

# Critical Hits: Learn to Play Stern's Dungeons & Dragons: The Tyrant's Eye

Noah Crable

The Dungeons & Dragons tabletop RPG games have had a surprisingly long hiatus in between their two pinball adaptations. [Bally released the first one in 1987](#), a table with killer music and a unique layout with two drop targets that helped “teleport” the ball from place to place, but the license wouldn’t be touched again until almost 40 years later as pinball evolved into a medium that could more willingly carry an immersive story.

[Dungeons & Dragons: The Tyrant's Eye](#) is the first Stern release of 2025 and was primarily designed by the same team as their 2023 release, [Venom](#). The playfield design was done by famed designer [Brian Eddy](#), and the code was primarily done by veteran [Dwight Sullivan](#) with support from [Elizabeth Gieske](#) of *Jaws* fame. Like *Venom*, the game heavily follows a story and puts immersion at the forefront while still allowing new players to figure out the machine’s flow and rules. Both were also designed with Insider Connected in mind to allow for saved progress in between games, though *Dungeons & Dragons: The Tyrant's Eye* takes it a step further by allowing the player to stay in a location they travel to across multiple games and carrying the level of all party members across games.

Guide four warriors on a quest through Faerun to put a stop to the war of dragons and defeat the monsters who lurk there, led by a five-headed dragon named Tiamat. Uses elements of the Forgotten Realms campaign setting from the D&D tabletop games.

**Manufacturer:** Stern Pinball

**Release Year:** 2025

**Design:** [Brian Eddy](#)

**Code:** [Dwight Sullivan](#), [Elizabeth Gieske](#), [Corey Stup](#), [David Sullivan](#)

**Mechanics/Electronics:** [John Rotharmal](#), [Thomas Malcolm](#), [Cheryl Lininger](#), [Jim Shird](#)

**Art & Illustrations:** [Vince Proce](#)

**Displays:** [Paul Chamnankit](#)

**Music & Sound:** [Jerry Thompson](#), [Cris Velasco](#)

**Story:** Dwight Sullivan, Zak Proce

**Voice Acting:** Laura Bailey, Mica Burton, Anthony Carboni, Michael Dorn, Luke Gygax, Matthew Mercer, Chris Prynoski, Marisha Ray, Brendon Small, Kevin Smith, Gerard Way

## D&D Playfield Overview





Brian Eddy continues his run at Stern of making layouts that are willing to be a little more experimental than his older ones; this one slightly resembles the layout of one of his earliest machines, [Black Rose](#), with an upper flipper and a plethora of targets throughout the playfield.

The left side of the playfield features two major shots, one of which seems unassuming but can help significantly with making some of the game's tougher shots. This shot is the left kicker or the Fizmo shot and is in a similar position to the catapult on [Medieval Madness](#) but will send the ball to the upper flipper when hit. It is also used to access the shop when lit and opens treasure chests found in town dungeons. The left orbit that gates it is one of the toughest but most important shots in the game – it alternates between feeding the upper flipper, and sending the ball to the gelatinous cube where it might be locked for a lucrative multiball. The lowered left orbit can be hit from either lower flipper including the left flipper as a backhand, but the left ramp can only be hit from the right flipper.

The game's main gimmick is the sculpt of Rath the Relentless, a red dragon who resides above a 3-bank of standup targets. On the Pro this sculpt moves up and down to block the targets and can be hit directly, while on Premium / LE models the sculpt has movement in all directions and releases balls throughout Dragon Multiball using a staged ball capture. Behind Rath is the Red Cave upper loop shot which can be hit with late flips from the upper flipper, and above the loop is the bridge side ramp which is one of the shots that can choose the next action when available.

Directly above the bridge ramp is a captive ball that, if hit twice in succession, scores a natural 20 / critical hit and advances progression towards all game features, even spotting shots during battles if one is running. The center spinner shot, Tiny's Tavern, is located near it, which qualifies dungeon crawl and sends balls back to the right flipper when hit; on the Premium / LE, there is a pop-up dungeon scoop that sends balls out its entrance and is in front of this spinner. The last center shot is the shortcut mini-loop, which can be hit from either lower flipper and sets the ball up for a controlled upper flipper shot.



The right side of the playfield is occupied by the road to town right ramp, a tough ramp shot that collects extra balls and can help with choosing the next action when available, and the right orbit, which starts dragon multiball when lit and sends the ball around the back of the game to the left flipper. Directly at the entrance to the right orbit, roughly below the gelatinous cube sculpt, is a magnet that holds any ball that enters the Fizmo shot or shortcut mini-loop for a controlled upper flipper shot. The upper flipper also hides a “hidden temple” lane that starts double-scoring once the secret door target in front of it has been hit as well.

Between the flippers is a metal bar called the shield. By pressing the action button when flashing orange, this shield will raise and prevent SDTMs while also allowing for “shield staging” the left orbit and right ramp shots on some copies. The action button has a short delay between being pressed and the shield raising and is relit by completing the return lanes an increasing number of times.

Scoring on *Dungeons & Dragons: The Tyrant’s Eye* is average for its era, with “good” scores (including at least one Dragon Multiball and a mode) tending to surpass 200M, though there are many ways to break this barrier.

## Abridged Dungeons & Dragons Tutorial

- Choose a class and location at the start of the game using the right and left flippers respectively. **Paladin** = easier to complete dragon multiball. **Rogue** = more valuable treasure chests. **Cleric** = bonus damage to enemies. **Wizard** = longer shield time.
- The player starts in travel mode – hit 3 blue shots, or drain, to head to the next town. When the player arrives in town, hit any yellow “choose action” shot, and select a mode. There are four colors of modes and playing the level 1 and 2 of each color qualifies a level 3 that can be played later.
- Many of the modes are battles and are depicted with red arrows throughout the playfield. Shoot the red arrows to deal damage based on your party members’ dice rolls. Use ranged attacks by holding your action button, then releasing it when the shot you want to spot is lit blue.
- Completing all the modes in a town qualifies that town’s dungeon. These are mini-wizard modes that can only be played as single-ball modes but can qualify valuable treasure chests and gold.
- Other dungeons can be visited or “crawled” by shooting the orange standup targets or center spinner, then hitting it again when flashing orange. Shoot the orange shots to venture through the dungeon and purple shots to choose intersections. Every dungeon crawl level completed awards a different piece of legendary equipment that makes the rest of the game easier!
- Start Dragon Multiball by spelling DRAGON at the 3-bank, and then shooting either the right orbit or bridge ramp during a mode that allows them to be hit. Shoot the 3-bank to lower Rath and deal enough hits to start town celebration multiball (victory laps). If the player drains enough balls though, the multiball will automatically end!
- Shoot the left orbit to lower the ramp in front of it. The first ramp shot will have a 12% chance of locking the ball for gelatinous cube multiball, but otherwise it will have to be shot twice. Keep locking balls at the flashing shots to increase a jackpot value scored during the multiball.
- Complete these three features (dungeon crawl, dragon multiball, gelatinous cube multiball) to light the center spinner for Tavern Brawl mini-wizard mode. In this 2-ball multiball, hit the lit shots for jackpots, dragon 3-bank to light an add-a-ball at the mini-loop, and the center spinner to qualify a looping jackpot at the left ramp.
- Complete three of any mode to light the center spinner for Tiny’s Dice Game. Rip the spinner as many times as you can to increase the dice value (up to 20), though be wary as it will roll over!
- Fizmo’s is lit at the left eject when any mode isn’t running. Use the flippers and action button to select the item you want to buy.
- Start 2x scoring by hitting the secret door, then hitting the hidden temple lane. Extend the timer with subsequent hidden temple lane shots.
- Activate the shield by pressing the action button when “shield” is lit. This can save balls that are about to drain straight down the middle. Relight shield by completing the return lanes.

**Choose a class and location** at the start of the game using the right and left flippers respectively. **Paladin** = easier to complete dragon multiball. **Rogue** = more valuable treasure chests. **Cleric** = bonus damage to enemies. **Wizard** = longer shield time.

The player starts in **travel mode** – hit 3 blue shots, or drain, to head to the next town. When the player arrives in town, hit any yellow “*choose action*” shot, and select a **mode**. There are four colors of modes and playing the level 1 and 2 of each color qualifies a level 3 that can be played later.

Many of the modes are **battles** and are depicted with red arrows throughout the playfield. Shoot the red arrows to deal damage based on your party members’ dice rolls. Use **ranged attacks** by holding your action button,

then releasing it when the shot you want to spot is lit blue.

Completing all the modes in a town qualifies that **town's dungeon**. These are mini-wizard modes that can only be played as single-ball modes but can qualify valuable treasure chests and gold.

Other dungeons can be visited or **“crawled”** by shooting the orange standup targets or center spinner, then hitting it again when flashing orange. Shoot the orange shots to venture through the dungeon and purple shots to choose intersections. Every dungeon crawl level completed awards a different piece of legendary equipment that makes the rest of the game easier!

