



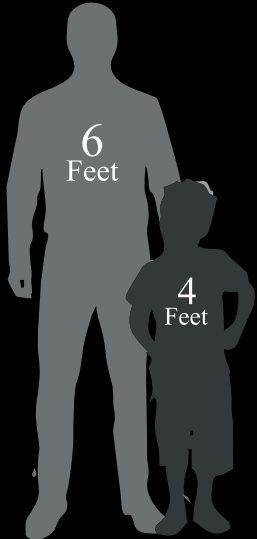
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PAIR of 13' Tall ENTRY GUARDS

SPRENT200-
PAIR of 13' Tall ENTRY
GUARDS- SKELETONS
(SHOWN)

DESIGNED TO TALK
AND INTERACT
WITH YOUR
QUESTS TO
PROVIDE THE
HOUSE RULES AND
TO BE USED AS A
PACING TOOL TO
RELEASE QUESTS
INTO YOUR
ATTRACTION AT
THE DESIRED
INTERVAL.

13' Tall SKELETON ENTRY GUARDS-
A PAIR of 13' Tall CHARACTERS,
HOLDING LANTERNS PAN THEIR
HEADS LEFT/RIGHT AS THEY INTERACT
WITH DIALOGUE SYNCHED TO THEIR
JAW FUNCTIONS AS EACH OF THEIR
ARMS PANS LEFT/RIGHT HOLDING
GIANT CANDLE LIT LANTERNS. WHEN
TRIGGERED THE CHARACTERS GREET
YOUR PATRONS AND OPEN THE
LARGE RED VELVET CURTAIN
CONCEALING THE ENTRY WAY
BETWEEN THEM.



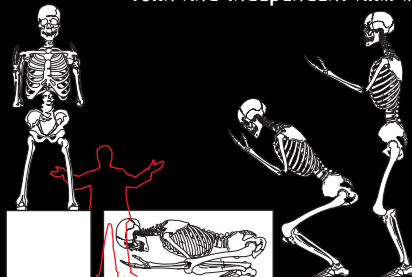
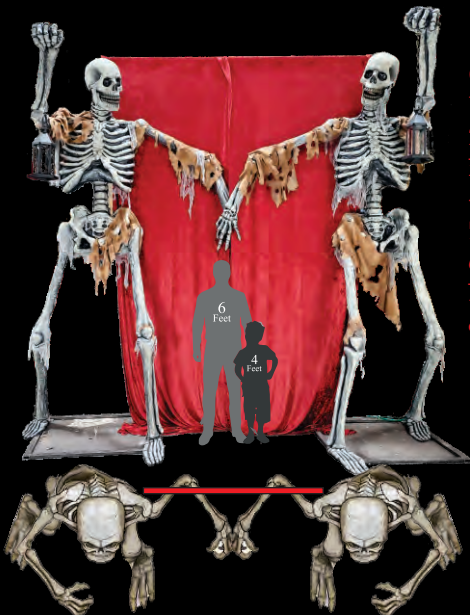
CHOOSE YOUR CHARACTER:

1. SKELETON
2. ZOMBIE
3. GHOULGHOST
4. SKELEDEMON
5. REAPER
6. CLOWN
7. SCARCROW
8. TROLLOC

13' Tall Super RESURRECTOR

13' Tall CHARACTER IS FOLDED DOWN HIDDEN IN (OPTIONAL)
LARGE COFFIN/CRATE/TOMB, WHEN ACTIVATED CHARACTER STANDS
STRAIGHT UP OUT OF BOX TO ITS FULL 13' HEIGHT. OPTIONS
INCLUDE ADDING JAW MOVEMENT FOR SPEECH, HEAD PAN, TORSO
TURN AND INDEPENDENT ARM MOVEMENTS.

SPRES210-
13' Tall Super
RESURRECTOR-
SKELETON
(SHOWN)



13' Tall Super Greeter/Menacer

Animated imposing/iconic 13' Tall character is designed to GREET/ENTERTAIN/HARASS your guests, featuring synchronized jaw movement for speech, head pan, head tilt, multiple arm movements, torso rotation.

SPRGRE226- 13' Tall
GREETER/MENACER-
SCARECROW
(SHOWN)

CHARACTER Options:

1. Skeleton
2. Zombie
3. GhoulGhost
4. SkeleDemon
5. Reaper
6. Clown
7. SCARECROW
8. Troll

ElderDragon Head on Track

ElderDragon's Head travels ROARING forward/back 7'6" on ground based track system, includes jaw movement synchronized to audio, head lift, head pan, character out/back.

