



STAR WARS

THE

MANDALORIAN

PINBALL RULES



THE MANDALORIAN

How-To-Play and Rule Guide

VERSION 0.96.06

You are the Mandalorian. You will work your way through the game going on missions, hunting for Beskar to trade, and protecting the Child. Along the way you will face many challenges on your path to reach THIS IS THE WAY.

In your first few games you should focus on the base rules for the game.

SCORE POTENTIAL - Text in green are some key areas to get points.

PRO TIP - Text in purple are some tricks or shortcuts to make your journey easier.

BASE RULES

The base rules are pretty straight forward. There are 3 sets of things you have to complete to reach the end of the game. You need to start 5 Missions, start 3 Multiballs, and complete 3 Encounters.

MISSIONS

Missions are part of the life of a bounty hunter.

TO START - Shoot both ramps then the left scoop.

PRO TIP - You can shoot the left scoop to spot one or both ramps. So you could just start a Mission by shooting the scoop 3 times. You can only do this for the first 2 Missions.

There are 5 Missions:

1. S1:E1 - **Find the Asset** - Help IG-11 defeat desperados.
 - Shoot any of 3 flashing yellow shots to start a HURRY UP on the RIGHT RAMP.
 - Completing the HURRY UP lights the ORBITS and LEFT RAMP, shoot at least 2 before the final shot lights at the LEFT SCOOP or keep shooting before time runs out for higher scores.
2. S2:E5 - **Deceive the Magistrate** - Ally with a Jedi to restore peace to a village.
 - Play two modes in one - complete both "halves" to light the final shot at the LEFT SCOOP.
 - Ahsoka - shoot the RIGHT SCOOP (PRO: RIGHT U-TURN), then the RIGHT ORBIT, then the RIGHT SCOOP (PRO: RIGHT U-TURN) again to complete AHSOKA.

- Mando - Shoot the RIGHT RAMP to start a HURRY UP on the LEFT RAMP. Complete the HURRY UP to complete MANDO and light a BONUS SHOT on the RIGHT ORBIT.
- Complete both Ahsoka and Mando to light the final shot at the LEFT SCOOP.

3. S2:E4 - **Destroy the Imperial Base**

- Shoot the flashing yellow shots to light the final shot at the LEFT SCOOP to destroy the IMPERIAL BASE!
- Shoot the LEFT SPINNER to build all awards, increasing it from YELLOW to ORANGE to RED.

4. S1:E2 – **Defeat the Mudhorn**

- Battle the MUDHORN by completing 4 flashing yellow shots.
- ORBITS are flashing LIGHT BLUE, THE CHILD will catch the ball and send it into the TOP LANES and POP BUMPERS. TOP LANES boost all remaining flashing YELLOW shot awards, each POP BUMPER hit rotates the remaining shots lit.
- Defeat the MUDHORN by shooting the LEFT SCOOP. The LEFT ORBIT or RIGHT RAMP BONUS KNIFE SHOTS may be completed first for bigger scores.

5. S2:E3 - **Infiltrate the Freighter**

- Help BO-KATAN to take control of the transport by completing the RIGHT SCOOP (PRO: RIGHT U-TURN) and the LEFT RAMP or LEFT ORBIT.
- The LEFT SCOOP and RIGHT RAMP will light. Shoot the LEFT SCOOP to complete the mode. Shoot the RIGHT RAMP first for extra points.

Mission Combos - Shooting shots in quick succession will score additional points. You will see shots flashing yellow and cyan when this is available.

THE END - Each mission is timed. If the timer ends or you drain the mission will end and not be completed.

SCORE POTENTIAL - When you complete a mission you will receive a bonus based on time remaining and a completion bonus. Also completed Missions are worth relatively large points during your end of ball bonus.

STARTING ALL FIVE - After at least starting all 5 missions you will qualify I LIKE THOSE ODDS.

I LIKE THOSE ODDS

This is the wizard mode you can play after you have started the 5 missions.

TO START - It starts the same way you start a regular MISSION. Shoot the left and right ramps then the left scoop to start.

I LIKE THOSE ODDS is based on the episode S1:E3 The Sin.

RAZOR CREST MULTIBALLS

The Razor Crest is your home. It gets you from one adventure to the next.

TO START - Hit the Razor Crest Target until Multiball is lit.

There are 3 Multiballs:

1. S2:E2 – **Ice Spider Multiball**

Escape from the Spiders!

Each lit shot is a spider that needs to be killed. Each shot is on a timer and becomes less valuable as time passes.

To light Super Jackpot -

The Spiders come in waves. After you complete a wave Super Jackpot is lit on a timer. Until the time expires you can shoot as many as you want.

