – D2 Multiball Mode activates.

If the Ball drops out of the Artoo Mini – Playfield just send it back into it by going up the Left Ramp (3).

*****Tip - Now if you manage to go round the Mini – Orbit a total of 5 times consecutively you will activate the Extra Ball light at the Ewok Target (12), hit the Target to attain the Extra Ball.*****

Once the Multiball Mode begins you will be given 2 Balls; the goal here is to raise the **Jackpot** by hitting the diverted Ramps –

- Left Ramp (3)
- Left Cross Ramp (5)
- Right Ramp (8)

You can then collect that **Jackpot** by going round the Artoo Mini – Orbit as you then in the last step of the activation of this Multiball Mode.

The Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

Endor Multiball *2 Balls* -

This Multiball Mode is activated by sending the Ball through the Right Habitrail multiple times. This is achieved by hitting the following Ramps multiple times in no particular order –

- Left Ramp (3)
- Left Cross Ramp (5)
- Right Ramp (8)

After the Ball has gone through it enough times the Shield Mini – Playfield will open up –



Shield Mini – Playfield; 8 flashing Targets.

Now when the Ball diverts through the Right Habitrail it will be transferred onto it, use the Flipper Buttons to rotate the Mini – Playfield to allow the Ball to hit the 8 flashing Targets. The Ball may not hit all the Targets on the 1st attempt so just send the Ball through the Right Habitrail again via the above method to hit the rest of the Targets.

Once all the 8 Targets are hit the 2 Ball Multiball Mode will begin, the goal here is to raise the **Jackpot** by hitting the diverted Ramps –

- Left Ramp (3)
- Left Cross Ramp (5)
- Right Ramp (8)

You can then collect that **Jackpot** award by hit all of the 8 Targets on the Sheild Mini – Playfield via the divert Right Habitrail, which was explained above.

The Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

Death Star Multiball *4 Balls* -

To activate this Multiball Mode you must first light up all the Letters of 'DEATH STAR'



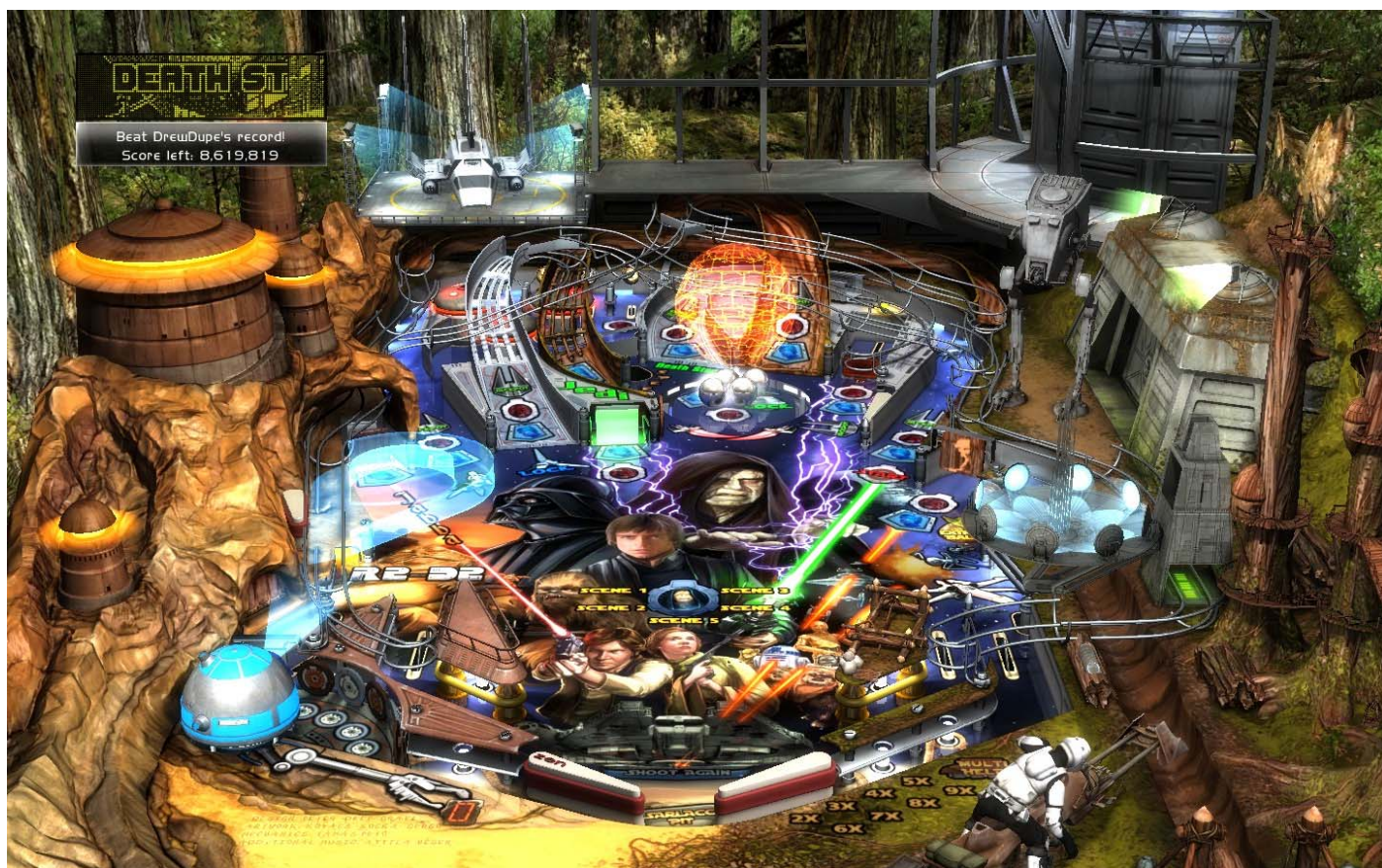
This is achieved by sending the Ball up the Death Star Ramp (7) and each time you will light one of the Letters. Once all of the Letters have been lit up the Spin Disc will erect. You will then need to hit the Spin Disc multiple times until you fill the Power Meter which is displayed on the Dot – Matrix -



