

Here are the maximum points on offer for all the missions and major modes in the game. All testing has been done using the latest code 1.05 using the default settings.

Mission Icon Key:

	Compulsory shot
	Multiple options / Any lit shot in this row or target to progress.
	Not compulsory to complete a mission / Can be timed-out.
	Fork ramp is up (Only relevant for Premium / LE)
	Adds shot value.
	Adds time to Hurry-Ups or missions that are on a countdown.
	Shot is on some form of a Hurry-Up.
	Shot uses the multiplier.
	If you fail to complete a set of shots in time. Only relevant in Jedi Multiball.

Score Ranking:

**Extremely High** = Mission can be reset or looped.  
**Very High/+** = 1 Billion+  
**High** = 700mil to 999mil  
**Average** = 400mil to 699mil  
**Low** = <400mil

Death Star 1 - Rescue the Princess (All Characters):

X: All shots can be multiplied.

Score Ranking: Very High+ (3.08 Billion)

Force Targets	Left Orbit	Left Loop	Left Ramp	Tie Fighter	Right Loop	3 Bank	Right Ramp	Right Orbit	Scoop	Notes
FT	LO	LL	LR	TF	RL	3B	RR	RO	SC	
										Points Hurry-Up. The faster you complete the shots the more points.

The first shot you make has a value of 2mil and that value slowly begins to count down as you start the mission. Shooting the first shot awards you with those points and adds those points to the next shot. The first shot is crucial for getting the most out of this mission as it sets up your total points potential. Don't let the value of the first shot get too low. Make sure you have this mission planned out in advance. Know which shot you'll be going for first and have the multiplier placed there.

The multiplier is very important in this mode. If you shoot the first shot with say a 5x multiplier you'll be awarded with 10mil (2mil x 5) and then that total of 10mil becomes the value for the next shot. The same rules apply to the following shots. 25mil is the max value that you can get the 2nd, 3rd and 4th shots up to and that 25mil can be multiplied.

You could potentially score 3.08 Billion points all from just 4 shots! (2mil x 40) + (25mil x 40) + (25mil x 40) + (25mil x 40). There are so many points on offer in this mission that it might be best to save the mission for when you have a high multiplier.

Tip: Here is something interesting. Usually the 2nd, 3rd and 4th shots stop their points hurry-up countdown after a certain point. At the max value of 25mil, you should notice that the shot value counts down on the main screen and then stops at around the 23mil mark. This allows you to trap the ball and without any hurry-up pressure move the multiplier over to the shot of your choice. On occasion, I've noticed that if you miss the shot and hit a Jedi Training target then there is a chance that the points hurry-up starts again and counts down from the 23mil mark, so be on the lookout for that occurring.

Death Star 2 - Escape the Death Star (Luke/Leia):

X: Only the final LO/RO shot can be multiplied.

Score Ranking: Average to Very High (410mil to 1 Billion)

FT	LO	LL	LR	TF	RL	3B	RR	RO	SC	
										Any shot to progress and start a Hurry-Up.
										Each shot start a new 12 Second Hurry-Up.
										You'll lose all progression if you don't make the shots within each Hurry-Up.
										Jedi Targets increase shot value. Only final the shot can be multiplied.

In this mission you build up the value for the final shot, which is the only shot that can be multiplied and has a starting value of 7.5mil points. The inner loops add 750k points to the value while each Jedi Training target adds 500k. On average, by the time you get to the final shot you would have built up the value to around the 10.25mil mark giving you 410mil points when multiplied at 40x.

If you concentrate on hitting Jedi Targets you could potentially hit the maximum value of 25mil (so you could max out the score in this mission to 1 Billion) but it's not very practical, as you will have to hit 30+ of them. Furthermore once you activate any hurry-up and it times out, the value for the final shot will reset to 7.5mil.

Death Star 2 - Escape the Death Star (Han):

X: All shots can be multiplied.

Score Ranking: Very High (1.05 Billion)

FT	LO	LL	LR	TF	RL	3B	RR	RO	SC
	X	Y			Y			X	

Complete a set of either (X) or (Y) to progress.

The first shot you make has a value of 5mil, the second 8.75mil and the last has 12.5mil. Total potential points at 40x comes to 1.05 Billion.

For Han, this is a very lucrative mission. Three relatively easy shots if you choose the inner loops for over 1 Billion points is very good value.

Death Star 3 – Fight TIE Fighters (Luke/Han):

X: No shot can be multiplied.

Score Ranking: Low (37.5mil)

FT	LO	LL	LR	TF	RL	3B	RR	RO	SC
		~	~		~		~		
				~					
		~	~		~		~		
				~					
		~	~		~		~		
				~					

Any shot to progress and start a Hurry-Up.

5 second Hurry-Up.

No shot uses the multiplier.

Activating the four TIE Fighter hurry-ups rewards you with no points. There are 4 TF HU's in the mission, each one rewards you with 3.75mil then 7.5mil then 11.25mil and finally 15mil points for a total of 37.5mil points.

Death Star 4: Destroy the Death Star (All Characters)

X: All shots can be multiplied.

Score Ranking: Very High+ to Extremely High (3.2 Billion to Billions more)

	FT	LO	LL	LR	TF	RL	3B	RR	RO	SC	Notes
Add A			~	~			-	~			Any one Ramp.
Ball +			~	~			-	~			Any one Ramp again.
+ +			~	~			-	~			All Death Star LL shots are on a 12 second Hurry-Up.
+ +			~	~			-	~			Any one Ramp again.
+ +			~	~			-	~			Tip: Listen to the audio cues and memorize them to inform you of your progress.
+ +			~	~			-	~			Both ramps. After shooting one ramp a Hurry-Up starts. You have 12 seconds to shoot the other ramp.
+ +			~	~			-	~			Tip: Shoot FORCE Targets to increase the shot value prior to advancing shots.