2. S1:E8 – **Jetpack Multiball**

Bring down Moff Gideon in his TIE fighter.

Upper playfield - Complete targets in the upper playfield to add-a-ball and boost the super jackpot value.

To light Super Jackpot - While you have more than one ball in play the main objective is to build your Super Jackpot value. Super Jackpot doesn't light until you are down to one ball. You are given a few seconds to shoot the Super Jackpot.

3. S2:E7 – **Pirates Multiball**

Stop all the waves of Pirates trying to explode the Rhydonium.

Your Rhydonium meter shows your current jackpot value. The more unstable the Rhydonium the lower your values. Shoot the spinner to stabilize again.

To light Super Jackpot - The Pirates come in waves. Complete all waves to light Super Jackpot.

PRECIOUS CARGO This is the wizard mode you can play after you have started the 3 Razor Crest Multiballs.

TO START - It starts the same way you start a regular RAZOR CREST Multiball. Shoot the Razor Crest Target until lit.

PRECIOUS CARGO is based on the episode S1:E6 The Prisoner.

ENCOUNTERS

On travels you will encounter “Challenges”. There are 3 Encounters:

1.S2:E6 – **Protect The Child**

Try to hold off the Storm Troopers.

2. S1:E2 – **Catch the Jawas**

They stole parts of your ship!

3. S1:E8 – **Escape to the Sewer**

Moff Gideon is here and he brought friends.

Each encounter has 3 levels. After completing each level you will have a few seconds of a Bonus Level.

YOU HAVE WHAT I WANT

This is the wizard mode you can play after you have completed the 3 Encounters.

TO START - It starts the same way you start a regular Encounter. Shoot the left ramp until lit.

YOU HAVE WHAT I WANT is based on the episode S2:E8 The Rescue.

THIS IS THE WAY

This is the last of 4 wizard modes.

TO START - First you need to complete the 3 previous wizard modes. Doing so will enable THIS IS THE WAY READY.

THIS IS THE WAY READY - This is the way ready is 6 shots that have to be completed. Once they are complete the left scoop will light. Shoot the left scoop to start THIS IS THE WAY.

This wizard mode has 3 phases each followed by a timed Bonus Round. The main objective of each phase is to complete it as quickly as possible. Each second not spent is added to your Bonus Round time.

OTHER BASE RULES

In addition to the 3 main branches of the game there are few other features to help you on your journey.

EXTRA BALL

There are 3 ways to Light extra ball:

- Starting Missions - After you have stated enough missions the game will light an extra ball.
- Foundry - You can trade for one if you have enough Beskar.
- The Child - May randomly light an extra ball.

THE CHILD

The Child is a mystery feature and it will give out an award at random.

To Light - The Child will light after shooting enough orbits.

To Collect - Shoot either orbit when lit.

Then the game will pick out 5 awards. One for each letter C H I L D. When the ball exits the area you will receive whichever award corresponds to the letter.

There are several different awards you could receive from The Child. Here are some:

- Special
- Light Extra Ball
- Bonus Multipliers
- Beskar + Light FOUNDRY
- Light HEAL
- Points

HEAL

When lit HEAL will return a lost ball drained down an outlane.

There are two ways to light HEAL:

- Foundry - You can trade Beskar for LIGHT HEAL
- The Child - The Child may randomly award LIGHT HEAL.

When HEAL is lit you can use the flipper buttons to change which outlane is currently lit.

If you drain HEAL will not be lit on the next ball.

SKILL SHOT

At the start of each ball, 2 adjacent lights move back and forth. If the plunged ball rolls through a lit lane you will be awarded 3 things:

- +2X End of Ball Bonus multipliers.
- Light The Child mystery feature.
- Light one Super Pop.

SUPER POPS

When a pop-bumper is flashing it will score super points.

There 3 ways to light Super Pops:

- Complete the top lanes.
- Complete the Skill Shot.
- The Child may award it.

Lighting one while one is already lit will light them both.

SUPER SPINNER

After enough spins each ball your spinner will begin to score extra points.

TOP LANES

Completing the top lanes during normal play will award three things:

- +1X End of Ball Bonus multipliers.
- Light The Child mystery feature.
- Light one Super Pop.

ADVANCE RULES

After you have played a game or two mostly trying out the base rules, start focusing on the advance rules. Here you will explore some advanced scoring. Also you will collect Beskar to trade in the foundry for equipment or other pinball items.

HUNTER

Hunter is a mini-mode that starts on a return lane and is one of the main ways to collect Beskar. You need to shoot two orbits to complete.

To light - complete the left 3-bank. It will be lit on a return lane and you can change which lane is lit with a flipper button.

