 For Opening Skill Shot, Shoot Ball From Plunger To The Top Of  
 The Left Ramp.

 Hit Lit Shield, Sword & Dust Targets To Extinguish Dragon’s Flame.

 To Restore Flashing Shield, Sword Or Dust Targets, Shoot Ball  
 Into Flashing Blue, Red Or Yellow Lanes.

 Collect Dragon’s Flame Bonus By Entering The Dragon’s Lair  
 On The Left Or Right Side.

 Entering The Teleport Lanes, When Flashing, Teleports Ball To  
 Different Location.

FOR  
AMUSEMENT  
ONLY

# 1 TO 4 CAN PLAY

## DUNGEONS AND DRAGONS

M051-00H06-A027

 Summon Help, When Lit, Begins Multi-Ball Play.

 Playfield Values Multiply With Dungeon Levels.

 Entering Bell Tower, When Extra Ball Is Lit Awards Extra Life.

 Passing Thru Bell Tower Qualifies Million Shot. To Collect One  
 Million Points, Go Around Top Left Ramp, When Flashing.

 Press The Lower Side Cabinet Buttons To Activate The Magic  
 Save Lanes And To Rescue The Ball From Draining. The Ball Is  
 Saved Magically When These Lanes Are Lit.

FOR  
AMUSEMENT  
ONLY

# 1 TO 4 CAN PLAY

## DUNGEONS AND DRAGONS

M051-00H06-A028

Recommended “High Score to Date” levels:

(reset periodically)

3 ball 5,999,999 points

5 ball 9,999,999 points

Fonts used: News Gothic MT Std, Wingdings.

**Cards status:**

M051-00H06-A027 confirmed.

M051-00H06-A028 confirmed.

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun,

Peter

www.inkochnito.nl`

If you like my work, please send me a donation via PayPal.