

**1 TO 4  
CAN PLAY**

## **DUNGEONS AND DRAGONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ 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.

M051-00H06-A027

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## **DUNGEONS AND DRAGONS**

**FOR  
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- ★ 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.

M051-00H06-A028

Fonts used: News Gothic MT Std, Wingdings.

**Cards status:**

M051-00H06-A027 confirmed.

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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](http://www.inkochnito.nl)

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

Recommended "High Score to Date" levels:

(reset periodically)

3 ball 5,999,999 points

5 ball 9,999,999 points