Start **Dragon Multiball** by spelling DRAGON at the 3-bank, and then shooting either the right orbit or bridge ramp during a mode that allows them to be hit. Shoot the 3-bank to lower Rath and deal enough hits to start town celebration multiball (victory laps). If the player drains enough balls though, the multiball will automatically end!

Shoot the left orbit to lower the ramp in front of it. The first ramp shot will have a 12% chance of locking the ball for **gelatinous cube multiball**, but otherwise it will have to be shot twice. Keep locking balls at the flashing shots to increase a jackpot value scored during the multiball.

Complete these three features (dungeon crawl, dragon multiball, gelatinous cube multiball) to light the center spinner for **Tavern Brawl** mini-wizard mode. In this 2-ball multiball, hit the lit shots for jackpots, dragon 3-bank to light an add-a-ball at the mini-loop, and the center spinner to qualify a looping jackpot at the left ramp.

Complete three of any mode to light the center spinner for **Tiny's Dice Game**. Rip the spinner as many times as you can to increase the dice value (up to 20), though be wary as it will roll over!

**Fizmo's** is lit at the left eject when any mode isn't running. Use the flippers and action button to select the item you want to buy.

Start **2x scoring** by hitting the secret door, then hitting the hidden temple lane. Extend the timer with subsequent hidden temple lane shots.

Activate the **shield** by pressing the action button when “shield” is lit. This can save balls that are about to drain straight down the middle. Relight shield by completing the return lanes.

## Class Selection







At the start of the game, the player chooses two items: a character/class using the right flipper, and a location using the left flipper. There are four different characters by default with three additional ones that can be unlocked by completing full campaigns. Each character has a unique perk, but also slightly different stats that contribute to the difficulty of battles and ease of buying items from Fizmo's.

The four default characters for *Dungeons & Dragons* pinball are:

**Paladin (Ardor):** Makes it easier to complete dragon multiball, requiring fewer shots to Rath to start town celebration.

**Rogue (Anya):** Increases the likelihood of earning rarer items or mimic hurry-ups from treasure.

**Cleric (Frey Curlyfoot):** Increased damage to undead enemies, allowing many battles to be won with fewer shots.

**Wizard (Helenir Weavheart):** The shield stays raised for a longer time when the action button is pressed than with other characters.

## Battle Overview



There are three distinct modes of play in *Dungeons & Dragons: The Tyrant's Eye* – travel mode, location modes, and town dungeons – all of which can involve battles.

During battles, every red shot rolls the die of each party member to determine the amount of damage dealt to



the enemy. Your party loses health over time but this can be restored by using healing potions at the green shots when available. Ranged weapons can be used by holding the action button and then releasing it when the blue light is on the shot you want – enable further ranged weapon uses by hitting any shot.

The captive ball can also spot shots during battles if it is hit twice in quick succession – don't sleep on it.

## Travel Mode, Location Modes & Town Dungeons



The player starts each game in travel mode as their party travels to the next city. While traveling, the player might encounter random enemies. After three blue shots, or draining the ball, the player will arrive in town and they can hit any yellow “choose action” shot to decide their next move. They can either travel to a different city or start any level 1 or 2 modes available in that city – once both modes of the same color are completed, a level 3 mode can be started in a city further up the map.

During location modes, complete the required tasks and then shoot any cyan shot to finish the mode for a completion bonus.

There are eight “standard” location modes seen in tournament play (ie. without Insider Connected enabled), but there are two cities that house two modes of their own and require modes of other levels to be completed first; these won't be discussed in this guide. From left to right, the modes are as follows:

### Greenest:

(White 1) Attack / Remove the Dwarves – Battle against either dwarves or Yuan-Ti. The white shots either collect ore or rescue dwarves depending on which mode was selected.

(Orange 2) Attack / Defend the Caravan – Battle against either Yuan-Ti or Kobolds. The orange shots will

collect ore.

(Blue 2) Abandoned Farm – Shoot blue arrows to explore the farm. After hitting three shots the player will encounter two waves of Nothics that must be defeated to complete the mode.

### **Westgate:**

(Blue 1) Zombie Sailors – Battle against two waves of zombies.

### **Arabel:**

(Purple 1) Retrieve a Potion for Nighdaar – Collect 3 hurry-up shots in the following order: center spinner, left ramp, side ramp. If the player is missing shots more will light to make the mode easier.

### **Kobold:**

(Orange 1) Rescue Missing Miners – Battle with a single Bulette. Either defeat the Bulette directly or rescue four Kobolds at the orange shots to light the final shot.

(White 2) Break into the Kobold Vault – Make five white shots or hit anything for 30 seconds to start a battle with a Spectator. Defeat it to light the final shot.

(Purple 2) Spy on Puck – Stealth mission, the slingshots alert Kobold guards to your presence and will start a battle if enough are hit. Hit 10 purple shots to complete with combo shots advancing 2x progress.

The town dungeons for each city are available after completing all the other modes in that city and serve as mini-wizard modes. These are all multi-phase modes that block out starting any other modes, including multiballs, while they are running; requiring serious effort from the player to complete. From left to right, the dungeons are:

**Greenest:** Undead Cult of the Dragon. Two battles with cultists sandwiched by a phase where you must search the dungeon by shooting the 3-bank to light yellow shots.

**Westgate:** Trouble on the Dock. Battle with Yuan-Ti on the docks, then shoot the center spinner to enter the galleon. Finish the battle by shooting the yellow shots while avoiding the Yuan-Ti malison.

**Arabel:** The Crypt Beneath the Temple of Tymora. Battle with a horde of rats, then shoot the center spinner to defeat the ooze and eventually rescue Diego Stormbeard on a hurry-up timer.

**Kobold:** Mystery at the Bottom of the Mine. Hit 4 shots under stealth, then defeat a Xorn, then defeat an obelisk that spawns gargoyles and must be damaged by collecting switch hits that light the center spinner.

A difficult battle with the Lich awaits players who complete every mode and reach Dragonspear Castle.

## **Dungeon Crawls**







If the player is not currently in a location mode (ie. they are in travel mode or in a town), they can travel through other dungeons by completing the orange dungeon targets or shooting the center spinner to spot them. When available, the center spinner will start flashing orange (or on the Premium / LE, the pop-up scoop will raise).

In each dungeon, 20 seconds of ball save are given. Shoot the orange shots to travel through it, and purple shots to select the next path using either flipper button or the action button. The player can come across traps that end their run, stairs to the next dungeon crawl level (up to level 5), or even treasures / whole XP levels. Every dungeon crawl level the player completes past level 1 will award legendary equipment that makes the rest of the game easier to advance through, not to mention award more and more points!

The dungeon maps for each level reset every Sunday and remain consistent across all players.

## Dragon Multiball



Shoot the 3-bank targets to spell DRAGON and light this multiball at the right orbit or side ramp (the latter only)