Note: While all LL shots are on a 12 second Hurry-Up if you hit a FORCE target just after the Hurry-Up expires the LL shot is re-lit now without a Hurry-Up.

The shot value starts at 1mil but you should avoid advancing shots for the time being. A number of things in this mission seem to increase the shot value, things like the 3-Bank, shooting TIE Fighters, Jedi Targets etc. But they all take a back seat to the FORCE targets! The main and the best way to increase the value of your shots is to keep shooting the FORCE targets.

Each hit of the FORCE targets adds 175k to the shot value and after completing a set the next time you hit a FORCE target the value jumps by 3.425mil! Generally if you complete the FORCE targets 2 times the very next hit will get you very close to the max value of 10mil. Obtaining max value is not that hard to do as you are usually already shooting the FORCE targets 5 times to acquire an Add-a-Ball. Playing normally, the maximum points on offer is 3.2 Billion. (10mil x 40) x8

For reference, shooting only the FORCE targets advances your shot value like so:

1st Set: 1,175,000 - 1,350,000 - 1,525,000 - 1,700,000 - 1,875,000 (Add-a-Ball)

2nd Set: 5,300,000 - 5,475,000 - 5,650,000 - 5,825,000 - 6,000,000

Note: Unlike some of the other mini-wizard modes your current shot value is not permanently shown on any screen. You can work out how high you have built up the value each time you hit the FORCE targets, for a brief moment the value you have collected will be displayed as points awarded.

Note: You are able to stay in this mission to score some massive points!

You can timeout any LL hurry-up shot in this mission and when you do, the previous shots (the ramps) relight. The shot value you have built up remains intact and the shots can still be multiplied. So each LL timeout can potentially reward you with 400mil to 800mil more points than normal depending on your progression in this mission.

But there is one quirk you need to be aware of. When a LL hurry-up ends, if you hit virtually any target on the playfield within about 1.5 seconds of it ending, the LL hurry-up you were trying to timeout will instantly relight but this time without the hurry-up, it will be lit permanently making it a compulsory shot. So you will have hit nothing for about 2 second after a LL HU expires if you want to push this mission to its limits.

Hoth 1 (Leia/Han) / Asteroid Field Video Mode (All Characters):

X: Entering the mission uses the multiplier.

Score Ranking: Average+ to Very High (600mil+ to 1.2Billion+)

Force Targets  
Left Orbit  
Left Loop  
Left Ramp  
Tie Fighter  
Right Loop  
3 Bank  
Right Ramp  
Right Orbit  
Scoop

FT	LO	LL	LR	TF	RL	3B	RR	RO	SC	Notes
					x					Identical to the Video Mode.

This mission is identical to the game's Video Mode.

There are 3 levels of the video mode and each increase in level offers more points. The first time you enter video mode it will be lvl 1, second time lvl 2, then maxing out at lvl 3.

Points for perfecting the video mode while boosting 95%+ of the time:

- Lvl 1: 15mil (with 40x = 600mil+)
- Lvl 2: 22.5mil (with 40x = 900mil+)
- Lvl 3: 30mil (with 40x = 1.2Billion+)

Note: With Leia and Han if you have unlocked the Hoth missions and have Video Mode lit and then shoot the RL Hoth shot, you will skip the lvl 1 and go straight to lvl 2 Video Mode (or lvl3 if you have already completed a lvl 1). To maximise your points you can enter Hoth 1 via a multiplied DS/Endor/Tatooine shot if those planets are unlocked so as to not merge both modes as splitting them potentially awards you with more points.

Hoth 2 – Cloud City Escape (R2-D2/Leia):

X: All shots can be multiplied.

Score Ranking: Very High (1.16 Billion)

FT	LO	LL	LR	TF	RL	3B	RR	RO	SC
			x				x		
	x							x	
					x				

Optional shot, on a 12+ Seconds Points Hurry-Up.

The first shot's value is 2mil, the second is 3mil. The third is 4mil and the fourth is 5mil. The final optional RL shot is on a points countdown, starting from 15mil. The potential score in this mission comes to 1.16 Billion.

Tip: When playing as R2-D2 or Leia and you're stacking missions it's highly recommended that you stack Hoth 2 with Tatooine 1. These two missions almost fit like a glove and it's wasteful to stack them with other missions as there are no other missions that require you to shoot both orbits which are generally considered to be tight shots. When stacking these missions, prioritise Hoth's blue ramp shots first then both orbits then finish off the final shots as you please.

Tip: With R2-D2, so long as you stack Hoth 2 with Tatooine 1, you can then stack the remaining missions any which way you want to, you don't have to think about it, any combination will do as they all fit well together.

### Hoth 2 – Dual on Cloud City (Luke):

X: Only the optional final RL shot can be multiplied.

Score Ranking: Average+ (648.75mil)

FT	LO	LL	LR	TF	RL	3B	RR	RO	SC
~			+				+		
~			+				+		
~			+				+		
~			+				+		
~			+				+		
									

Hit any Force Target to progress.  
 Shoot any ramp to increase value of FORCE targets.  
 Optional Shot on a points hurry-up (about 12 seconds). Draining ends mission.

Shooting the FORCE targets awards you with the base points of 3.75mil. The ramps add 2mil to that base value.

If you only shoot the force targets it will award you with 18.75mil but if you always shoot a ramp shot prior to hitting a FT you can get 48.75mil out of the first phase of this mission.

After shooting the FTs 5 times an optional RL shot on a 15 second hurry-up starts. It's on a points countdown starting from 15mil and can be multiplied. It's this shot that gives you the most points.