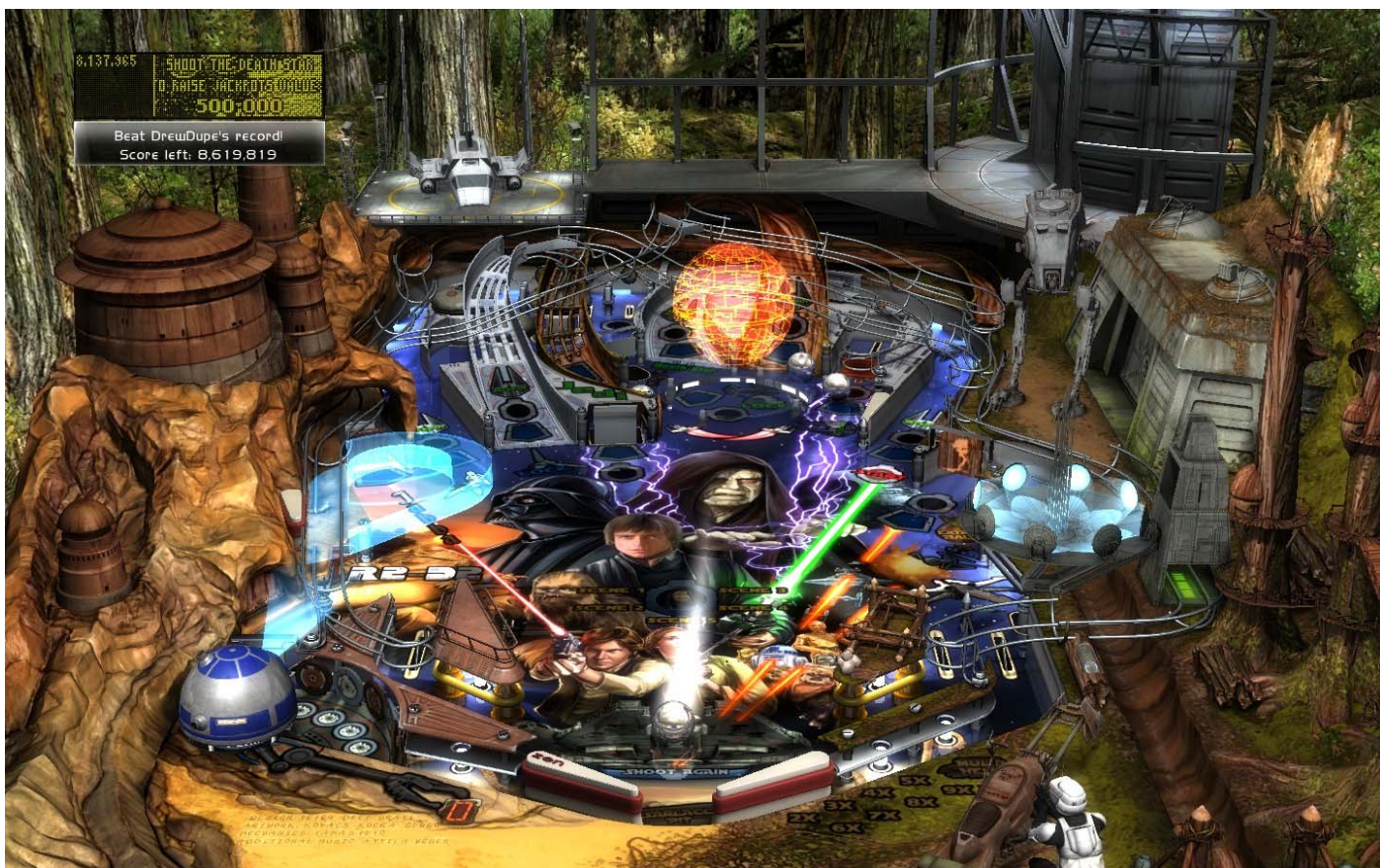
After which you will need to lock the Ball into the Death Star with a simple shot towards the Spin Disc –