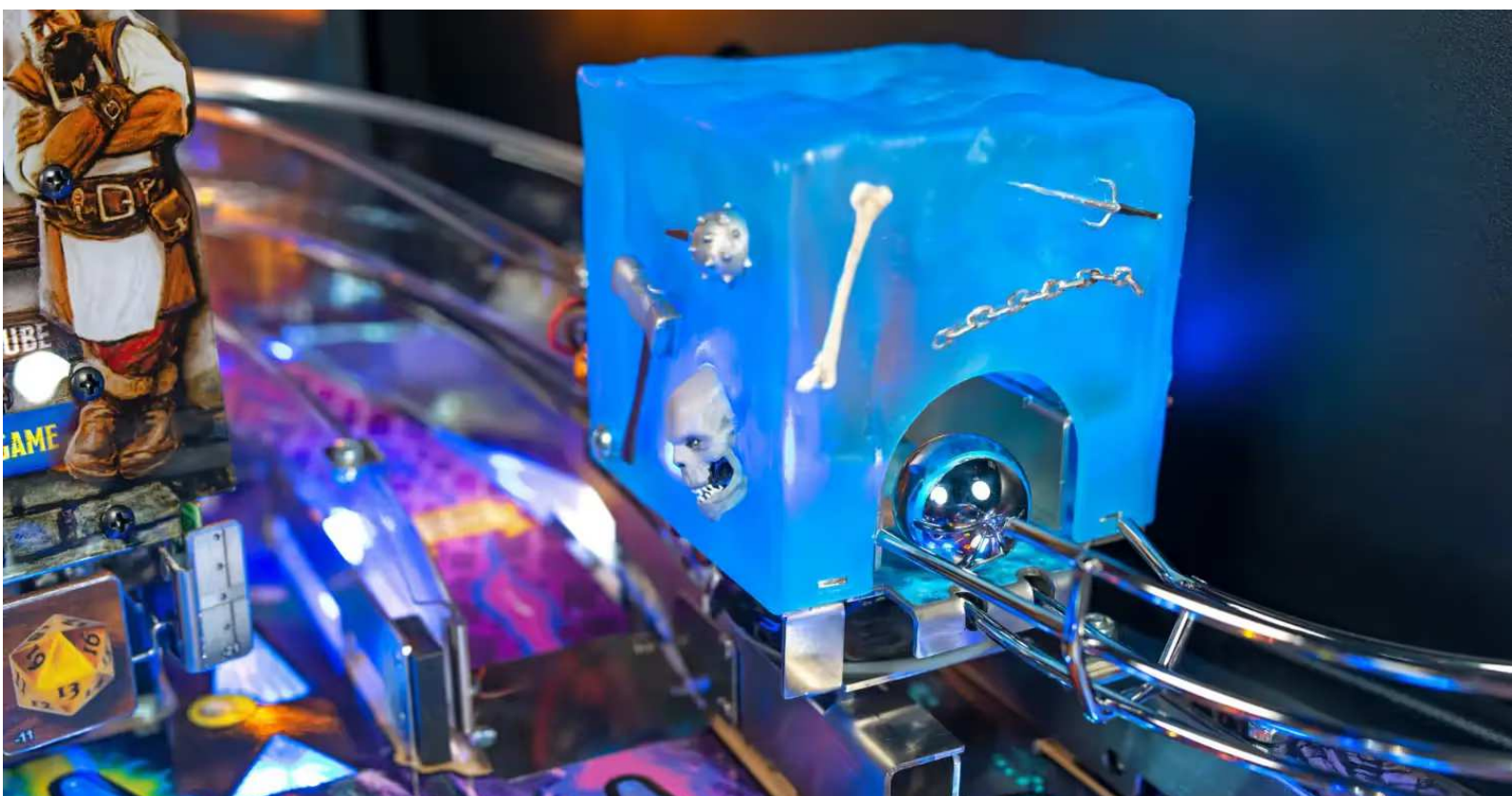


if a mode isn't running). The multiball becomes tougher to start every time it is completed – at level 3 you'll need to complete DRAGON in one ball without draining! Players using Insider Connected will be able to save their dragon multiball level across games, until the campaign is completed.

This is a frenzied 6-ball multiball that will constantly send balls to the plunger until either the player has defeated Rath or drained the number of balls seen on the display. Shoot the 3-bank to spell DRAGON, lower Rath and allow the player to shoot his head to deal damage. All the while, jackpots are lit at the major shots going from 1x to 3x, with a super jackpot available at the upper loop after scoring a jackpot at each shot. The first battle requires 9 hits to the dragon on 14 drains to win, and these numbers increase every time the multiball is won successfully.

Once Rath has been defeated, the ball save will start to expire and town celebration multiball will start. All shots are lit for victory laps with a super jackpot available at the upper loop lit for scoring them all; their value is based on the number of jackpots the player scored during dragon multiball, and the number of balls that drained while trying to defeat Rath. Once the player exits out of the multiball, the next item they purchase at Fizmo's will be 50% off.

## Gelatinous Cube Multiball



This multiball is tougher to start than the Dragon Multiball described above but can be incredibly valuable. Shoot the left orbit to lower the ramp in front of it, then shoot the ramp to send the ball through the cube. The cube has a 12% chance of catching the ball there on the first try; otherwise, the second time the cube is shot, it will always catch the ball.

While the ball is being held, a second ball can be locked at the magnet near the upper flipper, and the player can

then release the held balls with a shot to them or can hit the left ramp to start the multiball with a 4<sup>th</sup> ball in play. All the while, a hurry-up value is counting down, and will be locked in as soon as the balls are released.

During the multiball, all lit teal shots score jackpots worth the locked-in hurry-up value + 3M for every jackpot scored, to a max of 25M. Scoring them all lights the upper loop for a super jackpot worth a set 20M.

## Tavern Brawl



This mini-wizard mode is available once the player has completed all three of the tasks listed above: started Dragon and Gelatinous Cube multiballs, and successfully crawled through one dungeon. The center spinner starts Tavern Brawl so long as another mode isn't currently running. If the spinner is lit for both Tiny's Dice Game and Tavern Brawl, the latter will take priority.

Starting out as a 2-ball multiball, many features are active during this mode. All switches score 10k a hit, the 3-bank can be hit to light an add-a-ball at the shortcut mini-loop (or light the pop-up scoop to enable the super jackpot on Prem / LE), and all shots are lit for jackpots that start at 3M a piece and increase with each jackpot scored. The super jackpot is worth 3x the normal jackpot award.

There is also a way to enable the left ramp for looping jackpots during this multiball. Just shoot the center spinner 3 times and the ramp will lower allowing repeated shots to the ramp for 1x, 2x, then 3x jackpots. The ramp will raise again if the 20-second timer runs out and it must be lowered with more spinner shots.

On some copies, trapping the ball with the shield and holding it on the right flipper can set you up for repeated shots to the left ramp, making Tavern Brawl a reliable source of points if played well!



# Tiny's Dice Game



This is another mini-wizard mode that becomes available at the center spinner once 3 of any mode have been played (the plastic claims otherwise but it lies). This can include any location mode or town dungeon but does not account for multiballs or dungeon crawls. It can only be started if no other modes are running.

This mode is all about hitting the center spinner as much as possible to score points per spin based on the dice number, which ranges from 1 to 20 and increases as spins are made. The timer for the mode can be increased by 10 seconds by hitting other shots throughout the playfield. As soon as the dice number reaches 20, the timer can no longer be increased, but the spinner will be worth 500k per spin until time runs out.

Dice game is slightly different on the Prem / LE models and heavily utilizes the pop-up scoop. Shooting the pop-up scoop when it is raised will increase the spinner value instead of shooting the spinner. As a result, Tiny's dice game is significantly lower scoring on the Prem / LE than it is on the Pro. To ensure good value from this mode, hit purple shots and alternate them with the spinner or the pop-up scoop.

## Fizmo's Shop





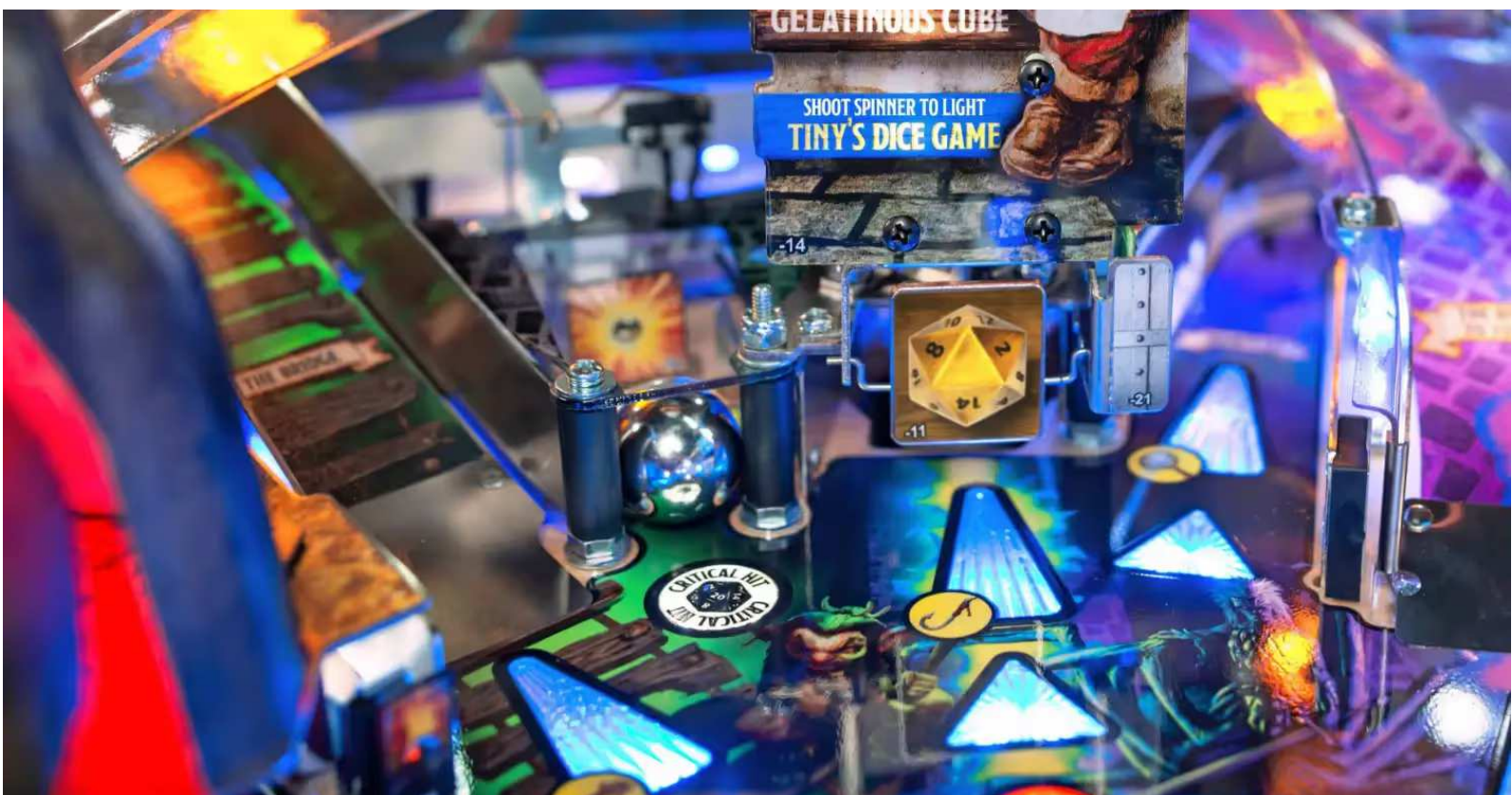


Whenever the player is in a town and a mode isn't currently running, the player can shoot the left eject to exchange gold they have earned from battles or dungeon crawls for Fizmo's goods. All Fizmo's locations have four items, and each town has a different set of items that reset every Sunday.