Tip: Make sure the multiplier is set to the RL before shooting the final FT as it's very common when using the right flipper to bank the shot straight from the FT.

Potential maximum points are  $48.75\text{mil} + (15\text{mil} \times 40) = 648.75\text{mil}$ .

### Hoth 3 – Repair the Hyperdrive (R2-D3):

X: All shots can be multiplied.

Score Ranking: High to Extremely High (900mil to Billions!)

FT	LO	LL	LR	TF	RL	3B	RR	RO	SC
	~				~		~		
									

Any shot to progress and start a Hurry-Up.  
 12 second points Hurry-Up.

Shooting one of the three shots (LO/RL/RR) activates the LL hurry-up. All activation shots have a value of 7.5mil while the LL HU initially has a value of 15mil counting down but if you fail in your first attempt at shooting the LL HU then for the remainder of the mission each time you light up the LL HU it has a value of 7.5mil counting down.

Under normal circumstances this mission will reward you with about 900mil points:  $(7.5 \times 40) + (15 \times 40)$ .

Note: You are able to stay in this mission to score some massive points!

Here's the setup:

Enter the mission with 40x. (or the highest multiplier possible at the time)

Step 1: Shoot the easiest shot of your choice RL or RR and make sure it's multiplied; collecting the value of 7.5mil ( $7.5\text{mil} \times 40 = 300\text{mil}$  each shot). I like shooting the RR but the RL is also fine.

Step 2: Control the ball then shoot the 3-Bank to refresh your multipliers about midway into the LL hurry-up. You can view the LL hurry-up points countdown on the main screen.

Step 3: Again control the ball and by this time the LL hurry-up has most likely expired; restarting the mission and relighting the LO, RL and the RR.

Then repeat all steps in order as many times as you like.

It helps if you have the game set up to not pause timers when inactive but the above works with both options, on or off. To check or change your settings go here: Enter 'Adjustments Menu', then enter 'Feature Adjustments' and go to setting number 75.

If you reset the mission 10 times with a maximum multiplier of 40 you could potentially score 3 Billion points ( $10 \times 300\text{mil}$ ), 20 resets gives you 6 Billion etc. making this mission potentially the most lucrative in the game.

Hoth 3 - TIE Fighter Escape (Leia):

X: Only the last optional LL shot can be multiplied.

Score Ranking: Average+ (630mil)

FT	LO	LL	LR	TF	RL	3B	RR	RO	SC
						XXX			
		II							

Shoot all 3 targets to progress and start a Hurry-Up.  
Optional shot, on a 12+ Seconds Points Hurry-Up.

Shooting the 3-Bank targets reward you with 5mil, 10mil then 15mil. The LL points HU starts at 15mil counting down.

All up this mission can potentially reward you with 630mil points.

Hoth 4: Escape from Hoth (All Characters)

X: All shots can be multiplied.

Score Ranking: Very High+ (1.6 Billion to 4.8 Billion)

	FT	LO	LL	LR	TF	RL	3B	RR	RO	SC	Notes
<b>A1</b>	Add A	+							+		<p>Think of this mission as 2 missions stacked. A1 &amp; A2 are active at the same time. After completing both, progress to B.</p> <p>Shoot the LO 3 times, this activates the 3 Bank.</p> <p>Tip: Early on, the Spinner and Pop Bumpers greatly increase all shot values. The LO &amp; RO direct the ball to the Pop Bumpers.</p> <p>Hit any 3 Bank target to collect value and progress. From here on in the 3 Bank can also slightly increase your shot value.</p>
	Ball	+							+		
		+							+		
							~				
<b>A2</b>			~			~					Shoot the inner loop 4 times (any combination of LL-RL) to progress.
			~			~					
			~			~					
			~			~					
<b>B</b>							+				Both Ramps. Right Loop.
							+				

The value for each shot is shown on the mini-display. It starts at 250,000 points. The spinner and pop bumpers increase the shot value. Each spin or single pop adds 75k points. Both the left and right orbits send the ball into the pop bumpers. The maximum value you can make each shot worth is 12mil, though achieving that maximum prior to advancing shots is unrealistic.

To achieve the maximum of 12mil shot value prior to advancing shots you will have to keep shooting the RO until you activate the pop bumpers 150+ times! So it's technically possible to get 4.8 Billion from this mission (12mil x40) x 10 shots, but it's not very likely.

A more realistic total would be something like 1.6 Billion (4mil x40) x 10 shots, if you sneak in a RO shot or two right at the beginning, and then finish off the mission in the most points rewarding order (LO x 3, then inner loop x 4, then the final 3 shots).

Tatooine 1 – Get to the Escape Pod (R2-D2/Leia):

X: All shots use the multiplier.

Score Ranking: Low+ (388.8mil)

FT	LO	LL	LR	TF	RL	3B	RR	RO	SC

Force Targets  
Left Orbit  
Left Loop  
Left Ramp  
Tie Fighter  
Right Loop  
3 Bank  
Right Ramp  
Right Orbit  
Scoop

The first shot awards you 1mil and then it increases with each shot up to a max value of 2.5mil. Unfortunately the points shown for the 2nd and 3rd shots during testing have been inconsistent ranging from 1.3-1.9mil for the 2nd shot and 1.9-2.5mil for the 3rd shot. The 4th and 5th shots in testing always awarded 2.5mil points. The inconsistency might have something to do with the order you take the shots.

I've averaged out the 2nd and 3rd shots to come up with a total points potential.

Points potential: (1mil + 1.6mil + 2.12mil +2.5mil +2.5mil) x 40 = 388.8mil

Tatooine 2 - Escape from Mos Eisley (Luke/R2-D2/Han):

X: Only the last LL shot can be multiplied.

