

MAIN ATTRACTIONS

Stern Pinball invites players to embark on an epic journey into The Forgotten Realms of Dungeons & Dragons: The Tyrant's Eye!

inventory items, and game campaign progress on any connected game.

In celebration of 50 years of the World's Greatest Roleplaying Game, players will experience iconic elements such as the red dragon, mimics, the beholder, Xanathar, Sammaster the Lich, and over 45 different monsters to battle along your campaign.

Choose an adventurer from the Paladin, Wizard, Cleric, and Rogue, with the ability to unlock the Ranger, Barbarian, and Bard through a campaign with 28 different modes & Multiballs and 3 different endings depending on the choices you make.

Battle an animatronic sculpted red dragon, Rath the Relentless, that shoots pinballs at the player, free yourself from a gelatinous cube, enter a dungeon crawl full of riches or traps, and activate a player raised shield for protection in attacks.

Go on a fantasy D&D pinball adventure with multiple cascading ramps, loops and playfield toys that fuse pinball with the iconic franchise like never before.

Stunning hand-drawn art by prolific D&D artist Vincent Proce and original orchestrated custom soundtrack music from world-renowned composer Cris Velasco.

The game is brought to life with custom speech and voice talent including Michael Dorn, Kevin Smith, Luke Gygax, Chris Prynoski, Brendon Small, Gerard Way, Matthew Mercer, Laura Bailey, and Marisha Ray.

The adventure continues with Stern's award-winning Insider Connected™ new PinSave System, allowing players the choice to pick up where they left off with character experience points,

PREM PRO **GAME** Production limited to 740 machines. Certificate of Authenticity signed by Seth Davis, President & CEO of Stern Pinball. Individually Autographed by Game Designer Brian Eddy. **FEATURES** Sequentially numbered Limited Edition plate. Limited Edition dragon-inspired full color mirrored backglass with hand-drawn artwork by prolific D&D artist Vincent Proce. **LE ONLY** Exclusive full color reflective foil Tiamat and the beholder, Xanathar side cabinet decals, expertly illustrated by Vincent Proce. Interactive Speaker Expression Lighting with "D" silhouette and D&D themed game effects. Upgraded speaker system with 3-channel amplifier. Anti-reflection playfield glass. Shaker motor assembly. Exclusive D&D Dragon Red powder-coated pinball armor, legs, hinges, and Action Button front molding. Custom sculpted animatronic red dragon, Rath the Relentless, features multi-axis motion, omnidirectional impact sensing **GAME** technology, illuminated eyes and can shoot pinballs from its mouth. Custom sculpted red dragon, Rath the Relentless, features vertical movement, detects hits, and illuminated eyes. **FEATURES** Rising Dungeon captures and takes the ball down into the murky depths of classic Dungeon Crawl. The Dragon's lair custom cave sculpture with backlighting. Custom sculpted translucent gelatinous cube with remnants of past victims and full RGB lighting. Gelatinous cube can catch a pinball in mid path, remaining stuck inside until freed for gelatinous cube Multiball. Player activated metal shield rises up instantly between the flippers to help protect the player in battles. Tiny's Tavern VUK that returns the ball to the left ramp and through the gelatinous cube. "Try your luck" optical spinning target leads to Tiny's Tavern dice game of chance. Up/down post at the cave side exit allows the player to make choices on where they want to go and what they want to do. Narrow path magnet can grab pinball to deliver a slow set-up shot from upper flipper. Hidden temple shot behind the upper flipper gives double scoring. Critical Hit captive ball can help players in battles and other parts of their adventure. Stainless steel "Mountain Passage" up/down ramp transports pinballs under the mountain or to the gelatinous cube. Stainless steel "The Bridge" upper flipper center ramp. Dragon diverter to feed the dragon. Red Cave upper flipper loop. Shortcut quick loop to upper flipper. "Road to Town" right ramp that can hold the ball to make choices. Original hand-drawn custom video art and animation from the D&D universe. 21 unique campaign story modes, 9 of them are wizard modes with multiple levels plus 1 bonus round with all the goblins you will ever need. 3 unique multiballs including Dragon Multiball that increases in intensity with each fight and gelatinous cube Multiball. Unique Dungeon Crawl video and physical playfield mode that lets players experience the potential riches or despair of a journey into a dungeon. Three different campaign story endings depending on the players choices during their journey. Choose from one of 4 different characters to start your game and unlock 3 more when you complete each of the 3 campaign endings. Featuring over 45 Monsters to battle and a map featuring 10 different locations to visit in Faerun within the world of D&D. Original orchestrated custom soundtrack music from world-renowned composer Cris Velasco. Game is brought to life with custom speech and voice talent including Michael Dorn, Kevin Smith, \checkmark Luke Gygax, Chris Prynoski, Brendon Small, Gerard Way, Matthew Mercer, Laura Bailey, and Marisha Ray. 100 different trinkets can be collected and give special buffs throughout gameplay. Procedurally generated Dungeon Crawls with five levels that change each week; remember the correct \checkmark path to the riches and avoid the traps. Each week the game randomly changes character stats, where trinkets are, the contents of treasure chests, dungeon level layouts, and what is in each of the 7 Fizmo's stores throughout the map. Local Cooperative play will allow the whole party to progress together during a game session. Players can choose to pick up where they left off with Stern's PinSave System. The progress of all your characters will be saved including their level, inventory, and progress on the map. Insider Connected PinSave allows the player to continue their campaign where they left off on any connected machine to help get to the end of their story and unlock new characters. Players who want a single game pinball experience, can start each game without saved progress. Tournament play will always start from the beginning for all players and remove randomness in the rules to ensure fair play. *Cabinet compatible with Speaker Expression Lighting System featuring D&D-themed game effects. Limited Edition Dragon inspired full color mirrored backglass and Tiamat and the beholder, Xanathar side cabinet **BACKGLASS** \checkmark hand-drawn artwork by D&D artist Vincent Proce. Premium Edition showcases iconic elements of the D&D world with the beholder, Xanathar and iconic characters from the **AND ART** story, expertly hand-drawn artwork by D&D artist Vincent Proce. Pro Edition features the red dragon and your party in an explosive battle scene, beautifully hand-drawn artwork by D&D artist Vincent Proce. Exclusive D&D Dragon Red powder-coated pinball armor, legs, hinges, and Action Button front molding. \checkmark **HARDWARE** Powder-coated black wrinkle finish hand guard side armor, hinges, front lockdown molding and legs. Powder-coated black wrinkle finish side armor, hinges, front lockdown molding and legs. **AND TRIM** Powder-coated steel bottom arch. Plastic molded bottom arch. Multifunction Action Button on lockdown bar. Snap-Latch front molding. Equipped with Insider Connected, enabling players to interact with the game and a global network **GENERAL** of players in multiple ways through QR reader on bottom arch. 8 pinballs. 6 pinballs. Stereo sound system with 3-channel amplifier. 10-band Graphic Equalizer with separate control for backbox and cabinet speakers. CPU mounted line-out audio connector for external amplification. Fade adjustment to control front and bottom speaker outputs.