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.

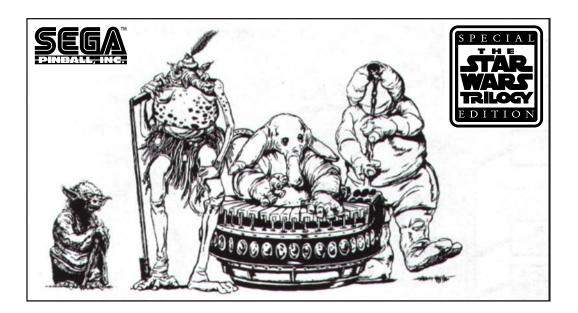
Land Speeder • Shoot Loops to collect the Displayed Award.



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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Helvetica