Score Ranking: Low to Very High (150mil to 1.2 Billion)

FT	LO	LL	LR	TF	RL	3B	RR	RO	SC
			~				~		
			t+				t+		

Any shot to progress and start a Hurry-Up.  
12 second Hurry-Up, Ramps add 2 seconds & value to the final shot.

The starting value of the LL shot is 1mil. Each time you shoot a ramp it adds 2.5mil to the LL value maxing out to 30mil for a potential total of 1.2 Billion (30mil x 40).

Tip: After the LL hurry-up ends you can keep the value you have accumulated by shooting the 3-Bank or a Jedi Target. If the hurry-up has ended and you shoot a ramp straight after, you will reset your value. If you want to keep the value be sure to first shoot the 3-Bank or a JT.

Under normal circumstances (getting out of the mission ASAP with just 2 shots) 3.5mil x 40 = 150mil.

To achieve a score of 1.2 Billion, keep in mind it takes 12 ramp shots to boost the LL value to 30mil and it's very easy to lose the value you have built up. You should probably only attempt to max out the value if you are going for a Tatooine Planet High Score.

Tatooine 3 – The Rancor (Luke):

X: No shots can be multiplied.

Score Ranking: Low (22.5mil to 72.5mil)

FT	LO	LL	LR	TF	RL	3B	RR	RO	SC
			~				~		
			+			~	+		
						~			

Any shot to activate the 3 Bank targets and Hurry-Up.  
10 Second Hurry-Up. Hit any 3 Bank target to collect value and progress.

Only the last 3-Bank shot in this mission awards you with points. That shot starts with a value of 10mil. Shooting a ramp adds 12.5mil to the value and starts a 10 second hurry-up on the 3-Bank. Within that time you can continue shooting ramps, adding 12.5mil for each ramp shot, then you lock in that value the first time you hit the 3-Bank.

Normally this mission is worth only 22.5mil but you can get it as high as 72.5mil if you build up the value during the first phase of the mission using the ramps (12.5mil x 5 ramp shots) + 10mil.

Tatooine 4: Escape from Tatooine (All Characters)

X: All LR and RL shots can be multiplied. The RR and the Scoop are lit orange but do not use the multiplier.

Score Ranking: Very High+ (1.188 Billion to 4.32 Billion)

	FT	LO	LL	LR	TF	RL	3B	RR	RO	SC	Notes
Add A				~			+	+		+	Nine shots in total, Left Ramp then Right Loop, repeat.
Ball							+	+		+	Shoot the 3 Bank, Right Ramp and Scoop to increase the value of all your shots.
				~			+	+		+	The Scoop provides the most points while the 3-Bank provides the least.
							+	+		+	
				~			+	+		+	
							+	+		+	
				~			+	+		+	
							+	+		+	
				~			+	+		+	

The value for each shot is shown on the mini-display. It starts at 250,000 points. Shooting the 3-Bank increases the value by 25k points, the RR by 125k points and the Scoop by 1.125mil points.

The maximum value you can make each shot worth is 12mil, it's very difficult but maybe not as hard as Hoth 4. You'll have to shoot the Scoop about 10 times before advancing shots in the mission. It's possible to get 4.32 Billion from this mission (12mil x40) x 9 shots.

A more realistic and still very high score can be obtained by shooting the Scoop twice and if you add a few 3-Bank hits and a RR or two you should be able to get the shot value up to 3.3mil per shot giving you a total of 1.188 Billion. (3.3mil x40) x 9 shots.

Endor 1 – Speeder Bike Chase (Luke/Leia):

X: Only the last shot can be multiplied.

Score Ranking: Average (490mil)

Force Targets	Left Orbit	Left Loop	Left Ramp	Tie Fighter	Right Loop	3 Bank	Right Ramp	Right Orbit	Scoop
FT	LO	LL	LR	TF	RL	3B	RR	RO	SC
~	~	~	~		~		~	~	
~	~	~	~		~		~	~	
~	~	~	~		~		~	~	
~	~	~	~		~		~	~	
~	~	~	~		~		~	~	
~	~	~	~		~		~	~	

Any shot to progress and start a 5 to 7 second Hurry-Up.  
 Only 5 of the 6 shots shown here will be lit as you can not go for the same shot back to back.  
 Previous successful shots disappear as you progress then reappear after making a different shot.  
 Failure to make a shot within the Hurry-Up sets you back one shot.  
 Only the final shot can be multiplied.

The final shot has a max value of 12.25mil and nothing in the mission can increase it (as far as I can tell). But not making shots within the hurry-ups will decrease the value by 500k each time you do so.

12.25mil x 40 = 490mil points potential.

Endor 2 – Throne Room Duel (Luke):

X: Only the second ramp you shoot in a set can be multiplied.

Score Ranking: Low to Average+ (300mil to 660mil)

FT	LO	LL	LR	TF	RL	3B	RR	RO	SC
~			~		+		~		
~			~		+		~		
~			~		+		~		

After shooting any ramp a 5 second Hurry-Up starts, you must shoot the other ramp within that time.  
 If timed out you have the option to shoot any Force Target to get back into the action faster.  
 You can maximize your points by shooting the RL after shooting one of the ramps.  
 Only the second ramp shot in a set can be multiplied.

