

Star Wars The Pin – Home Edition

Additional Rules and Things

Game Hardware / Setup

- This game is completely different from other Star Wars, it's similar to the Heavy Metal playfield. The rules are completely different than the other star wars games.
- Holding the START button will reset the game, so careful leaning over machine, you could cause a restart, the button does nothing else but start a game... So don't hit it during a game.
- The front bar is plugged into the machine, careful when going into the machine, as you have to either disconnect it or balance it well while taking the glass off.
- The playfield is screwed down with a bolt and access is cut off via a divider, so you cannot access the balls for ejection or lift the playfield without taking this bolt out.
- There is no way to turn off the background sound, your best bet is to turn the sound down to 1 so the Theme doesn't drive you crazy after playing it so much.
- In EASY mode, you don't have to hit both sides of Leia and Luke, makes it easier to complete them, also easier to get Death Star multi-ball (hit the 3 drops and starts it).
- The left and right side glass holders are cheap and come off a bit, be careful taking.
- Holding both buttons with speed up bonus counting.
- One you complete each rebel, the game will go dark and flippers will die, this is NOT A tilt, but a wizard mode, you will play this until you do or don't rescue the rebels, game will go dark again and sum up totals, then game play will resume normal with a ball in the launch.
- Hitting the tie fighter drop downs too hard will result in them not being hit (drop)
- Rebels
 - Luke - left and right orbits - hit 3 of each to complete
 - Leia - left and right spinners (horseshoe), hit 3 of each to complete
 - Han solo – Ramp between death start and left Luke – hit 3 to complete
 - R2D2 – Center lock shot, start R2 multi-ball by hitting the ball out
- Yoda Awards at Random:
 - Light Extra Ball
 - 25k
 - 50k
 - 100k
 - Force Letter
 - Ball Save
 - Hold Bonus
 - Add Bonus Multiplier

Game Play + Additional Things

- GOAL: Complete lit rebel shots to start the Jedi Multi-ball Wizard Mode (Vader / OB2 battle), hit F-O-R-C-E five times to light another rebel after completing one.
- SKILL SHOT: Do NOT hit your flippers, once you do, you lose the ability for a Jedi Skill Shot. Hitting the static lit in-lane will result in a 25k Jedi Skill Shot, and additional 10k added each time you get it on other balls. If you move the flippers, and then hit it, it's a normal skill shot only worth 10k starting, then 10k added each additional skill shot. So, practice your exact plunges.
- SUPER SKILL SHOT: If you hold the left flipper (classic Stern move) and plunge, you can short plunge the ball into the right flipper (do not touch ANY switches), then throw it up the Tie Fighter ramp for the Tie Fighter Skill Shot 50k. Honestly, it's not really worth the energy, if you practice your skill shots, the jedi skill shot is 25k+. As a side note, as long as you plunge and hold the left button for a moment, after it's launched, the sensor knows you are lining up for super skill, don't need to hold the left anymore, it's sort of a toggle. Even if you short plunged, it still remembers you are setting up for the super skill. This is the only super skill shot I'm aware of.
- You can hit 1 rebel for free if you hit it before finishing the FORCE target, otherwise you lose the ability. I highly suggest hitting a rebel, or you'll have to do extra work to get another FORCE. This will save you a few extra shots.

- The R2D2 Lock is located half way up the playfield in the center, lock a ball by putting ball between 2 posts, to start multi-ball, hit the ball out of the 2 posts.
- The target just above the R2D2 Lock is the R2D2 Target, hitting the blue blinking light during R2D2 multi-ball will add a ball. Hit flashing arrow shots for jackpots.
- Extra Ball lights after you complete 2 rebels, hit the R2D2 target (behind the R2D2 lock) to get the Extra Ball. Sometimes Yoda Mystery lights extra ball. There might be another way to get Extra Ball, but I am not sure how that gets triggered.
- Hitting 7+ bumpers lights the Tie Fighter Multi-ball / Tie Fighter Hurry Up ramp shot. It alternates every 5 seconds when the right Tie Fighter ramp is blinking, you must time this right to get one or the other.
- Hit Yoda target on right side, lights mystery, then hit it again to get the value displayed on the screen after you get it.
- Once you get down to 1 ball on Death Star multi-ball, the machine will go dark and this is your chance to blow up the death star, get it up the death star ramp for the super jackpot, realize this is a timed thing, you got about 30 seconds.
- Completing rebels increases the death star super jackpot, suggested to have a few of them completed before playing Death Star multi-ball.
- Double Scoring: hit the 3 empire rollover lanes for 30 second double scoring.
- Bonus Multiplier: Hit 3 rebel alliance rollover lanes to increase bonus multiplier (lower lanes).
- Complete all 4 rebels to enter Jedi Multi-ball, which is a wizard mode, the game will go dead and will instruct you, you have a few minutes of play to complete rebels and save them.

Bret Tips

- After hitting left Leia shot, when the ball is coming down the right side, if you let it dead bounce the right flipper and throw with left flipper, if timed right, you should hit Han Solo no problem, same with the Han Solo not making it, should be able to dead and throw into the right Leia, depending on your throwing ability.
- You can play R2D2 multi-ball again and again, just need to practice locking the ball, it's a challenge, but if you hit just left of the ramp pole is your best chance. The best chance of getting an R2 lock is to play multiballs.
- When the ball is coming down from Leia, the right side, you can do a LIVE CATCH (timed just right) to stop the ball dead and hold the ball, with the right flipper, fairly consistently at least in my game.
- You can back hand the right Leia spinner if you time it just right.
- Get the 7+ bumpers to light hurryup/tie fighter multi-ball, it's an easy free multi-ball or hurry up.
- Getting the ball up the Death Star before all 3 are down will act like you got all 3 down, and get's you 1 step closer to Death Star multi-ball, make sure to complete a few rebels before starting this multi-ball, better points.
- Combos are a good way to get points, just keep hitting combos, the lights will blink for 2 seconds on all combo shots to see what shots you can combo
- The R2D2 lock has two positions, Im not sure on the scoring, and there maybe a 3rd stall position to hold the ball, bus easily shaken off.
- Holding your left flipper up right after Han Solo ball comes down will put it right in your right flipper for another shot at Han, if don't correctly, you can close out HAN in 3 easy quick shots. Don't me a Moof Milker.
- Moof Milker Death Save: If you have a R2D2 lock in place and drain your ball, you can shove the machine forward hard to release the ball, you must do this quickly and hit a switch or the drain will end the ball.