

**SKILL SHOT** Select your desired *Award* as shown in the *Display* with the **Flippers**, then hit the **Ball Launch Button** to shoot the ball into play.

**STAR WARS MULTIBALL** Destroying all **Tie Fighters** lights the **Ramp** and/or the **Upper Hole** to "Load **X-Wing**." Shoot the ball through the opening in the **Drop Targets** to begin **Multiball**. Shoot the **Ramp** to collect the **Jackpot**, then complete the **F-O-R-C-E Targets** to qualify the *X-Wing Shot* for the **Super Jackpot**.

**MILLENNIUM FALCON MULTIBALL** Shoot the **Ramp** to *Spell F-A-L-C-O-N*. During this **Multiball**, all **Targets** advance toward a threshold to qualify the **Ramp** for the **Falcon Jackpot**.

**HEROIC MODES** Shoot the **Upper Hole** when lit to begin the next *Heroic Mode*. Shooting the **Upper Hole** when unlit qualifies this *Feature*. Playing all *Modes* awards an **Extra Ball**.

**F-O-R-C-E** Completing this *Feature* qualifies the **Big Hole** for a *Roving Hurry-Up Award*.

**WIZARD MODE** Complete all of the 6 *Features* (above the flippers) to advance toward **Return of the Jedi**. *Each feature is lit as follows:*

**Super Jackpot** • Collect the **Super Jackpot** during **Star Wars Multiball**.

**Hurry-Up** • Start and complete any **Hurry-Up Mode**.

**Falcon Jackpot** • Collect the **Jackpot** during **Millennium Falcon Multiball**.

**Heroic** • Start and complete any **Heroic Mode**.

**Thaw Han Solo** • Complete all **Han Solo Lights**.

**Land Speeder** • Shoot **Loops** to collect the **Displayed Award**.



**Note to Beginners:** To score better, shoot at (((FLASHING SHOTS)))  
Be sure to **LOOK UP** at the **Dot Display** for instructions when possible.

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