Repeat this process a further 3 times to activate this Multiball Mode -



Once the Multiball Mode begins you can collect **Jackpot** awards by sending the Ball through these –



- Left Orbit (2)
- Left Ramp (3)
- Right Ramp (8)
- Right Orbit (10)

A **Super Jackpot** award can be collected by sending the Ball up the Death Star Ramp (7).

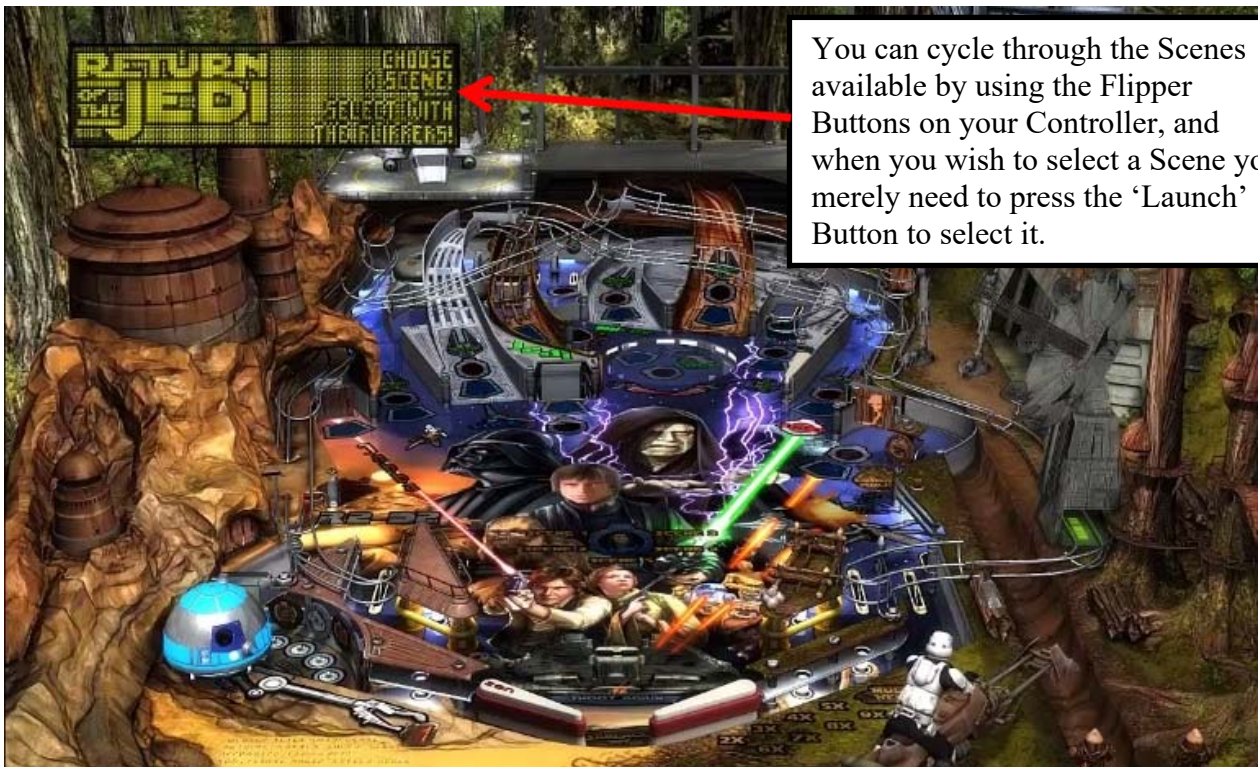
The Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