First set: Starting value of 500k, first ramp shot adds 1mil to the value. If you shoot the RL it will add an additional 1.5mil making it 3mil in total. The second ramp collects the value and uses the multiplier. 3mil x 40 = 120mil (with RL) or 1.5mil x 40 = 60mil (without RL)

Second set: Starting value of 1mil, first ramp shot adds 1.5mil to the value. If you shoot the RL it will add an additional 3mil making it 5.5mil in total. 5.5mil x 40 = 220mil (with RL) or 2.5mil x 40 = 100mil (without RL)

Third set: Starting value of 1.5mil, first ramp shot adds 2mil to the value. If you shoot the RL it will add an additional 4.5mil making it 8mil in total. 8mil x 40 = 320mil (with RL) or 3.5mil x 40 = 140mil (without RL)

Total points = 660mil (with RL), 300mil (without RL)

Endor 3 – Knockout Shield Generator (R2-D2/Leia/Han):

X: All shots can be multiplied.

Score Ranking: Average+ (680mil)

FT	LO	LL	LR	TF	RL	3B	RR	RO	SC
		~	~		~		~		
		~	~		~		~		

Complete all four shots to progress.

The first four shots have a value of 1.25mil each (1.25 x 40 = 50mil). 200mil points potential.

The final four shots have a value of 3mil each (3 x 40 = 120mil). 480mil points potential.

Total: 680mil points potential.

Endor 4: Battle above Endor (All Characters)

X: All shots use the multiplier\*

Score Ranking: Average to potentially Extremely High (510mil to Billions)

	FT	LO	LL	LR	TF	RL	3B	RR	RO	SC	Notes
Add A			⊗	⊗		⊗	~t	⊗			Shoot all 3 Green lit shots and then the final LL shot. Shots are on a Hurry-Up shown on the mini-display. Hit the 3-Bank to build up time. The 2nd & 3rd shot you make can greatly reduce the time left on the mini-display, you'll have to build it up again to not lose your progression.
Ball +		⊗	⊗				~t				

Tip: The center target of the 3-Bank rewards you with the most added time.

Tip: Shoot FORCE Targets to increase the shot value prior to advancing shots.

The starting value of the first 3 shots (LR, RL & RR) is 1mil and you can increase it via the FORCE targets similar to DS4 'Destroy the Death Star'. But unlike DS4, in this mode the FORCE targets don't increase with each hit but only after 5 hits. You will only notice an increase in value on the main screen on you 6th hit of the FTs. Below is a list of values, each line equals 5 hits of the FTs:

1,000,000 (All first 5 hits of the FTs)

4,250,000 (The next 5 hits and so on..)

7,500,000

10,750,000

14,000,000

17,250,000

20,500,000

23,750,000

27,000,000

30,250,000

33,500,000

36,750,000

40,000,000

43,250,000

46,500,000

49,750,000

53,000,000 - At this point in testing I gave up trying to find a limit to the value for each shot as it was already reaching unrealistic territory, you'd have to hit the FTs 80+ times to get to this point! If there is a limit I'll take a guess and say it's either 75mil or 100mil.

Note: You are able to stay in this mission to score some massive points!

While harder than Hoth 3 and DS4 and more inconsistent, you can timeout the LL HU shot, which "usually" at first is on a 5 second or so hurry-up (I say at first because it seems to increase by about 3 to 4 seconds with each reset) and then the 3 initial shots: LR, RL & RR light up again and this doesn't reset your shot value. The timing for when you hit the 3-Bank to keep your multipliers from expiring is different from Hoth 3 but it's still possible to do with every hero to a certain extent though it's easier using R2-D2 because of his unique ability of having a longer multiplier expiration timer.

Resetting this mission is easy, keeping your multipliers while doing so is not. That's because you don't want to shoot the 3-Bank while on the LL HU shot as that extends the time of the HU and this is difficult to do in a MB mode. There is a constant tension between timing out the LL HU and not letting your multipliers expire.

Here is how to loop the mission in step form:

Step 0: Shoot FORCE targets to build shot value.

Step 1: Shoot 2 of the 3 green lit shots.

Step 2: Shoot the 3-Bank to refresh you multipliers.

Step 3: Quickly shoot the third green lit shot.

Step 4: Time-out the LL hurry-up without hitting the 3-Bank (then the LR, RL & RR relight).

Step 5: Shoot the 3-Bank to refresh your multipliers.

Repeat steps 1 through 5 and remember to use your multiplier when shooting green lit shots. If you are having trouble holding on to your multipliers while timing-out the LL try using R2-D2. Keep in mind, the higher your multiplier is, the faster it expires. Even if you have lost your multipliers you could always try and get them back up again. It might be worth doing if you have already built a sizable shot value. In fact, if you get the shot value high enough, you could just keep shooting the FORCE targets to collect the current shot value, which is very lucrative. There are a lot of points on offer in this mission and there are many ways to approach it.

While testing this mission (glass on) I'm able to get 1 reset using Luke, Leia and Han and 2 resets with R2-D2 fairly consistently but it is hard as the LL hurry-up timer has proven to be unpredictable in live game play scenarios, often it's higher than 5 seconds, even on the first activation. I have a feeling that unless you're going for an Endor Champion score, that ultimately Victory MB might provide more points in the long run. It's something to think about anyways.

Playing the mission by grabbing an Add-a-Ball and finish off the mission ASAP usually nets you about 510mil points. (4.25mil x 40) x 3... 3? Shouldn't that be 4 shots if you include the LL?

\*As it stands now (code 1.05) the last LL shot offers no points in this mission. You should still move the multiplier to the LL shot if you are trying to end it because here is something interesting: The final shot of each mini-wizard mode is a 2 for 1 shot. Not only does it end the mission (and normally collect the final shot points) it also spots the first shot of Victory MB. Victory MB shots start with a value of 1mil, so there is still 40mil points on offer.

Victory MB:

X: All shots can be multiplied.

