

DUNE

POWER OVER
SPICE...

IS POWER OVER
EVERYTHING

HARNESS DESERT POWER IN THE ULTIMATE PINBALL UNIVERSE

- INTERACTIVE BALL-EATING SANDWORM
- INTERACTIVE HARKONNEN HARVESTER
- INTERACTIVE THUMPER BUMPER
- DESERT POWER MAGNETIC FIELD & CAPTIVE FORK
- INTERACTIVE PAIN BOX BALL LOCK & KICKOUT
- MULTI-LAYER LED ORNITHOPTER TOPPER

ALSO INCLUDING
HORIZON ATMOSPHERIC LIGHTING
EVERGLOSS PREMIUM ART DECALS
THUNDER FROM DOWN UNDER
SHAKER MOTOR
INFINITY GLASS
ANTI-REFLECTIVE GLASS



LEGENDARY

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DIMENSIONS (WITHOUT TOPPER)

BOXED	UNBOXED
W: 32"	W: 27"
H: 61" • D: 32"	H: 76" • D: 55"

GAME SUBJECT TO CHANGE

collectfun.com

barrels of fun™

DUNE

GAME FEATURES

3 Flippers, 6 Balls

1 Metal Ramp, 2 Plastic Ramps, 1 Lift Ramp,
3 Chrome Wire Ramp Returns, 1 Subway,
1 Multi-Entry Scoop, 2 Kickouts, 4 Magnets,
3 Spinners, 3 Diverters, 4 Drop Targets,
1 Captive Fork, 4 Physical Ball Locks

Horizon Atmospheric Lighting (HAL):
An All-New RGBW LED Low-Profile
Inner Cabinet Lighting System for
Arrakis Day / Night Lighting Effects

All-RGBW LED Playfield Insert Lamps
& General Illumination Lamps, and
Playfield Apron Flood Lights

EverGloss High-Gloss Decal Art
with Metallic-Embedded Details

Infinity Glass
(Anti-Reflective Glass)

Thunder From Down Under
Shaker Motor

Factory-Installed Inner Blade Art

15.6" HD LCD Display flanked by
5-1/4" Kenwood Full-Range Stereo
Speakers with Interactive Full RGB
Illumination

JBL STAGE 8" Cabinet Subwoofer

Polyester Metallic Powder Coated
Cabinet Armor & Matching Speaker
Panel with Laser-Cut Sandworm
Pattern Speaker Grills

14.9" LCD Backboard
Playfield Display for
an Expanded Universe
Under Glass!

FEATURING STELLAR
ORIGINAL ART BY
**JONATHAN
BERGERON**

ALSO INCLUDING

HORIZON
ATMOSPHERIC LIGHTING

**THUNDER
DOWN UNDER**
SHAKER MOTOR

**INFINITY
GLASS**

**EVER
GLOSS**
STANDARD SET DECALS

OFFICIAL ACCESSORIES
AVAILABLE NOW!

kollectfun.com

GAME ATTRACTIONS

Interactive Ball-Eating Sandworm
The coolest new mech in the pinball universe!
Featuring a magnetic ball capture and
vertical rising motion with ball-eating
and ball-riding / release action!

Interactive Harkonnen Harvester
Shoot the jump ramp to damage and
destroy (Ball Lock) the Harvester
with imploding cockpit action!

4 High-Fidelity Interactive Sculptures
*Ball-Eating Vertical Sandworm, Thumper
Bumper in Dune sculpt, Harkonnen
Harvester, & Bene Gesserit Pain Box*

3 High-Fidelity Custom Sculptures:
*Traversing Sandworm, Mountains of
Arrakis, & Sandworm Sinkhole*

Desert Power Field & Captive Fork
*Can you harness the magnetic
forces of Arrakis' desert power?*

Fremkit Drop Target Bank
*Do you have what it takes to
wield the tools of the Frémén?*

**Fedaykin Sand Trap
Ball Lock & Kickout**
*Launch a sneak attack with a
Radical kick back!*

**Pain Box Diverter,
Ball Lock, & Kickout**
*Can you withstand the mind
games of the Bene Gesserit?*

Sietch Stronghold Up-Post
*Take cover and replenish
your resources*

Multi-Entry Scoop:
*Build your attack plan against
the Harkonnens*

4 Magnets:
*Ball-Eating Sandworm
Mountains of Arrakis
Desert Power Field
Sandwalk Upper Flipper*

**Multi-Layer LED
Ornithopter Topper**
Also Included!



barrels & fun

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