Memorize which locations have which items for the week! Items like magical armor, weapons, or trinkets are often available, but you'll need to figure out which store is selling them first. Trinkets are disabled during competitive mode and replaced with other items, but will give perks that last for the entirety of this game and all subsequent games if chosen; they cost large amounts of gold.

Once dragon multiball has been played, the next visit to Fizmo's will have items for sale at half price, making this a good option to buy items that would otherwise be out of reach.

## Critical Hits



The captive ball might look unassuming but can seriously help the player when hit. If the player hits the captive ball twice in succession, a critical hit / natural 20 will be scored and progress will be made towards both multiballs \*and\* starting 2x scoring! If the player is in a battle then critical hits serve a different purpose, they will spot a battle shot without having to hit it directly.



The best way to hit the captive ball is from the lower right flipper, though early shots from the upper right flipper can also hit it.

## 2x Scoring



2x Scoring is often started by accident and requires shots to the secret door target and “hidden temple” lane behind the upper flipper to start. While this lane can be hit directly with a shot to it from the left flipper, the player will be more likely to bounce into it after shooting the 3-bank or Rath’s head.

Shoot the secret door or hidden temple lane to light the lane to start 2x scoring for 20 seconds. The timer can be reset and extended by rolling through the hidden temple lane while 2x scoring is already active.

## Shield







The game's gotta have more than one use of the action button so here it is! The shield is located between the lower flippers and raises whenever the lit action button is pressed, though there is a slight delay between the button press and the shield raising. After the timer expires (and the "shield" insert is no longer flashing), the post will lower. Requalify the shield by completing sets of return lanes; the number increases every time the shield is used, to a maximum of 5.

You can also use the shield to "shield stage" or slow down the ball to hit certain shots easier than otherwise. Experiment with your local copies to see which shots can be made this way – the most consistent ones for me are the left orbit / left ramp and the right ramp.

## Noah's Strats



## Noah's Strats

- Class selection all depends on your play style. I like playing as wizard to maximize the use of my shield but if you're new to the game, paladin would be your best bet.
- I like starting with Arabel or Kobold as the first town. Arabel has one fairly simple and lucrative mode (Retrieve a Potion for Nighdaar) and Kobold has 3 modes, one of which scores a lot (Spy on Puck). Remember, you can select a town by pressing the left flipper at the start of the game.
- As soon as the ball is plunged, during travel mode, I tend to ignore the blue shots and exclusively focus on shooting the center spinner and orange targets to start dungeon crawl. This mode can be worth a lot of points and helps set a good "foundation" score for the rest of the game, and has the potential to make the game easier thanks to the legendary equipment that can be found on later levels.
- Dragon multiball is less of a priority for me, but if I really want to start it, I like trying to hit the 3-bank as many times as possible before the ball save expires. I primarily like hitting the targets from the left flipper. Once the multiball is lit, I'll prioritize the yellow shots to start a mode. Then, I'll hit the right orbit to start the multiball and complete the mode with the multiball running.
- Gelatinous cube is far more lucrative than dragon multiball, and is best handled by backhanding the left orbit using the left flipper. The left ramp cannot be backhanded, so your best bet for this shot is to "shield stage" by pressing the action button to raise the shield, then hitting the left ramp from the right flipper. Even without a mode stacked, gelatinous cube can be very lucrative if you can keep hitting the lit jackpot shots consistently.
- Tavern brawl should be your priority if you're playing for score (and can start dragon multiball reliably). Play both multiballs, and crawl through a dungeon, to light it. Avoid playing town dungeon modes as these will get in the way of advancing towards tavern brawl, and make sure to get the add-a-ball during the multiball by completing DRAGON and then shooting the shortcut.
- Is a difficult shot lit to deal damage during a battle? Remember, you don't need to shoot it! Hit the captive ball to deal a critical hit and spot that shot, or hold the action button to use a ranged weapon and release the button when the blue light lands on the shot you want. Don't put the ball in danger unless you absolutely have to.

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## Game Information & Overview:

- Lead Designer: Brian Eddy
- Code/Rules: Dwight Sullivan, Corey Stup, Elizabeth Gieske, David Sullivan
- Lead Mechanical Engineer: Thomas Malcolm
- Artwork: Vince Proce
- Display and Animations: Paul Chamnankit
- Sound Design: Jerry Thompson
- Release Date: February 2025
- Wiki Rulesheet based on Code Rev:
  - *Edit the Code revision, if applicable, when you make changes*
  - Current code version: 0.94
- Original Wiki Rulesheet hosted on [Tilt Forums](#)

**Dungeons & Dragons: The Tyrant's Eye** is the fourth Brian Eddy-designed pinball machine following his return to Stern in 2019. Tiamat, a once-banished five-headed dragon, plans to spread darkness across Faerun. Players choose their class and embark on a journey to stop the threat. This machine features the PinSave feature, allowing players to resume playing from where they left off last game if they are using Insider Connected.



where they left off last game if they are using Insider Connected.

## Layout:

### Pro



### Premium/LE



Playfield features exclusive to the Premium/LE models include:

- Rath dragon head has two axis movement instead of up/down.
- Rath sculpt will eject pinballs during [Dragon Multiball](#).
- A pop-up scoop will raise out of the playfield to capture a ball and start [Dungeon Crawl](#) mode, and as a featured shot in other modes.

## Modes of Play:

These modes are accessible by holding both flipper buttons during attract mode until a menu appears. The following options are available:

- **Standard:** Standard play starts a new campaign. Players logged into Insider Connected can resume a saved campaign for a character, or use the saved character in a “one-shot” new campaign by holding the action button on the character select screen. One-shot



- **new campaign** by holding the action button on the character select screen. One-shot campaign progress is not saved. See sections below for full game rules/details.
- **Competition:** No saved progress. All **legendary equipment** is disabled. Uses a constant random seed.
- **Cooperative/Team Play:** Players can play in different team player count configurations (1v3, 2v2, etc.) with shared team scores. Participants that log into Insider Connected can use saved characters from their account, although campaigns always start at the beginning and do not save progress. The first player of the team selects the starting city for the rest of the team's players.
- **DJ Mixer:** NOT a gameplay mode. This mode operates like a jukebox, allowing you to play the music featured in the machine, including a number of specific playlists.
- **Reset Progress:** Clears saved campaign progress, item upgrades, and sets level 1 for all characters for the scanned Insider Connected account. Also removes access to Bard / Ranger / Barbarian. This is recommended after game code updates for balancing changes, although this is not required and characters are currently backwards compatible.
- **Prolonged Competition Install:** Competition mode default game mode till next reboot.

## Character Selection / Leveling Up:

Select a character at the start of the game by using the right flipper button to cycle through the available options. Each character is assigned a fixed class.

Characters will level up automatically as they gain experience points (XP). This is typically through completing battles, finding treasure, and completing modes/quests. The other three members of the player's party are level-matched to the player's character. Equipped items are "copied" to the other party members, although they only impact the Armor Class (AC) or ToHit rolls of the rest of the party.

Character	Class	Perks	Base Stats	Str/Dex/Con/Int/Wis/Cha
Ardor	Dragonborn Paladin	Bonus damage to dragons	11 HP, 16 AC, 15% Luck, 120 Gold	18/13/13/11/17/13
Anya	Halfling Rogue	More Luck / Treasure	9 HP, 16 AC, 40% Luck, 130 Gold	14/18/13/11/15/12
Frey Curlyfoot	Dwarf Cleric	Bonus damage to undead enemies	11 HP, 18 AC, -15% Luck, 110 Gold	16/14/16/12/19/9
Helenir Weavhart	High Elf Wizard	Longer Shield Timer	7 HP, 13 AC, 15% Luck, 140 Gold	13/16/12/16/13/12

Unlock additional characters by completing the campaign. These unlocked characters are not available in competitive play to prevent unfair advantages between players.