Once started, two shots will be lit: one ramp and one orbit. The orbit will be opposite the return lane you started from. The ramp will be such that if you shoot it the correct flipper will be fed.

During HUNTER shooting lit **ramps** will increase how much Beskar you will collect if you complete both orbits.

After you shoot one orbit the opposite orbit and ramp light. Shoot the orbit to complete the mini-mode and collect the Beskar.

Hunter is one of the main ways to get Beskar.

BESKAR

Beskar is a currency that you can collect to trade at the Foundry for various items. There are several ways to collect Beskar. The main ways are from Hunter or Scope. The Child also can randomly award Beskar.

FOUNDRY

The Foundry will give you an opportunity to trade your hard earned Beskar for Equipment or other items.

TO LIGHT - There are several ways to light Foundry. Collecting Beskar from Scope, The Child, or completing Hunter. Also if you have 200 Beskar and complete the left 3-bank.

There are 14 options you can choose:

- ARMOUR - 200 Beskar - Give the player the ARMOUR EQUIPMENT.
- WHISTLING BIRDS - 175 Beskar - Spots shots in MISSIONS.
- RISING PHOENIX - 175 Beskar - Spots an Encounter Level.
- FLAME THROWER - 175 Beskar - Sets shots on fire for 2X each.
- AMBAN RIFLE - 175 Beskar - Gives an ADD-A-BALL during Multiballs.
- START MISSION - 175 - Starts the next Mission.
- LIGHT RAZOR CREST - 300 Beskar - Light the next Multiball.
- LIGHT ENCOUNTER - 100 Beskar - Light the next Encounter.
- LIGHT SCOPE - 75 Beskar - Light the SCOPE feature.
- LIGHT HEAL - 200 Beskar - Light HEAL on an outlane.

- LIGHT EXTRA BALL - 600 Beskar - Light an extra ball. You can only do this once per game.
- LIGHT PLUS ONE MULTIPLIER - 500 Beskar - Will light one +1X multiplier.
- QUESTION MARK - A random item.
- PASS - Save your Beskar for later.

Each time you trade for an item the amount of Beskar needed to acquire it next time goes up by ~+50%.

EQUIPMENT

There are 5 different types of equipment you can get:

- **Armour** - Increased ball save times for the rest of the game.
 - More ball save time at the start of each future ball.
 - More ball save time for all future Razor Crest multiballs including PRECIOUS CARGO.
- **Amban Rifle** - Used during multiballs to add a ball into play.
 - **To use**, press the action button when you want to ADD-A-BALL
- **Whistling Birds** - Use to award all the currently lit shots in a running Mission. This will **NOT** award the last shot of Mission.
 - **To use**, press the action button when you want to spot shots during a Mission.
- **Flamethrower** - Use to set shots on fire.
 - **To use**, press and **hold** the action button. Your flamethrower will set shots on fire one at a time starting on the far right with the right orbit. It will work its way across to the left orbit. Shots will stop catching on fire if you release the button.
 - Shots on fire will blink red and orange.
 - Shots on fire are worth 2X for anything awarded the next time you shoot that shot.
 - Shots on fire are only good once. They stop the next time you shoot the shot. Also they stop being on fire if you drain.
- **JetPack** - Use to complete an Encounter level and move directly to the bonus level. On a PREMIUM or LE it will also level the mini-playfield.
 - **To use**, press the action button at the start of entering the mini-playfield or anytime while the ball is on the mini-playfield.

There are 4 ways to get equipment in the game: Foundry, Scope, The Child, and Super Skill Shot.

PRO TIP - Use the Amban Rifle just as your next to last ball is about to drain. You will go from your multiball almost ending to your multiball CONTINUING, you have extra balls in play, and you have a ball saver running for a few seconds.

AMBUSH

This mini-wizard mode can be quite lucrative or it can award very little.

It is all about a value that can be locked in and then collected on the right ramp. You can build the value and can keep it going as long as you want. Then you can collect it on the ramp when you are ready.

TO LIGHT - Complete a series of Ambush advances.

An advance begins when you shoot the right u-turn. A timer will begin and you will have a short time to shoot the right scoop (U-turn on the PRO). On the PREM/LE the scoop will stay down and you can repeat the shot for additional advances per shot. After 5 advances (3 on the PRO) Ambush will be lit on the right ramp.

Ambush can only run when nothing else is running.

Once started, there are two stages: white and blue. It begins on the white stage.

During the white stage -

- The value is counting down and can be stopped (not collected) on the right scoop (u-turn on the PRO).
 - Once shot the mode will move to the blue stage.
- All other shots except the right ramp will be lit white. Shooting any of them will add time and points to the value counting down.