Score Ranking: Very High+ (maximum 1.8 Billion per set)

FT	LO	LL	LR	TF	RL	3B	RR	RO	SC
	✕	✕	✕		✕		✕	✕	

Each time you complete all the shots they refresh.

The first shot has a starting value of 1mil and is already spotted for you as the last shot in a planet mini-wizard mode spots it. The first shot also adds 125k to the next shot and this continues until after your 6th shot when you are awarded with your Victory MB Medal.

There are 4 medals in the game, one for each planet:

Planet 1 rewards you with: 2.5mil

Planet 2 rewards you with: 5mil

Planet 3 rewards you with: 7.5mil

Planet 4 rewards you with: 10mil

After you are awarded with your medal the shots refresh and the starting value of shots jumps to 3.25mil and each shot adds 175 to the next shot.

2nd set starts with 3.25mil and each shot adds 175k

3rd set starts with 4.3mil and each shot adds 175k

And so on..

And this continues using the same scoring formula until you reach the maximum of 7.5mil per shot.

At the max jackpot, one full completion of 6 shots will reward you with 1.8 Billion points at 40x and this mode can be played indefinitely.

Lightsaber Duel (All Characters):

X: All blue shots use the multiplier.

Score Ranking: Very High+. (1.17+ Billion to 2.7+ Billion)

Force Targets	Left Orbit	Left Loop	Left Ramp	Tie Fighter	Right Loop	3 Bank	Right Ramp	Right Orbit	Scoop
FT	LO	LL	LR	TF	RL	3B	RR	RO	SC
			✕						
+		✕	✕		✕	✕	✕		
+			✕		✕	✕	✕		
+			✕		✕	✕			

Notes

- Enter via the Left Ramp after completing the Force Targets 5 times.
- Blue shots for progression, Red shots to add time.
- The Red shots alternate from the Left Ramp to the 3-Bank.
- Tip: The 3 Bank when lit can be hit multiple times, take advantage of its generous grace period if low on time.

Force Targets build value of all blue shots

Entering LSD via the red lit LR awards you with 25mil; this shot cannot be multiplied.

For everyone except Luke the starting value for each blue shot is 3.25mil, while Luke starts with 7.5mil. You can increase the value by shooting the FORCE targets. The first 4 targets you knock down will add 125k each to the value while completing the FORCE targets adds 750k. Similar to Endor 4: 'Battle above Endor' I tried to find a limit after hitting the FT's an unrealistically high amount of times before giving up, so it might be limitless.

Interesting to note is that the final blue shot of each set is worth double points. For instance take the first set: If you shoot the RR then the LL, the final RL shot will be worth double points. Same thing occurs in the second set of shots while the very last RL shot is automatically worth double. So you could set your multiplier to the RL and if you make sure that you only shoot the RL as a final shot in each set then you can get even more value out of this mode without moving the multiplier around.

Without using the FORCE targets:

Non-Luke players can potentially get 1.17 Billion points with 40x.  
 Luke players can potentially get 2.7 Billion points with 40x.

Compos:  
 X: All light blue combo shots can be multiplied.  
 Score Ranking: Low.

FT	LO	LL	LR	TF	RL	3B	RR	RO	SC	Notes
		LL	LR							This table shows what each shot activates. Example: Shooting the LO activates the LL and the LR for 5 seconds, making them light blue.
FT	LO	LL	LR	TF	RL	3B	RR	RO	SC	Then shooting the LL or LR within the hurry-up completes a combo and turns that shot white while also activating other shots as light blue.
	LO		LR							An example of a Repeatable Combo: LL, LR, RR, LL...
FT	LO	LL	LR	TF	RL	3B	RR	RO	SC	
							RR	RO		
FT	LO	LL	LR	TF	RL	3B	RR	RO	SC	
			LR				RR			
FT	LO	LL	LR	TF	RL	3B	RR	RO	SC	
	LO	LL								
FT	LO	LL	LR	TF	RL	3B	RR	RO	SC	
					RL		RR			

From my observation it looks like there are 2 types of combos: Chaining different combos and looping single combos.

Chaining different combos such as LL, LR, RR, LL, LR, RR will reward you with a 6 Way Combo score.

Here are the points awarded:

- 2 Way: 132,500
- 3 Way: 447,500
- 4 Way: 907,500
- 5 Way: 1,397,500
- 6 Way: 1,975,000

Combo shots can reward you with an end of game Combo Champion depending on how many X Way Combos you've made.

Looping single combos = the same combo shot over and over again. Something like RL, LR and keep repeating it.

Here the score gets a little inconsistent after a shot or two:

- 132,500
- 267,500
- 555,000
- 905,000
- 1,317,500
- 1,792,500
- 2,222,500
- 2,822,500
- 3,352,500
- 3,932,500
- 4,405,000 (It keeps going btw, I don't know the max value)

As you can see the first combo matches the 2 Way score but after that it's doing its own thing.

Escape from Boba Fett (All Characters):

X: All white shots in this mode use the multiplier.  
 Score Ranking: High to Very High. (800mil to 1.6 Billion)

FT	LO	LL	LR	TF	RL	3B	RR	RO	SC	Notes
						~t+				All shots are on the same countdown/shot-value Hurry-Up. Keep tabs on the mini-LCD screen as the mode ends when the shot value gets too low (C-3PO will warn you: "Oh, we'll never escape"). Hit any 3 Bank target to build up time and value of each shot.
						~t+				
						~t+				
						~t+				
						~t+				

The points for each shot are shown on the mini-display. The starting value for everyone except Han is 2.5mil counting down and hitting the 3-Bank adds 1.25mil to the shot value. For Han it's 5mil starting value and the 3-Bank adds 2.5mil.