Character	Class	Perks	Base Stats	Str/Dex/Con/Int/Wis/Cha	Unlock Mode
Rhyme	Tiefling Ranger	Good with Ranged Weapons	11 HP, 12 AC, 15% Luck, 140 Gold	18/13/12/10/11/13	TBD
Juniper Amari	Wood Elf Bard	Increased 2x Scoring Timer	9 HP, 15 AC, 60% Luck, 160 Gold	11/15/13/13/13/18	Ritual of the Chosen
Goregath	Goliath Barbarian	TBD	TBD	TBD	TBD
Rowan Freewander	Human Fighter	TBD	TBD	TBD	Unlocked with topper connected

The stats are described in the status report as follows:

- **Strength:** Increases damage dealt.
- **Dexterity:** Increases armor class.
- **Constitution:** Increases HP.

- **Intelligence:** Increases damage from spells (magic missile & fireball).
- **Wisdom:** Increases time for all timers.
- **Charisma:** Increases luck.

## Insider Connected Save Features:

If the player signs in using Insider Connected, campaign progress with the selected character is automatically saved. Each character's stats, items, and campaign progress are saved separately. Character level/items/stats are not "shared" between separate campaigns. The **legendary equipment** earned through later levels of **dungeon crawl** also disappears once the game ends regardless of whether the player is signed in.

Logged in players can choose to start a new campaign with a character that does not have a saved campaign, resume a character's saved campaign progress, or hold the action button to do a "one shot" and start a new campaign with the saved character from the beginning without saving progress.

For the cooperative game mode, each player's party members are level and item matched to their selected/loaded character just as if they were playing solo.

## Skill Shots:

- Short plunge and hit the upper loop.
- Short plunge and hit the switch near the gelatinous cube, either directly by shooting the shortcut loop or with a well-aimed plunge.
- **Super skill shot:** hit the left eject, then side ramp, then right ramp.
- **MXV skill shot:** hit the hidden temple shot behind the upper flipper.

The skill shot value is 2M x a multiplier equal to the ball it was collected on (extra balls add +1x to the multiplier). The super and MXV skill shots start at 6M.

## The Campaign Map:



The overall campaign progress and the party's location are represented by the abstracted map of Mid-West Faerûn from the Forgotten Realms setting and the inserts on the playfield located between the slings. The player selects a starting location for their party at the beginning of a new campaign by pressing the left flipper button to cycle through the location options while selecting their **character/class**. Players can choose to start in Greenest, Westgate, Arabel, or Kobold Town, with the corresponding city insert flashing yellow on the map.

When resuming a saved campaign, a location can't be selected; the party automatically starts in the last city visited at the end of the previous game.

Plunging the ball will start or resume the campaign with the currently selected character and the selected/last location.

## Town Quests/Modes

The quests/modes at each location are depicted using "1", "2", and "3" inserts with an Orange, White, Blue, or Purple border. The player must **travel** between cities to complete the color matched level 1 and 2 modes in either order to unlock the same color level 3 mode in Dragonspine Castle or Gauntlgrym.



## Town Dungeons

Once all of the leveled quests at a location are completed, the player can start the location's Town Dungeon. Town Dungeons are multiple phase modes, and lock the player out of any multiballs or other features that they could otherwise start during the level 1 / 2 / 3 modes.

After completing each phase of the Town Dungeon, players can hit green shots to heal if they have taken damage and have **healing potions**, or hit the center spinner shot while the yellow arrow is lit to advance to the next phase. The arrow will timeout after a period of time, which can repeat the prior phase or require hitting a dragon target to relight.

A **treasure chest** is lit at the left kickout after each Town Dungeon phase.

Completing any Town Dungeon qualifies **Darkhold** for a bonus round.

## Quest completion

Completed modes and cities are lit solid red if the mode/dungeon was failed or green if it was cleared successfully. There are currently no penalties for failing most campaign modes, but if the player loses a level 3 mode, they will miss out on their associated **artifact**.

**Note: Completed modes cannot be repeated whether completed or failed!**

## Location Quests / Modes:

### Greenest:

The Orange and White town quests/modes in Greenest have two options. Players can choose to do either the White 1A or 1B, and Orange 2A or 2B options, but not both A and B options for the same color in the same campaign. There is no main advantage or drawback with either option.

- (White 1A) Attack the Dwarves - *Attack the dwarves to help Balinor*
  - Battle with Dwarves. Hit red shots to damage dwarves, or white shots to collect Ore.
- (White 1B) Remove the Dwarves - *Escort the dwarves out of town to help Balinor*
  - Battle with Yuan-Ti. Hitting red shots will damage Yuan-Ti, and white shots will rescue dwarves.
- (Orange 2A) Help Kobolds Defend the Caravan - *Stop the Yuan-Ti from taking the caravan*
  - Battle with Yuan-Ti. Hitting red shots will damage Yuan-Ti, and orange shots will collect Ore.
- (Orange 2B) Attack the Kobold Caravan of Ore - *Help the Yuan-Ti take the caravan from the Kobolds*
  - Battle with Kobolds. Hitting red shots will damage Kobolds, and orange shots will collect Ore.
- (Blue 2) Abandoned Farm - *Investigate the strange activities*
  - Investigate the farm by clearing shots lit with blue arrows. Clearing a shot will find nothing and award points or find monsters and start a battle with a single Nothic. Hit a cyan shot after the battle to successfully complete the mode.

### Town Dungeon:

- Undead Cult of the Dragon
  - Phase 1 - Battle with Cultists
  - Phase 2 - Shoot the dragon 3-bank to light yellow shots to search through the dungeon. After three yellow shots, the center spinner can be hit or the player can keep scoring yellow shots.
  - Phase 3 - Battle with Cultists

Travel Destination Options: Dragonspear Castle, Darkhold, Westgate

### Westgate:

- (Blue 1) Zombie Sailors - *Stop the zombies from attacking Westgate*
  - Single phase battle with zombies

### Town Dungeon:

- Trouble on the Dock - *Investigate what is happening on the galleon*
  - Phase 1 - Battle with Yuan-Ti on the docks. Killing a Yuan-Ti will light the dungeon shot

to advanced to the next phase.

- Phase 2 - Battle with Yuan-Ti Malison in the galleon. Killing two enemies will light the dungeon shot to escape and finish the mode.

Travel Destination Options: Greenest, Darkhold, Arabel

### Arabel:

- (Purple 1) Retrieve a Potion for Nighdaar - *Help Nighdaar with the war of dragons*
  - Series of 3 hurry up shots. Starts at the middle spinner shot, then left orbit, then side ramp. If you wait long enough the shots will “spread out” in each phase. Finish by shooting a cyan arrow.

### Town Dungeon:

- The Crypt Beneath the Temple of Tymora - *Rescue Diego Stormbeard*
  - Phase 1 - Battle with ~13 Giant Rats, 3-4 initially. If the dungeon advance shot times out after the battle, the player must repeat the battle.
  - Phase 2 - Battle with Gelatinous Cube. Shots move from right, to center, to left to deal damage. After defeating the Cube, shoot an orange shot to rescue Diego on a hurry-up timer or yellow shot to increase the value. Then end at a cyan shot.

Travel Destination Options: Westgate, Darkhold, Kobold Town

### Kobold Town:

- (Orange 1) Rescue Missing Miners - *Investigate why there are missing Kobold miners*
  - Battle with single Bulette. Hitting orange roaming shots rescues Kobolds and awards 5M + 500k points per Kobold. Defeating the Bulette or rescuing four Kobolds ends the mode.
- (White 2) Break Into the Kobold Vault - *Help Balinor retrieve his missing breastplate*
  - Pass 30 seconds while shooting shots, or drain the current ball, to start a battle with a Spectator.
- (Purple 2) Spy On Puck - *Nighdaar thinks something is going on in Kobold Mining Town*
  - **Stealth Mission** - All shots are lit with purple arrows. Mode completion requires hitting 10 purple shots. Hitting a shot will clear it for a period of time and light 2x progress for the next shot, and hitting slings reduces the stealth meter. Reaching 0% stealth starts a battle with two Kobold Guards and removes purple shots until the battle is complete.

### Town Dungeon:

- Mystery at the Bottom of the Mine
  - Phase 1 - **Stealth Mission** - Hit 4 shots, or start battle with Bulette if stealth is lost.
  - Phase 2 - Battle with Xorn. One damage shot will roam around the playfield. Hitting a shot will stun the Xorn and prevent the shot from moving for a period of time.
  - Phase 3 - Destroy the Obelisk/Gargoyle battle. Battle starts with two Gargoyles. Gargoyles will continue to individually respawn into the battle, progressively getting more powerful each time. Switch hits will light the center spinner to do damage to the obelisk. Requires 10, then 50, and another 50 switch hits. Three hits to the Obelisk completes the mode successfully.

Travel Destination Options: Darkhold, Arabel, Gauntlgrym

### Darkhold:

Travel to Darkhold must first be enabled by completing any **town dungeon** mode.

