

Dune Harness Desert Power in the Ultimate Pinball Universe

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In collaboration with Legendary Entertainment, Barrels of Fun is proud to announce our latest pinball universe under glass - DUNE. Inspired by the sweeping vision and mesmerizing atmosphere of the Academy Award-winning film franchise, this is a pinball experience for a new age. *Dune* brings the power struggles, mystical forces, and epic scale of the *Dune* Cinematic Universe into a world under glass, crafted with precision, innovation, and story-first design.

Embark on an atmospheric journey into the world of Arrakis through the game's fusion of sculpted detail, magnetic engineering, and cinematic immersion. Through day and night, develop your skills to fight alongside the Fremen and

House Atreides against the dreaded Harkonnen army! Do you have what it takes to survive this unforgiving desert planet and harness its power to the fullest?

Featuring world-class sculpts, innovative mechanisms, immersive theme integration, and music from Hans Zimmer's rousing score along with other original complimentary tracks, *Dune* is a pinball experience unlike any other:

Game Attractions

Signature Mechanical Attractions:

Ball-Eating Sandworm Rising mech with magnetic ball capture and devour/release action

Interactive Harkonnen Harvester Jump ramp ball lock with imploding cockpit effect

Thumper Bumper Interactive pop bumper with rhythmic integration to call sandworms

Fedaykin Sand Trap & Kickout Drop target, ball lock, and a *Radical* kickout for tactical maneuvers

Bene Gesserit Pain Box Diverter, lock, & kickout challenge evoking the Bene Gesserit trial Desert Power Field & Captive Fork

Magnetic control zones and ball lock

Fremkit Drop Targets Earn your Fremen tools Sietch Stronghold Defensive up-post and diverter strategy system





Game Attractions Cont.

Interactive Sculpts: Ball-Eating Sandworm Interactive Harkonnen Harvester Thumper Bumper Bene Gesserit Pain Box

Static Sculpts: Traversing Sandworm Mountains of Arrakis Sandworm Sinkhole

Magnetic Gameplay Locations: Ball-Eating Sandworm Desert Power Field Mountains of Arrakis Sandwalk Upper Flipper

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!

Multi-Layer LED Ornithopter Topper Also Included!

Dune is currently in production and being manufactured by Barrels of Fun LLC., a luxury pinball manufacturing company based in Houston, Texas and is limited up to 1,000 units worldwide.

The game is available for purchase now at <u>www.kollectfun.com</u> and all <u>authorized distributors</u>.













