Star Wars, The Pinball

Skill Shot: Use the *Fire Button* (❶) on the *Shifter Handle* (❷) (located on the front of the Cabinet) to shoot the moving ship in the **Dot Display**.

Death Star: Shoot the *Death Star Target* (❸) to advance the *Yavin Moons*. Complete all Yavin Moons to open the *Death Star* (❹). Shoot the open *Death Star* (❹) to start **Tri-Ball**.

Jackpot: In **Tri-Ball**, shoot the *Death Star Target* (❸) one time to light the **Jackpot** on the *Ramp* (❺). Each hit to the *target* (❸) increases the *Jackpot Value*. Completing the *Ramp* (❺) awards the *Jackpot Value*.

Double Jackpot: After the **Jackpot** is collected, the *Death Star Target* (❸) will drop and the **Double Jackpot Timer** will start. Shoot the ball into the *Death Star* (❺) before the timer elapses to collect.

Speeder Bike Mode: Complete all five *X-Wing Targets* (❻) and shoot the *Upper Right Inside Lane* (❼) to start the **Speeder Bike Mode**.
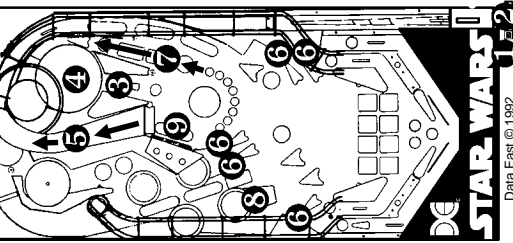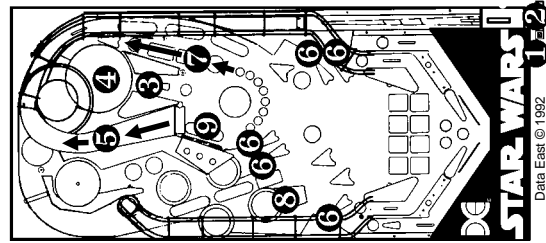
The Force: To use **the Force**, shoot the *Left Scoop* (❽) when lit. Watch the **Dot Display**. Collect all four awards to reveal a hidden award. Shoot the *Scoop* (❽) again to collect.

Hyperspace: Shoot the *3-Bank Drop Target* (❾) three times to light the *Ramp* (❺). Shoot the *Ramp* (❺) to collect award(s).

Hyperspeed Countdown: Pressing either **Flipper Button** during the *Bonus Countdown* will result in **Hyperspeed Bonus Countdown**.

Sega Part № 755-5036-00 USA

STAR WARS

Star Wars, The Pinball

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Jackpot: In **Tri-Ball**, shoot the *Death Star Target* (❸) one time to light the *Jackpot* on the *Ramp* (❺). Each hit to the *target* (❸) increases the *Jackpot Value*. Completing the *Ramp* (❺) awards the *Jackpot Value*.

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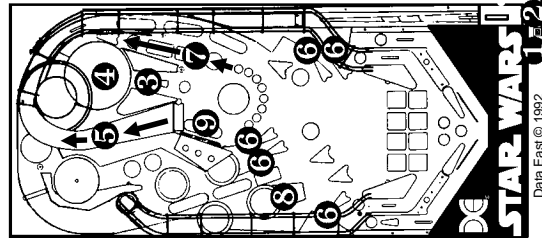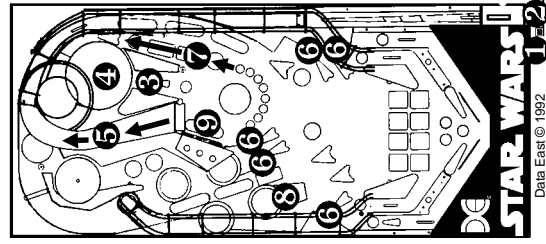
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