- **Bonus Round:** Goblin Portal - Fight an infinite number of goblins. The bonus round has an unlimited ball save and behaves the same way as a normal **battle** would. The mode only ends if you tilt out of it, or if all four of your party members die.

Travel Destination Options: Dragonspear Castle, Gauntlgrym, Greenest, Kobold Town, Westgate, Arabel

### Dragonspear Castle:

- (Orange 3) - Prison Break
  - Phase 1 - Battle with single Undead Cultist
  - Phase 2 - Shoot the center spinner to light shots. Hit four lit shots before the timer expires to complete the mode successfully.



- (Blue 3) - The Graveyard of Dragonspear Castle

### Town Dungeon:

- The Lich of Dragonspear Castle - *Work your way down to Sammaster's Lair and defeat him*
  - Phase 1 - Battle with two Trolls in two waves. Hit yellow shots to set a trap for 500k, and then the blinking dungeon standup to damage the troll. Hitting the Critical Hit captive ball twice spots a trap set shot. Requires two trap sets to defeat a Troll, they do not die to standard red shot damage or ranged attacks. It is also possible to set both traps before triggering to kill a Troll faster. The dungeon shot will light after both trolls are defeated. Hit a dragon stand-up target to relight the dungeon shot if it times out.
  - Phase 2 - Battle with X skeletons. All shots are lit red. Hitting a shot either instantly defeats a skeleton decoy and awards 5,000 points, or does damage to the real skeletons. Watch the arrows to see which shots flash to attack to identify the actual skeletons. The "real" skeletons are able to attack, and can move after each attack.
  - Phase 3 - Ranged battle with Abishai. Start the mode by hitting the red shot with a ranged attack. Hit the yellow shot on the left kickout to load a silver arrow, then hold the action button to hit the red shot with a ranged attack. Then hit the left orbit for the Gelatinous Cube ramp, and a second ranged attack on the right orbit to finish the battle and advance to the next phase.
  - Phase 4 - Battle with the Lich Sammaster. Shoot flashing dragon or dungeon standup targets to do a "Perception Check" for the nearby shots or blindly shoot shots to guess his location. Arrows will flash red if the Lich is there or white if not. Sammaster will disappear and move after dealing damage. Winning the Phase 4 battle, players are presented with options to "Stay and fight Sammaster" or "Go after the scepter":
    - Stay and fight Sammaster - Continue the battle with Sammaster
    - Go After the Scepter - Battle with one wave of 3 Yugoloths. Hit yellow shots to disarm a trap before they turn green. Hitting a green shot will do damage to significant damage to the entire party.

Finishing the Sammaster fight or getting the Scepter completes the mode, returns the party to town, and lights 3 blue shots to begin the **Ritual of the Chosen** wizard mode.

Travel Destination Options: Gauntlgrym, Greenest, Darkhold

### Gauntlgrym:

- (Purple 3) - Slaad Assassin
- (White 3) - Acquire the Lifeblood Armor

### Town Dungeon:

- The Battle of Gauntlgrym - *Stop Balinor from capturing King Raddock*

(Repeat of **mystery at the bottom of the mine** on 0.94 code)

Travel Destination Options: Dragonspear Castle, Darkhold, Kobold Town

## Traveling Between Locations:

The player starts the game in travel mode, with the party moving to the location that they pressed with the left flipper at the start of the game. During travel mode, some shots are lit with blue arrows. Shots will randomly spawn **enemies**, typically an Owlbear or wolves, or Roper when traveling near **Dragonspear Castle** or **Gauntlgrym**\*\*. Hitting three blue shots, killing all enemies in the battle, or draining will exit travel mode and put the party in the new location.

Once the player reaches the city, they can re-enter travel mode by a shooting yellow "choose action" shot (the same way they would start a **location mode**), and selecting the city they want to travel to.

## Battles:

Battles are the meat of the game and the main way of **leveling up** your characters. Many of the **location modes** revolve around battles for their duration, and the player can also encounter random enemies if they are **traveling** or **exploring a dungeon**.

To start a battle, shoot a yellow "choose action" shot and then select a battle. During battles, shoot red shots to deal damage. Your party has four members, including your character, and every time you make a lit red shot, each member of the party rolls a D20 to determine the damage output of the shot.

damage output of the shot.

The red arrows will start to flash and progressively get faster to indicate when a monster is about to attack the party to deal damage. Party members will be eliminated and removed from combat if they reach zero HP from taking too much damage. Town modes will end in failure if all four of the party members are wiped out in a battle.

### Ranged Attacks (Action Button):

To deal long-ranged damage, hold the **action button**. A blue arrow shot will begin moving from the left to right side of the playfield and back. When the button is released, the lit shot at the time that the button was released will be spotted. This rule only applies to battle damage, and cannot be used to spot shots in any other ongoing modes.

**Reload:** Reload the ranged weapon by making a successful shot to any lane or ramp (whether lit or unlit).

**Powerups:** The items below can upgrade the ranged attack's damage and accuracy.

- **Ranged Weapon of Accuracy:** the roving reticle slows down.
- **Oculus Bow of True Aim:** Multi-shot spread. The shot covers two lanes instead of one.
- **Glass Bow of All-Shot:** Applies to all 8 lanes. Can be used 10 times before it expires (up to 20 if found twice).

### Stealth Missions:

Stealth missions are a special type of mode that requires performing certain actions with a stealth meter. The currently implemented stealth missions are **Spy on Puck** (Purple 2) and phase 1 of **Mystery at the Bottom of the Mine** (Kobold Town Dungeon).

The meter starts at 100% stealth and decreases each time the ball hits a sling. The decrease amount per sling hit varies by class. From highest to lowest is the Barbarian, Cleric, Paladin, Wizard/Bard, Ranger, then Rogue with the least reduction per sling hit.

If the stealth meter reaches 0%, a battle starts which pauses the main objectives until the battle is completed. Battles are only triggered once per stealth mode, so successfully completing the battle will allow unhindered main objective completion.

### Dungeon Crawls:

Light dungeon crawl by hitting the Dungeon standup targets near the right orbit and side ramp, or spot targets by hitting the center spinner. Once lit, start the dungeon crawl mode based on the table model:

- Pro - Hit the spinner again within 15 seconds.
- Premium/LE - Hit the spinner to raise the ball capture mechanism for 15 seconds. Hitting the ball capture starts the mode.

Dungeon crawl starts with a 20-second long ball save. To explore the dungeon, shoot the flashing orange shots to move forward or purple shots to reach a direction choice. For each direction choice, the player can choose between the two or three presented door or hallway options using the respective flipper or action button.

Choosing a direction will discover one of the following:

- A hallway requiring hitting an orange shot
- Another intersection requiring hitting another purple shot
- Enemies triggering a **battle**. Losing the battle causes the party to be ejected from the dungeon. Defeating all of the enemies in the room allows the player to move on and lights a **treasure chest** for collection at the left eject.
- A trap (Awards points and ends the mode)
- Award room (Awards Points / XP / extra ball (on 1st level only) and ends mode)
- Treasure room (Awards **legendary equipment** based on level it was found on, and ends mode; only found on levels 2 - 5)
- Stairs down to the next level (Awards points, mode continues on the next level with +20 more seconds of ball save)

There are 5 total levels of dungeon crawl, with procedurally generated layouts that reset every Sunday. Finding the treasure room in levels 2, 3, 4, or 5 of dungeon crawl awards a **legendary artifact**; the order they are given in resets along with the layouts every week.



If the player drains during dungeon crawl, their progress will be saved. The player will be placed close to where they were when they drained whenever they start dungeon crawl next in the same game.

## Multiballs:

### Dragon Multiball / Town Celebration Multiball:

Hit the 3-bank standup targets under Rath to spell DRAGON to light this multiball at the right orbit and side ramp (the latter shot is only lit when no other modes are running). The multiball becomes more and more difficult to start based on the current level of the player, and the current Dragon Multiball level is saved via Insider Connected.

This is a six-ball multiball mode with an unlimited ball save. All three levels of Dragon Multiball require hitting Rath with a certain number of shots before draining too many balls. The [Dragonborn character perk](#) reduces the amount of shots it takes to defeat the dragon.

Level 1 - 14 drains vs 9 hits (6 if Dragonborn)

Level 2 - 12 drains vs 10 hits (7 if Dragonborn)

Level 3 - ?

All 3 levels act the same way: shoot the 3-bank, then hit Rath to deal damage before his head raises back up again. For the entirety of the multiball, jackpots can be scored at the flashing shots for 1x, then 2x, then 3x value, with a super jackpot lit at the upper loop after scoring a 1x jackpot at each shot. The jackpots are worth 250k x the number of drains left before Rath wins and the super jackpot is worth the combined value of all jackpots collected prior.

If the player fails to defeat Rath, the flippers are frozen to drain all balls in play, and the player's party remains in the same town with a ball placed in the shooter lane and automatically plunged back into play.