Scenes

To start a Scene you must first hit the Jedi Sink Hole (4) a total of 4 times, each time you will light up a Letter of 'JEDI' –



After the 4th time you sink the Ball into it you will be greeted with a 'Choose Scene' display on the Dot - Matrix –



You can cycle through the Scenes available by using the Flipper Buttons on your Controller, and when you wish to select a Scene you merely need to press the 'Launch' Button to select it.

**Note - Completion of a Scene's Chapter will be saved as a checkpoint, this means that if you fail the next Chapter you will start at that Chapter the next time you attempt that Scene!*

*Now if you fail a Scene and the Ball is still in play you will receive a short grace period of around 5-10 Seconds to shoot the Jedi Sink Hole (4) to immediately restart the Scene. Now if you manage to beat a Scene you will also get a short grace period in which you can start up a new Scene. If you fail to hit the Sink Hole in time you will need to repeat the above process again to re-engage the Scene selection/activation process.**

Scene 1 -



Chapter 1 *Timed*

Upon starting you will see 6 flashing Ramps/Orbits or Sink Holes, which 6 is flashing is random and so you just have to hit all of the 6 within the time limit –



You then will need to hit the Jabba Target/Sink Hole (1) a total of 3 times –



Upon hitting that 3 times the Chapter will be completed and Chapter 2 will begin.

Chapter 2 *Timed*

You will now need to hit the Varitarget (9) a total of 4 times –



After you have done so the Spin Disc will erect; you will need to hit this enough times to rotate the Disc 30 Times –



Once you have done the above the Chapter will be completed, thus Scene 1 will now be completed.

Scene 2 -



Chapter 1 *Timed*

You will be tasked in hitting all 3 Sink Holes –



- Jabba Target/Sink Hole (1)
- Jedi Sink Hole (4)
- Speeder Sink Hole (6)

Once you have hit the Sink Holes you will need to register 40 Bumper hits; this is achieved by sending the Ball round the Left Orbit (2) &/or Right Orbit (10) –



Upon hitting that 40 times the Chapter will be completed and Chapter 2 will begin.

Chapter 2 *Timed*

A Spin Disc will erect; you will need to hit this enough times to max out R2 – D2's power level to 100% –



You will now need to perform this shot combo – Death Star Ramp (7) then hit the Ball up the Left Cross Ramp (5) with the Top Right Flipper. Do this a total of 3 times.



Once you have done the above the Chapter will be completed, thus **Scene 2** will now be completed.

Scene 3 -



Chapter 1 *Timed*

Upon starting the Tydirium will dock on the top of the Left Ramp (3), your goal here is to get the Ball up that Ramp for it to lock into the Tydirium –



Once you lock the Ball into the Tydirium you will be taken to a First Person View from the Tydirium itself; the goal here is to press the 'Launch' Button to fire the Ball towards the flashing Target, you must time it as the Tydirium moves side to side –



Repeat the above process a further 2 times to complete the Chapter, and Chapter 2 will begin.

Chapter 2 *Timed*

You will then be taken to the Speeder Bike Mini – Playfield (which was explained earlier in the Guide under 'Speeder Bike Mode') –



The Goal here is to destroy 3 enemy Speeder Bikes -

This is done by following the flashing prompts which will direct where you should shoot the Ball towards; below I have listed what each of the prompts represent –

- **Flashing Left Orbit** – moves your Speeder Bike **Left**
- **Flashing Centre Sink Hole** – your Speeder Bike will **Shoot** at the enemy Speeder Bike.
- **Flashing Right Orbit** – moves your Speeder Bike **Right**.

