

9'6" tall mud covered creature oozes as it turns, twists and reaches for passing

provided by hi-powered electric linear actuators.

patrons. This all electrical version reaches, turns, contorts and ungulates via two hi-powered electric linear actuators which are completely programmable and

> SkeleBall is our Hot New Haunted Carnival Game. Our 13' Tall Animated Skeleton heckles and counts down 30 seconds taunting players to sink skulls in the medieval chained baskets hanging from his undulating hands. Basically its basketball at a moving target with a countdown clock. Its fun, its easy, its gruesome, fast paced and everybody knows exactly what to do the minute they walk-up without any explanation. \$5 for 5-Skulls... you get one in each basket and you win a prize... and its all over in 30 seconds. The Game itself is incredibly economical and most OPERATORS WILL WANT MULTIPLES IN A ROW TO MAXIMIZE REVENUE. TO GET HERE, WE modified one of our double actuated 13' tall Super Skeletons, added electrical jaw movements to allow the character to talk, harass and become a built in barker for the game, as well providing head panning left/right and creepy reaching arm MOVEMENTS AS WELL AS A WHOLE LOWER body shift left/right that pivots the entire upper torso to make things look cooler and to make hitting the target a whole lot HARDER. MOVEMENTS ARE PROGRAMMABLE AND ARE PROVIDED by A TWO HI-POWERED electric linear actuator. Character is all electrical and does not require air. CHARACTER IS SCULPTED FRONT AND back and IS A TRUE THREE DIMENSIONAL CHARACTER.

Well Dweller

(ZMB203)

SUPER Skeleton Trio Tower Arch (SKELARCH)

Shown with optional Deluxe Pendant HANGING LIGHTING SET

> A trio of our 13' Tall skeletons stand to create AN ARCHED ENTRYWAY YOU CAN USE AS AN ENTRANCE to your attraction, a transitional piece or an incredible photo opportunity for your patrons. INTERNAL STEEL STRUCTURE ALLOWS CHARACTER ARCH to be completely freestanding.

> > Archway has a 50" wide CENTER OPENING WHICH Allows patrons to easily pass thru and under the characters, it has an overall height of 18'6"' TALL AND 10'6" wide.

Posabl No Base LEGS POSAble (**SKEL20**1

## Double Actuator Super Skeleton- (SKEL202)

13' tall Super Skeleton movements include head forward/back and creepy reaching arm MOVEMENTS AS WELL AS A WHOLE LOWER BODY SHIFT LEFT/RIGHT THAT DIVOTS THE ENTIRE UPPER TORSO. MOVEMENTS ARE PROGRAMMABLE AND ARE PROVIDED by A TWO HI-POWERED ELECTRIC LINEAR ACTUATOR. CHARACTER IS All electrical and does not require air. Character is sculpted front and back and is a true three dimensional character.

## LUNGING SUDER SKELETON- (SKEL203)

13' tall Super Skeleton lunges forward/back as its head, arms and upper torso thrash wildly as it lunges towards your patrons. Pneumatically actuated base thrashes entire character forward and back.

## Deluxe Hanging Pendant Light- (SKELPENLIGHT)

Use to convert your 13' tall Super Skeleton into a Super Skeleton Lighting Fixture to illuminate your graveyard, pathways, entrances, mid-ways and anywhere else you need this incredible fully posable free standing skeleton light fixture.

A trio of our 13' Tall skeletons stand to create an incredible Photo Opportunity to promote your event. Characters are completely posable and can be made to hold signs or banners to promote your event in photos that are shared on social media. Package includes (2) posable standing skeletons with bases and (1) fully posable skeleton without base.

Super Skeleton Photo Op

(SKELPHOTO)

## Upper Torso (SKEL204)

Upper Torso of our 13' tall Super Skeleton lunges forward/back as its head, arms and upper torso thrash wildly as it lunges towards your patrons as if it is coming out of the ground.

13' Tall fully posable free standing skeleton. SKEL200= Internal steel legs are fixed to rectangular base. Skeleton internal steel rods allow character to be bent and hold positions at the waist, neck , head, shoulder, arm, hands. Characters incredible scale provides 100's of uses- Hold other characters, suspend lighting fixtures, hold OVERSIZE SIGNAGE. CHARACTER IS sculpted front and back and is a true three dimensional character.

> w Base KEL200