If the player defeats Rath, the game immediately begins Town Celebration Multiball with the remaining balls still in play from Dragon Multiball. The two orbits, side ramp, and right ramp are lit for jackpots worth 500k x the number of jackpots collected during Dragon Multiball. Collecting them all lights the side loop for a super jackpot worth a 4x jackpot.

Draining down to one ball ends the Town Celebration Multiball. After completing Town Celebration Multiball, the next purchase from [Fizmo](#) will be 50% off its normal price for that town.

### Gelatinous Cube Multiball:

Shoot the left orbit to lower the ramp at its entrance. The first time the left ramp is shot, the gelatinous cube has a 12% chance of holding the ball there; but the second time this process is repeated, the ball will be held at the gelatinous cube magnet.

Once ball 1 has been stuck, a hurry-up value will start decreasing from 5M. The player can either start the multiball by releasing the locked ball, or lock another ball and increase the hurry-up value by 5M by shooting the right orbit. Then, the player can either start multiball or add a fourth ball to the multiball by hitting the left ramp again as the final shot.

During gelatinous cube multiball, the two orbits, side ramp, and right ramp are lit for jackpots worth the scored hurry-up value, which increase by 3M per each jackpot scored to a max of 25M. Collecting them all lights the side loop for a super jackpot worth a set 20M and resets the process.

## Other Scoring:

### Critical Hits:

Hitting the captive ball target will start it flashing for 15 seconds. Hitting it again will award a critical hit and give various perks to the player:

- If they are in a [mode](#), [battle](#) or otherwise, it will spot a lit mode shot or damage shot. Damage shots take priority over mode shots. It won't spot final shots during **modes** or intersection shots during [dungeon crawls](#).
- It will collect one letter towards [dragon multiball](#) if dragon multiball can be advanced.
- It will advance one shot towards [gelatinous cube multiball](#) if the left orbit ramp isn't lowered, and gelatinous cube multiball can be advanced.

- It will advance towards starting **2x scoring**, but will never start it.

## Healing Potions:

Party members will take damage in battle modes as monsters attack. The party is automatically healed when they reach a city or after a mode is completed.

However, if the party has healing potions, they can be used during multi-phase Town Dungeons to restore HP by shooting green shots between phases/levels before moving to the next level. HP healed is impacted by class and level:

- **Paladin** gets a small bonus to healing amount.
- **Cleric** heals for the max amount.
- High level characters earn double healing.

A green potion icon on the UI indicates the number of available healing potions carried by the party. Healing potions are collected via:

- Starting the Town Dungeon in Westgate, Greenest, Dragonspear Castle, and Kobold Town will give you 3 potions.
- You can buy 3 Potions from **Fizmo** if offered.
- Some **treasure chests** give 3 potions.

## Fizmo (Shopkeeper):

Earn gold by winning **battles**, shooting the yellow triangle shots left behind by defeated enemies, and opening up treasure chests found in town dungeons or **Dungeon Crawls**.

If the player is in a town (ie. not in a dungeon, mode, or traveling) and has enough gold to purchase an item in the shop, they can shoot the left eject to shop at Fizmo's. Each town's shop will contain a set of purchase options from the following list:

- Magical Weapon
- Magical Armor
- Trinket (gives you a choice between 2 permanent perks for your character)
- Spot Secret Door
- Start 2x Scoring
- Light **Tiny's Dice Game**
- Light **Dungeon Crawl**
- Start **Dungeon Crawl**
- Bump **Tiny's Dice Game** spinner value by +50k
- Bump **Mimic Hurry-Up** value (*currently does nothing*)
- Bump **Tavern Brawl** jackpot value by +100k
- Gems
- Spot **DRAGON** Letter
- 3 **healing potions**
- +1x Bonus Multiplier
- +3x Bonus Multiplier
- +10% Score
- Light Extra Ball
- ? (Shows as sold out in .94 code)

The player can also opt out of making a purchase by selecting the "Pass" option, in which case Fizmo's will relight the next time the player earns gold. Items will be covered with a "Sold out" indication if the character has reached the purchase limit for that item.

The prices are halved for the next visit if a player completes **dragon multiball**, then visits Fizmo.

Each town has a different fixed set of items that are updated every Sunday.

## Treasure Chests / Mimic Hurry-Up:

Treasure chests can be lit at the left eject in various ways throughout the game:

- Completing a battle phase during any **town dungeon** mode
- Defeating all the enemies in a room during **dungeon crawl**
- Choosing "light treasure chest" from **Fizmo's**

Every treasure chest awards small points and typically, a variety of items. These can include **gold**, **gems**, **healing potions**, and / or **equipment**.



gold, gems, healing potions, and/or equipment.

Rarely, the treasure chest will turn out to be a Mimic, which starts the Mimic Hurry-Up mode. Slay the Mimic and reap the chest's awards by shooting the left eject once more before time runs out. The hurry-up score starts at 50M.

## Equipment:

Earn equipment by finding it in **treasure chests**, or by selecting them from **Fizmo's** if he has magical weapons, magical armor, or trinkets for sale.

There are various different modifiers for equipment based on their "flavor". For instance, an item "of Tymora" would increase the player's **luck** and result in higher amounts of gold gained from treasure chests. The modifiers are listed below:

- **Constitution:** Increases **HP** stat / player's max health.
- **Dexterity:** Increases **armor class** stat / reduces damage dealt to the player.
- **Charisma and Tymora:** Increase **luck** stat / likelihood of better awards from treasure chests.
- **Strength and Blood:** Increase **strength** stat / damage dealt to enemies.
- **Vitality:** Increases damage dealt to undead enemies (cultists, skeletons, etc).
- **Accuracy:** Reduces the speed that the **ranged weapon** blue arrows move at.
- **Power:** Increases the time the **shield** stays up for.

## Legendary Equipment:

Legendary equipment can be earned by reaching levels 2, 3, 4, or 5 of **dungeon crawl**, then finding the treasure room hidden within any of those levels. The order that these four pieces of equipment are given in resets along with the dungeon crawl maps every Sunday.

All legendary equipment gives the player 10 uses by default, and up to 20 can be stacked; once the uses have been depleted the character's legendary equipment will revert to the highest level one they currently have of the current type. They only last for the duration of the current game, and are not saved via Insider Connected.

- **Glass Sword of Unmaking:** One-shots all non-boss enemies during **battles**.
- **Glass Bow of All-Shot:** Using the **ranged weapon** will apply hits to all shots instead of just one or two.
- **Glass Armor of Immortality:** The next damage dealt by an enemy is negated.
- **Glass Shield of Endurance:** The **shield** stays up for twice as long.

## Artifacts:

Players can collect artifacts by completing **level 3 missions** in **Dragonspear Castle** and **Gauntlgrym**.

- **Dragon Heart Shield:** Unlocks after completing **Prison Break** (Orange 3). You can now save up to five **shield** uses at once instead of the normal cap of two.
- **Mercy the Broadsword:** Unlocks after completing **The Graveyard of Dragonspear Castle** (Blue 3). All damage dealt to enemies during **battles** now deals double damage and heals the player by half of the damage dealt with each shot.
- **Oculus Bow of True Aim:** Unlocks after completing **Slaad Assassin** (Purple 3). The **ranged weapon** now covers two shots instead of one and deals greater damage.
- **Lifeblood Armor:** Unlocks after completing **Acquire the Lifeblood Armor** (White 3). Adds a permanent +2 to your current **armor class**, and damages enemies that attack you by half of the damage that they dealt.

## Hidden Temple (2x Scoring):

Light the hidden temple by shooting the "secret door" bar target in front of it, or by hitting the hidden temple itself, two times; once to start the target flashing, then again in 20 seconds. When lit, shoot the hidden temple to start timed 2x scoring for 20 seconds.

Shoot the secret door or hidden temple again while 2x scoring is running to extend the timer by +5 seconds.

## Shield (Ball Saver):

The shield is a unique metal bar located between the flippers that saves balls headed straight down the middle. It is activated by pressing the action button when flashing.

down the machine. It is activated by pressing the action button when flashing.

Flipping a pinball stopped against the left or right side of the shield will often hit the right ramp or left orbit, respectively.

Relight the action button/shield insert by lighting the set of 4 return lane inserts enough times. 1 return lane completion is required for the first shield increasing by 1 each time, to a maximum of 5.

Normally the player can only save up to two shield uses at a time, but if the **Dragon Heart Shield** is in their possession up to five can be saved. The **Glass Shield of Endurance** also extends the time that the shield is raised to 2x its normal length.

## Extra Balls:

Light extra ball at the right ramp by:

- Starting two **map modes**
- Finding one in a **dungeon crawl**
- Playing **Dragon Multiball** 3 times
- Buying one from **Fizmo**

## End-of-Ball Bonuses:

- 100k points per town mode completed
- ?k per dungeon crawl
- ?k per multiball played
- 10k per gems
- 15k points per items collected, 100k? per "set" of items

## Wizard Modes:

### Tiny's Dice Game (Mini-Wizard Mode):

Qualified by buying from **Fizmo** in a town shop, or by starting three **modes** (either numbered modes or town dungeons). Once lit, shooting the center spinner starts the timed mode.