You will see on the Dot – Matrix that your Speeder and the enemy's Speeders Health will be displayed; your Health depletes when you fail to hit the flashing Lane etc. in time, as well as when the Ball drains down the Centre. Whereas your enemy's depletes each time you successfully shoot him.

If your Health depletes fully then the Scene is failed.

****Big Tip** – you can use the Nudge mechanic as many times as you like within this Mini – Playfield; so use the **Nudge Pass** technique (Nudging upwards while leaving the Flipper down, then grabbing the Ball with the opposite Flipper) as this will allow you to hit the flashing Targets far easier.**

Once you have done the above the Chapter will be completed, thus **Scene 3** will now be completed.

Scene 4 -



Chapter 1 *Timed*

Upon starting you will be given a 4 Ball Multiball; you will then need to hit the flashing Lanes, these are chosen at random –



You will then need to send the Balls up the flashing Ramps so that they can be diverted via the Right Habitrail towards the Shield Mini – Playfield –



You must hit the Targets around 40 – 50 times to enable you to complete this Chapter and move onto Chapter 2.

If you go down to 1 Ball at any time within this Chapter you will automatically fail the Scene, you will have to repeat the above process again if you wish to re-enter this Scene again.

Chapter 2 *Non - Timed*

The Table Playfield will then dim and you will be given a 4 Ball Multiball;



All the Lanes begin flashing and miniature Tie fighters will start flying over them. You need to have a Tie Fighter over the lane so that when you hit the Lane it destroys the Tie Fighter. You must destroy a total of 12 Tie fighters. I tend to just concentrate on keeping the Multiball alive as this Chapter doesn't have a time limit.

Once all 12 Tie Fighters have been destroyed you are then required to lock the remaining Balls into either the Jedi Sink Hole (4) or Speeder Sink Hole (6) –



If you go down to 1 Ball at any time within this Chapter you will automatically fail the Scene, you will have to repeat the above process again if you wish to re-enter this Scene again.

Once you have done the above the Chapter will be completed, thus **Scene 4** will now be completed.

Scene 5 -



Chapter 1 *Some Objectives Timed*

Darth Vader will rise up from the centre of the Tables Playfield –



Now you will need to hit the Spin Disc 10 times. Be careful, the Spin Disc alters the trajectory of the Ball which can result in Ball drains –



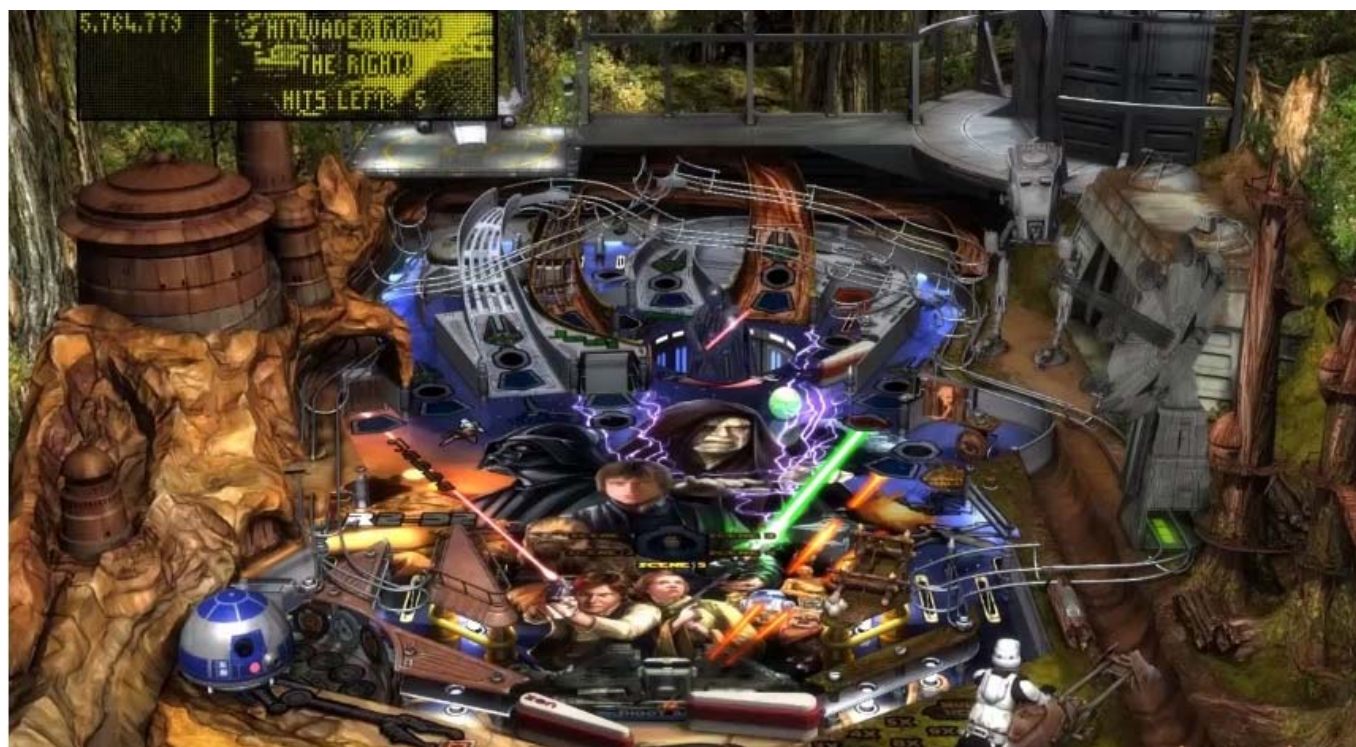
Now hit the flashing Lanes to escape – Left Ramp (3), then the Varitarget (9), and lastly shoot the Dark Side Spinner –