During the blue stage -

- The right ramp is lit to collect the value and end the mode.
- All other shots except the u-turn are lit blue.
- You have two options.
 - Collect the value on the ramp and end the mode.
 - Shoot any blue shot to add to the value and move back to the white stage where the value will start counting down but can be increased.

The mode can be quick, 2 shots, or it can go on as long as you want.

SCORE POTENTIAL - Try to get the 2X RAMP targets going and as many playfield multipliers going as possible before collecting AMBUSH.

SCOPE

Scope is a one-shot feature that is lit and starts on the left return lane.

To Light - shoot the 3 blue shots that are part of the feature: Right Scoop (PREMIUM/LE) or right u-turn, Left 2X Ramp target, and the Right ramp.

To start - When the ball goes down the left return lane and SCOPE is lit SCOPE will start. You will have only a few seconds to hit one of the flashing blue arrows.

Each of the 3 shots will give different awards:

- Left Scoop/U-Turn - will try to give two pieces of equipment. If it cannot, you will receive points.
- Target - will award Beskar and light Foundry.
- Right Ramp - will award points.

Each time you collect it, the award you just collected will not be available for the next time until you complete all 3. Once you have completed a set of 3 awards, Scope will be disabled until you play one of the 4 wizard modes.

SCORE POTENTIAL - Try to get the 2X RAMP targets going and as many playfield multipliers going as possible before collecting the right ramp SCOPE.

PLAYFIELD MULTIPLIERS

There are three ways to increase your playfield multiplier:

1. Complete Boba Fett 2-bank targets for the green one.
2. Complete Hunter for the orange one.
3. Complete Scope for the blue one.

Each one increases the playfield multiplier by one. If you have all 3 running though you will get +5X for a 6X playfield multiplier.

There is one other way to increase your playfield multipliers. If you complete THIS IS THE WAY and get your Signet you will receive an additional +1X for the rest of the game.

SUPER SKILL SHOT

You can enable SUPER SKILL SHOT by holding in the left flipper button and launching the ball. You need to continue to hold the flipper in until the ball reaches the spinner.

SUPER SKILL SHOT takes 3 shots to complete:

1. Right scoop (On the PRO the u-turn shot)
2. Right ramp
3. One of 3 final shots. Each will give a different award:
 - a. Left Scoop - Start a Mission. If Missions are lit already you will receive Whistling Birds.
 - b. Left Ramp - Start an Encounter. If Encounters are already lit you will receive a Jet Pack.
 - c. Center Ramp - Start a Razor Crest multiball. If the multiball was already lit you will receive the Amban Rifle.

Each completed shot will add an end of ball bonus multiplier.

GAME PLAY MODE MENU

THE MANDALORIAN has several game play modes one or more players can explore. You can access the game play menu and start a game play mode by pressing and holding both flippers between games. You can only do this if you can currently start a game.

COOPERATION PLAY

All the players are on the same team. This affects the game in 3 ways:

1. Shared scores - All scoring will add to all players.
2. Shared progress - If a player starts a Mission, Razor Crest Multiball, all players will get credit for it. All Encounter progress is shared; each player picks up where the last one left off.
 - a. Progress for each branch (Missions, Razor Crest Multiballs, and Encounters) is only shared until the branch is complete and the wizard mode is qualified.
 - b. Wizard modes are not shared. Each player will be able to experience for themselves.
3. Shared Beskar - Any Beskar that is gained is gained for all. All players can trade any Beskar at the Foundry that was earned by any of the players.

IMPOSSIBLE PLAY

Impossible makes the game difficult on many fronts:

- The game is temporarily set to VERY HARD
- You can not hold a flipper for more than 2.5 seconds. You have to release the flipper to charge it back up. There are meters in the main score frame display that show you how much time you have on each of the flippers.
- You will not be able to get any extra balls or Armour in the Foundry.

MONSTER PLAY

IMPOSSIBLE PLAY for player one only. Player one is the MONSTER can you beat them?

TEAM PLAY

Team play adds the scores of players together so that you can easily team-up.

There are 3 types of Team play:

- 1. 2 versus 2**
Players one and three versus players two and four.
- 2. 3 versus 1**
Players one, two, and three versus player four.
- 3. 2 versus 1**
Players one and two versus player three.

COMPETITION PLAY

Randomness is removed. This affects the game in 3 areas:

1. There is no Child Feature.
2. The Missions will go in order 1 to 5.
3. The Multiballs will go in order 1 to 3.

PRO TIP - The main score frame will confirm that the game is currently in **COMPETITION** game play mode.

DJ MIXER

You can turn the game into your own personal **JUKEBOX**. There are several playlist that feature most of the tunes from the game.

DJ Mixer is only available when the game is set to **FREE PLAY**.