Hitting the center spinner collects the spinner value (25k per spin). All other shots are lit to add a small amount of time and increase the number on the dice, and are cleared when hit or when the die reaches 20. The maximum value of a spin (excluding bumps that were awarded from **Fizmo** is 500k (25k x 20).

*Prem/LE Only* - The dungeon entrance will pop up and down during the mode. Hitting the entrance will increase the spinner value.

### Tavern Brawl (Mini-Wizard Mode):

Tavern Brawl is a two ball multiball mode qualified after completing all of the following:

- Starting **dragon multiball**
- Starting **gelatinous cube multiball**
- Starting a **dungeon crawl**

Once qualified, the mode starts by hitting the center spinner when no other modes are running.

Shooting the center Tavern shot three times will enable 1x, 2x, and 3x Jackpots on the left ramp for about 30 seconds. Every time the looping ramp is lit, one additional tavern shot will be needed to light it than before.

The left eject, orbits, and ramps award jackpots starting at 4M + 200k per jackpot.

Hit the bank of three gold standup targets to spell DRAGON. Completing DRAGON will light the right "shortcut" loop one time to add a ball to the mode and light the super jackpot at the upper loop, one time only.

*Prem/LE Only* - DRAGON isn't required to light the super jackpot, just the add-a-ball. Instead, after hitting any dragon shot, the dungeon shot will raise for a short time. Hitting the dungeon shot lights the super jackpot.

## Ritual of the Chosen (Bard Unlock):



Ritual of the Chosen is a Wizard mode located in [Dragonspear Castle](#) that is available after clearing the Town Dungeon mode, **The Lich of Dragonspear Castle**. After finishing the Town Dungeon, the middle ramp, center shot, and right ramp are lit blue to start this mode.

The mode is a repeating set of tasks across 5 dragon battles. Each level/battle starts with a 15 second timer and unlimited ball saver, where drains subtract 8 seconds from the timer. Shooting green lit shots will "lock" pinballs for the next mode and extends the timer. Starting with level 2, green shots will also heal your party.

Once the timer expires, the ball save stops and a multiball mode with 2 plus any additional locked balls begins. Hit 5 red damage shots to finish the level and move on to the next.

Level 1 - Fight White dragon  
Level 2 - Fight Green dragon  
Level 3 - Fight Blue dragon  
Level 4 - Fight Black dragon  
Level 5 - Fight Red dragon

The table will drain all of the balls in play before starting the next level timer, which may play the ball saved animation.

Completing this mode resets the campaign map and unlocks the Bard as a selectable character in future game starts.

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### Action Button Master List

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[joe](#)    Current or Former Pinball Manufacturer [Jan 4](#)

Wikified. As always, thanks for getting the sheet going.

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[Binkley](#) [Feb 20](#)

Slowly filling this out, my first time editing a wiki on TF! Hopefully I don't mess things up haha

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[JoeTheDragon](#) [Feb 21](#)

gelatinous cube has a 12% chance and if comp mode it's an X chance?

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[JoeTheDragon](#) [Feb 24](#)

as of 0.85 there seems to be no setting to disable loading progress.  
Comp mode may just disable saving at this time.

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[Flipstream](#) [Feb 28](#)

Added more information, and a Q&D "to do" list for future updates:

- List of PF shots
- Clarification/updates on healing potion collection and use
- Dungeon crawl updates (Traps, treasure, battle, stairs)
- When treasure chests are lit on the left kicker/Fizmo shot.
- Mimic hurry-up
- Mode stacking
- Finish 1/2/3/dungeon mode info, phases, and add color designations to show relations
- Town+1/2/3 map insert color meanings
- Tiny's Dice Game
- Magical item list w/ effects
- Final modes section
- Bonus breakdown

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[JoeTheDragon](#) [Feb 28](#)

I next week based on updates likely will post notes about basic tournament settings.

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## Flipstream

Mar 1

Another day, another set of wiki updates:

- Added new healing potion, mimic hurry-up, critical hit, and Tiny's dice game sections
- Updated initial nav links
- Split location quests/modes into a new subsection under the map, and added more rules info, color designations, and town dungeon details (Mostly from iffy memory)
- More details on Fizmo's shop item options
- Clarified game mode options

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## MegaExort

Mar 1

I was wondering a couple of things about the levels of the party members, asking here in case someone has figured it out.

- In solo play, are other party members affected by their individual progression ? For instance, if my dwarf is level 8 and has an upgraded hammer, does this apply when I play with my paladin level 3 and the dwarf lands a hit ?
- In coop play, let's say I select my dwarf again, when the others players are playing with another character, are my dwarf stats applied to their party ?
- In coop play, if playing with less than 4 players, are unplayed characters lv1 or are they pulled from playing players' profiles ?

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## mashuu83

Mar 3

Please take this with *many* grains of salt, as I have only played the game for the first time last night on location. I was wondering the same thing, and it seems like your party's level just always matches your current character's level. I don't believe your party has special gear (but didn't check this specifically).

I did check the level of my party members several times, and it always matched my current character level. (For example my wizard lady was level 6, all of my party members would also be level 6 no matter my progress on them)

For coop, I'm not sure how the remaining characters would be set, it almost seemed like they matched my level on my "turn" as if each player has their own "ghost party" next time I am on location I will test this out and report back!

---

## JoeTheDragon

Mar 5

Added some comp mode notes.

see for info on tilt bug.

### Games With Lock & Point Stealing

Locks Hard Lock Stealing - If another player takes the locked ball, the current player has to start from scratch to relock. 4 Million B.C. Alice Cooper's Nightmare Castle (+1m points when another player steals your locked ball) Andromeda Big Valley Black Knight 2000 Fire! Fireball Fireball Classic Grand Lizard Jokerz Night Moves Nip-It Sorcerer Space Shuttle Swords of Fury Taxi RADICAL (fixed in the update rom) Soft Lock Stealing - If another player takes the locked ball, the current player'...

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## Spy\_Hunter

Mar 6

Does anyone know if you level up a character if their improved stats are a factor when they are a party member(not the leader)? For example, I choose Ardor and I already have leveled Anya to level 10. Anya is a party member. Would she do more damage when battling than a level 1 Anya?

---

## Flipstream

Mar 9



MegaExort:

- In solo play, are other party members affected by their individual progression ? For instance, if my dwarf is level 8 and has an upgraded hammer, does this apply when I play with my paladin level 3 and the dwarf lands a hit ?

Your party's level would be 8 for your Cleric, and 3 for your Paladin.

MegaExort:

- In coop play, let's say I select my dwarf again, when the others players are playing with another character, are my dwarf stats applied to their party ?
- In coop play, if playing with less than 4 players, are unplayed characters lvl1 or are they pulled from playing players' profiles ?

Each player's party always matches the level of their selected/loaded character. Number of players or the level of a loaded character doesn't factor in the level of the other three party members for other players. Said differently, it's like every player is playing the game solo regarding the party level/items with shared campaign progress.

Spy\_Hunter:

Does anyone know if you level up a character if their improved stats are a factor when they are a party member(not the leader)? For example, I choose Ardor and I already have leveled Anya to level 10. Anya is a party member. Would she do more damage when battling than a level 1 Anya?

Unfortunately, no. Each character has their own distinctive campaign, and the other three party members just level up with your main/selected char. However, items equipped to your character do "copy" to the other party members and boosts their AC and To Hit rolls.

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Flipstream

Mar 9

More wiki updates applied:

- Added Stern's overhead playfield images
- Reorged the wiki to put the main game features together
- Lots of little cleanup items to try to improve legibility, like header size adjustments and splitting up some character table info
- Added details/clarifications around IC usage, co-op functionality limitations, and party levels.
- Continued work on location quest info
- Added Tavern Brawl info from .86 patch nodes

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ahpook

Mar 21

Getting a pretty reliable crash fighting the Spectator in the Kobold Vault on 0.87 (pro) - I get three shots in, the red target moves to a different shot, the monster disappears from the screen and after a couple of seconds pause the flippers go dead and it reboots.

---

JoeTheDragon

Mar 21

Hot fix may hit Friday. And Premium/LE as well are crashing.

Also should fix the tilt bug.

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djreddog

Mar 21

New code fix is out. Thanks Stern for the quick turnaround!

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JoeTheDragon

Mar 21

I will test the tilt bug (not the crash) later to day.

0.88 seems to have fixed the tilt bug.


comp mode is still not in menu and you can bypass default game set to comp.

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CaptainBZarre:

The Battle of Gauntlgrym - *Stop Balinor from capturing King Raddock*

Seems like there is an option to select this mode but in my experience it just sends you to the Kobold dungeon.

Also, what do Gems  do? They can be obtained from treasure chests or bought from shop (although they are very expensive).