Now avoid Darth Vader's Lightsaber attack 3 times; avoid it by shooting the Left Orbit (2) or Right Orbit (10), the Orbit shot required will be flashing. This mode is **TIMED!** you will have 10 Seconds to shoot the flashing Orbit. You will get another 10 Seconds after each successful shot -



You will now need to hit Darth Vader on his weak side; this is indicated by the flashing prompt to each of his sides -



Once you hit him on the flashing side a total of 5 times you will begin Chapter 2.

Chapter 2 *60 Second Timer*

Miniature Tie fighters will fly onto the Tables Playfield, this time however **DON'T!** destroy them. If you destroy more than 5 you will fail the Scene. The objective is to shoot the flashing Lane while avoiding the Tie fighters.



Finally, you will then need to shot the Ball onto the Spic Disc. The Ball will be locked into place on the Spin Disc and another ball will be launched into play. Simply shoot that Ball at the locked/frozen Ball to complete the Scene –



Wizard Mode – Defeat The Emperor

Once you beat all 5 Scenes, you need to get the Ball into the Jedi Sink Hole (4) to start up the Wizard Mode.

Once the Wizard Mode begins you will be given a 4 Ball Multiball and the Ball Save will be infinite for the duration of the Wizard Mode –

- First you must gather the Force Lightning - The objective here is to hit the Ramps which in turn will cause the Balls to turn Purple -



This also will raise the **Jackpot** value. To collect the **Jackpot** simply hit the Ball into any of the 3 Sink Holes – Jabba Target/Sink Hole (1), Jedi Sink Hole (4), or Speeder Sink Hole (6). You will need to do this process to collect the **Jackpot**, since shooting a regular Ball into either Sink Hole will not collect the **Jackpot**.

Now you can continue to repeat this process till the timer reaches 0, then the Wizard Mode will start its 2nd Stage.



- Now once the timer reaches 0 on the 1st Stage of the Wizard Mode you will then see a big Hole appear at the centre of the Tables Playfield. The objective here is to shoot your remaining Balls into the Hole as fast as possible since this will collect the Hurry-Up Bonus. This Hurry-Up Bonus starts at 30 Million Points per Ball, but will decrease rapidly as time passes so shoot the Balls in the Hole as quickly as possible. After shooting your last Ball in the Hole, the Wizard Mode will end and the Table will reset.



*Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00 & surflider**. 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 etc.

Check out the other Tables available, they are all available to download on the Xbox Live Marketplace in Add-Ons section or download it straight from the PFX2 Platform itself. Zen Pinball 2 on PlayStation Network, Zen Pinball on the Apple AppStore, Zen Pinball 3D on Nintendo 3DS and Zen Pinball THD on Android Marketplace.

Thanks for viewing my Guide, please respond -

“Yes my Master!”

*Yours
ShoryukenToTheChin*