You can max out the shot value to around 9.5mil using Han by hitting the 3-Bank multiple times in between shots but because the points count down quickly the maximum shot value you will likely get per shot is around 8mil. There are 5 white shots making it a potential max score of around 1.6 Billion while at 40x. For non-Han heroes it's difficult to increase your shot value higher than 5mil for each shot so the maximum points on offer would be around the 800mil mark.

**Jedi Multiball - AKA Defeat the Emperor (All Characters):**

X: All shots use the multiplier.

Score Ranking: Very High+ (3.43 Billion + 1 Billion from Medals)

FT	LO	LL	LR	TF	RL	3B	RR	RO	SC	Notes
~	~	~	~	~	~	~	~	~	~	The LR collects an Extra Ball & starts the final wizard mode. In this mode you have a Health Bar and all shots you make adds health to your bar.
Every shot you don't make within the hurry-up lowers your health particularly if you don't shot a Red lit shot if the Emperor attacks you. Unlike other multiball/mini-wizard modes this mode continues even with one ball in play. Each set of Blue shots are on a 20 second Hurry-Up. Completing a set adds another ball into play & extends the ball-save timer. The Emperor attacks if you fail (Red Shots).										
t	~	~	~	~	~	~	~	~	~	If the Emperor attacks, you'll need to shoot the Red lit shot. When the Emperor attacks, you lose health. Lose too much and "You will die".
t	~	~	~	~	~	~	~	~	~	All Red lit shots are on a 20 second Hurry-Up.
t	~	~	~	~	~	~	~	~	~	If you are quick enough the Emperor will not have a chance to attack you and you move on to the next set of Blue shots.
t	~	~	~	~	~	~	~	~	~	If the Emperor attacks, you'll need to shoot the Red lit shot.
t	~	~	~	~	~	~	~	~	~	Complete these shots within 20 seconds and you defeat the Emperor! If you fail, don't worry, you have one more chance to defeat him.
t	~	~	~	~	~	~	~	~	~	If the Emperor attacks, you <u>must</u> shoot one of the Red lit shots within 20 seconds or "You will die".
t	~	~	~	~	~	~	~	~	~	This Blue Right Loop shot is your final chance to defeat the Emperor! On a 15 second Hurry-Up. Good Luck and may the Force be with you.

Tip: Knocking down all 5 FORCE targets will interrupt the Emperor's attacks giving you more time to complete your shots.

As you enter this mode you are rewarded with points for any Victory Medals you have acquired.

I haven't tested every combination but I believe you are awarded with 100mil for just one medal while I can confirm you do get 1 Billion for all four.

**First blue set:**

The value for the first shot is 3.25mil, the second shot is 4.5mil and the third is 7mil.

**Second blue set:**

The value for the first shot is 8.25mil, the second shot is 9.5mil and the third is 12mil.

**Third blue set:**

The value for the first shot is 13.25mil, the second shot is 14.5mil and the third should have been 17mil if it followed the same formula but I've recorded it as being only 12.5mil.

Any red shots you shoot will have a value of 1mil.

The last chance RL blue shot has a value of 12.5mil.

Assuming you complete the mode perfectly at 40x without having to shoot a red shot you can potentially score 3.39 Billion points.

If you miss one of the blue shots in the 3rd set and then shoot one of the red shots and then the final RL shot you end up with 3.43 Billion points.

If you leave the multiplier at the RL shot and you never miss a chance to hit the RL, you can potentially score with 40x between 990mil to 1.84 Billion points depending on the order of shots taken.

**Hyperspace Hurry-Up:**

X: Only the LL hurry-up can be multiplied.

Score Ranking: Very High+ (4 Billion)

FT	LO	LL	LR	TF	RL	3B	RR	RO	SC	
~	~	~	~	~	~	~	~	~	~	
t+		~	~	~	~	~	~	~	~	You can shoot the LO or RR to temporarily increase the HS HU value.

The first HS HU isn't very profitable. It's already lit as you start the game and you can't easily build its value up, so I'll be focusing on the second HS HU.

Completing the bottom Rebel lanes 4 times relights the yellow Hyperspace shots. Completing those lanes also adds 1.125mil to the HS starting value of 4mil. If you lose a ball, the game saves your progress up to the last set of Rebel lights you completed.

Shooting the LO or RR will add 3.125mil to the Hyperspace hurry-up value. And it takes about 30 shots of the LO/RR to reach the maximum value of 100mil. If a RO shot goes past the top lanes and exits via the LO then it too will increase the HS HU value.

The HS hurry-up shot is potential worth 4 Billion points. (100mil x 40)

Note: Some modes such as TIE Fighter MB lock you out from relighting the HS shots. Your LO/RR shots and bottom Rebel lane lights will still register but if you have completed 4 sets of Rebel lights the yellow HS shots will only appear after the TIE Fighter MB has ended.

During the HS HU, as the points count down on the main screen, if you shoot a RR you will add points to the hurry-up score. How many points get added is variable, the more you already have the more you get. But the points do go down fast. At the max value of 100mil, it takes roughly 25 second for the HS HU to time out.

Hyperspace MB:

X: During the first phase of HS MB only the LL shot can be multiplied.

X: During the second phase of HS MB all yellow shots can be multiplied.

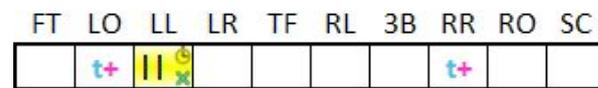
Score Ranking: Very High+ (maximum 1.2 Billion per set)

There are two phases in this mode.

Phase 1: Keep shooting balls into the LL

Phase 2: Similar to Victory MB, complete a set of 6 shots; each shot being a jackpot.

