

# STAR WARS

**PIN**

**RULESHEET**





# Star Wars™ Pin™ Rulesheet

## ASSEMBLE REBELS

- Hitting the target on the left side of the playfield adds a letter to **F-O-R-C-E**
- Spell **F-O-R-C-E** to light Rebel shots (**HAN SOLO**, **PRINCESS LEIA**, and **LUKE SKYWALKER**)
- Shoot Rebel shots when lit to assemble the Rebels
- **LUKE SKYWALKER** – Hit the left and right orbits 3 times each to complete
- **HAN SOLO** – Hit the left ramp (not Death Star ramp) 3 times to complete
- **PRINCESS LEIA** – Hit the inner loop 3 times on each side to complete
- Assembling all of the Rebels prior to attacking the **DEATH STAR** increases **DEATH STAR** score value
- Each completed Rebel adds to the **DEATH STAR SUPER JACKPOT** value

## DEATH STAR MULTIBALL

- Hitting the set of drop targets down twice in single ball play starts **DEATH STAR MULTIBALL**
- Hit flashing shots for jackpots. Each jackpot builds the **DEATH STAR SUPER JACKPOT**. Once the game is down to 1 ball, the **DEATH STAR** is lit for a super jackpot. There is a timer, so it must be hit before time runs out!
- The **DEATH STAR SUPER JACKPOT** is increased for each character that has been completed

## R2-D2 MULTIBALL

- Hitting a ball which is locked in the **R2-D2** lane starts **R2-D2 MULTIBALL**
- Hitting the **R2-D2** target adds a ball when flashing
- Hit flashing arrow shots for jackpots
- Collecting all available jackpots scores a super jackpot and increases the jackpot value
- Beware, shots will re-light after a number of switch hits

## TIE FIGHTER MULTIBALL

- Right ramp destroys **TIE FIGHTERS** and starts **TIE FIGHTER MULTIBALL**
- Shoot the **TIE FIGHTER** drop targets
- After 6 targets have been hit, the **TIE FIGHTER** lights up for super jackpot
- Pop bumpers progress towards starting a **TIE FIGHTER HURRY-UP** (right ramp shot) and increase the value for completing one of the characters (**HAN SOLO**, **PRINCESS LEIA**, and **LUKE SKYWALKER**)

## JEDI MULTIBALL

- Once all 4 characters (**R2-D2**, **HAN SOLO**, **PRINCESS LEIA**, and **LUKE SKYWALKER**) have been completed, **JEDI MULTIBALL** begins
- In this timed wizard mode, the object is to rescue **LUKE**, **PRINCESS LEIA** and **HAN SOLO** by shooting the lit shots before time runs out
- Completing **F-O-R-C-E** adds additional time to the timer

## SUPER BONUS

- Scoring a super jackpot in **TIE FIGHTER MULTIBALL**, **DEATH STAR MULTIBALL**, and **R2-D2 MULTIBALL** qualifies a Super Bonus awarded during bonus count

## DOUBLE SCORING

- Complete the top 3 Empire rollover lanes for 30 seconds of double scoring

## BONUS MULTIPLIER

- Complete the bottom 4 Rebel alliance symbol rollover lanes to increase your bonus multiplier