



PRO EDITION

DUNGEONS & DRAGONS



THE TYRANT'S EYE



DIMENSIONS

BOXED:	UNBOXED:
H:56" W:31"	H:75.5" W:27"
D:31" 280LBS	D:55" 250LBS

DUNGEONS AND DRAGONS
THE TYRANT'S EYE PRO EDITION
SHOWN GAME IS SUBJECT TO CHANGE.

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BETSON™

PRO EDITION

DUNGEONS & DRAGONS

THE TYRANT'S EYE

MAIN ATTRACTIONS

- Stern Pinball invites players to embark on an epic journey into the Forgotten Realms of Dungeons & Dragons: The Tyrant's Eye!
- 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.
- 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 Prynosi, Brendon Small, Gerard Way, Matthew Mercer, Laura Bailey, and Marisha Ray.

INSIDER CONNECTED™

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



GAME FEATURES

Custom sculpted red dragon, Rath the Relentless, features vertical movement, detects hits, and illuminated eyes.



Custom sculpted translucent gelatinous cube with remnants of past victims and full RGB lighting can catch a pinball in mid path, remaining stuck inside until freed.



Player activated metal shield rises up instantly between the flippers to help protect the player in battles.



"Try your luck" optical spinning target leads to Tiny's Tavern dice game of chance.

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