Phase 1:



If you make the LL HS HU shot you begin Hyperspace MB. In this mode the HS HU value has now been reset and a new ball enters play. On all models Pro/Premium/LE the goal is to continue shooting the LL for as long as you have time. Each successful LL shot will add 55k to the HS Jackpot shown on the mini-display (At least on the Premium/LE). The jackpot value starts at around the 1mil mark. This jackpot will become relevant in the next phase of the MB.

Note: On the Premium/LE, each time a ball goes around the Hyperspace Loop and goes into the Death Star you also increase your Jackpot by 55K; the more balls up there the better; 3 balls up there almost always guarantees that you will hit the maximum jackpot value of 5mil prior to the start of the next phase of this mode. Unfortunately I don't have access to a Pro model so I'm not sure how the jackpot gets increased in this specific portion of the MB (it might be simulated), but I doubt there are any major differences when it comes to scoring overall.

Phase 2:



Once the first phase ends all the major shots except the scoop will light up yellow and now functions similar to Victory MB. Each yellow shot will collect the current jackpot shown on the mini-display and add 55K to the jackpot. You cannot exceed the max jackpot of 5mil.

At the max jackpot, one full completion of yellow shots will reward you with 1.2 Billion points at 40x. And like Victory MB, this mode can be played indefinitely.

On the mini-display there will also be a Parsecs travelled tally. The Parsecs slowly goes up so long as you're active while in HS MB. While testing, after 5 minutes of play the Parsecs had reached 67, so roughly 1 parsec every 4 to 5 seconds. I doubt that there is a limit.

At the end of game you can be rewarded with a HS MB and Parsecs travelled Champion.

Side note: While testing with the glass off, I greatly surpassed my record for Parsecs travelled so I held down the start button on ball 2 and reset the game, then played a regular game with another hero. But at the end of that game, the game still recoded that Parsecs travelled score from the cancelled game!

So if anyone is ever testing their games it might be best to turn off the machine instead of resetting if you don't want to ruin your high scores, just to be sure.

This isn't the first time I've noticed irregularities with the reset feature. On at least 2 other random occasions I've used Han or Luke then reset the game and then used R2-D2 only to notice that R2 had lost his unique ability of longer multiplier expiration timers. I assumed that

I inherited the cancelled game's hero ability, but I didn't make it into EfBF or LSD to confirm. I've tried to recreate this glitch but I've been unable to do so.

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TIE Fighter hurry-up:

X: Does not use the multipliers

Score Ranking: Low (100mil)

Note: Even though I've ranked some of these TF modes as Low, keep in mind that these TF modes are peppered all throughout the game and can be worth a large portion of you score in long games. Example: Individual TIE Fighter shots start off at the very low thousands mark but can quickly reach a max value of 5.525mil. If you shoot 200+ TIE Fighters, they alone award you with 1 Billion+ points.

FT	LO	LL	LR	TF	RL	3B	RR	RO	SC	Notes
				+		+				Shoot 4 TIE Fighters to light up the first TF hurry-up. Shoot the TF, 3-Bank or Jedi Training targets when lit red.
										The TF hurry-up is on a points countdown which can be viewed on the mini-display.

The base value of the TIE Fighter hurry-up is 4mil. Each hit of the 3-Bank (not just TF shots) adds 1.125mil to the base value. You can max out the hurry-up up to 100mil but early on you will most likely be interrupted by the TF HU well before reaching the max, as the first TF HU starts after you have shot 4 TIE Fighters.

TIE Fighter MB:

X: All red shots use the multiplier

Score Ranking: Low to Average (360mil per set & 600mil per SJ)

FT	LO	LL	LR	TF	RL	3B	RR	RO	SC	Notes
				+		+				Shoot the 6 red shots to collect jackpots and to light up the Super Jackpot.
				+		+				Shooting the SJ relights the 6 red shots and this continues until you are down to one ball.

Super Jackpot activation shots:

Like Victory MB the 6 main shots in the game are lit red. Shooting all six will light up the Super Jackpot. After making the Super Jackpot shot you relight the 6 main shots again and this continues for as long as the mode is active.

The SJ activation shots start with a value of 750k and each shot collects that value and adds 15k to the next shot. This continues until you reach the max value of 1.5mil per shot. So at best you can be rewarded 360mil per set at 40x.

Super Jackpot:

The Super Jackpot increases by shooting TIE Fighters from the 3-Bank and the Jedi-Training targets when lit red. The starting value is around the 3mil mark when you enter TF MB the first time and it can be viewed on the mini-display. Each time you shoot a TIE Fighter it adds 75k to the SJ value up to a max value of 15mil. You will have to shoot 150+ TIE Fighters in this mode to get to the max SJ. The most you can get from each SJ shot at 40x is 600mil.

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Mystery:

X: The shot uses the multiplier if you are rewarded with Big/Bigger/Biggest points.

Score Ranking: Low to High.

Big points: 1mil (40mil with 40x)

Bigger points: 5mil (200mil with 40x)

Biggest points: 10mil (400mil with 40x)

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Jedi-Targets (Jedi Training):

X: Doesn't use multipliers.

Score Ranking: Low.

Advancing to Youngling: 12,500 + 12,500 + 12,500 + 12,500 + 125,000.

Advancing to Padawan: 250,000 + 250,000 + 250,000 + 250,000 + 2,500,000.

Advancing to Jedi Knight: 750,000 + 750,000 + 750,000 + 750,000 + 7,500,000.

Advancing to Jedi Master: 2,500,000 + 2,500,000 + 2,500,000 + 2,500,000 + 25,000,000.

As a Jedi Master: 2,500,000 + 2,500,000 + 2,500,000 + 2,500,000 + 25,000,000.

And that about wraps it up.