GDI3-
ElderDragon
Head on Track
(SHOWN)

7'6"

7'6"

ZMB101-
Super
Spectre-
SkeleDemon
(SHOWN)

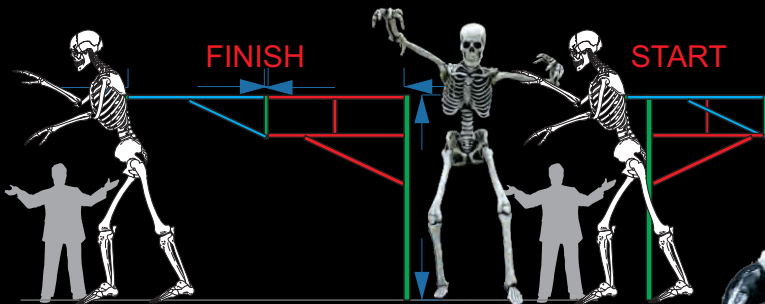
Giant Articulating Electric Super Spectre

Incredible, scale, artistry and elegance, makes our new Giant Specters economical statement pieces that articulate with undulating arm and head movements that are all electrical, so just plug them in and away they go. Their stands telescope to be height adjustable between 8'-12'

6
Feet

4
Feet

ZMB100- Super
Spectre- SoulSeeker
(SHOWN)



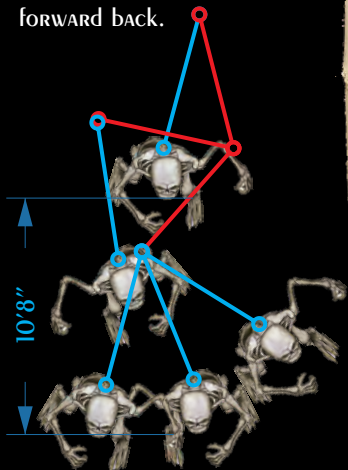
Giant Hover/Extender Walker: is achieved by adding leg movements to your character

Hover/Extender/Flyer

Giant Hover/Extender: propels a fully animated giant character towards your guests that allows the character to sweep in an arc and pan left/right as it travels a distance of over 10' towards your audience, on a 2-part ground supported boom that functions much like a human arm with rotations at the booms shoulder and a second at the booms elbow.

GHEF300- Giant Hover/Extender Flying SoulSeeker (Shown)

Giant Hover/Extender/Flyer: is achieved by adding another lift mechanism to the final boom attached to the character which flies the character up to a height of 15' as it pans left/right and moves forward back.



CHARACTERS FEATURE SYNCHRONIZED talking Jaw function, head pan, tilt and independent reaching ARM MOVEMENTS.

GHEI07- Giant Hover/Extender Trolloc/Ghost (Shown)

GHEF301- Giant Hover/Extender Flying Pumpkin Creature (Shown)

CHARACTER Options:

1. Skeleton
2. Zombie
3. GhoulGhost
4. SkeleDemon
5. Reaper
6. Clown
7. ScarCrow
8. Trolloc
9. Flying Soul Seeker Ghost
10. Flying SkeleDemon Ghost
11. Flying Pumpkin Creature

9' Jump Up

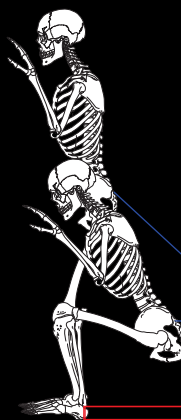
9' CHARACTER IS DOWN IN A SQUATTING POSITION AND WHEN ACTIVATED JUMPS UP TO FULL HEIGHT WHILE TWISTING IT'S TORSO AND WAVING ITS ARMS.

CHOOSE CHARACTER:

1. SKELETON
2. ZOMBIE
3. WEREWOLF
4. SOULSEEKER



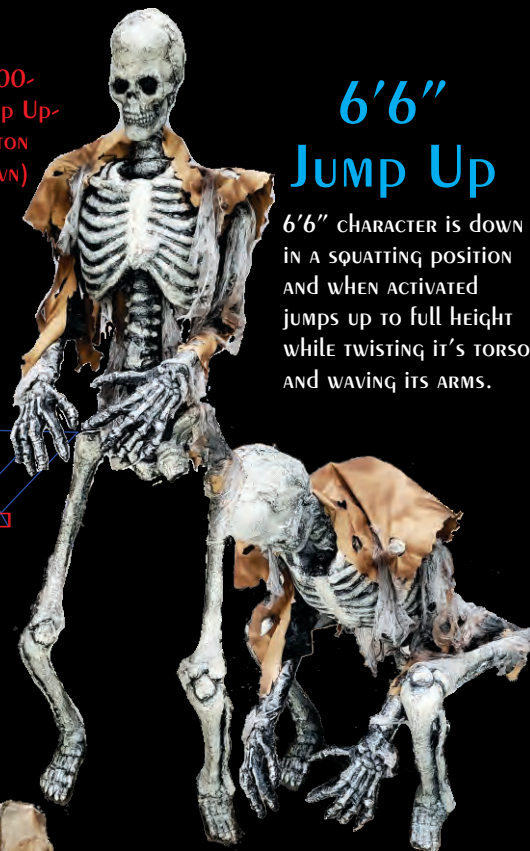
CHR108-
9' Jump Up-
WEREWOLF
(SHOWN)



CHR100-
6'6" Jump Up-
SKELETON
(SHOWN)

6'6" Jump Up

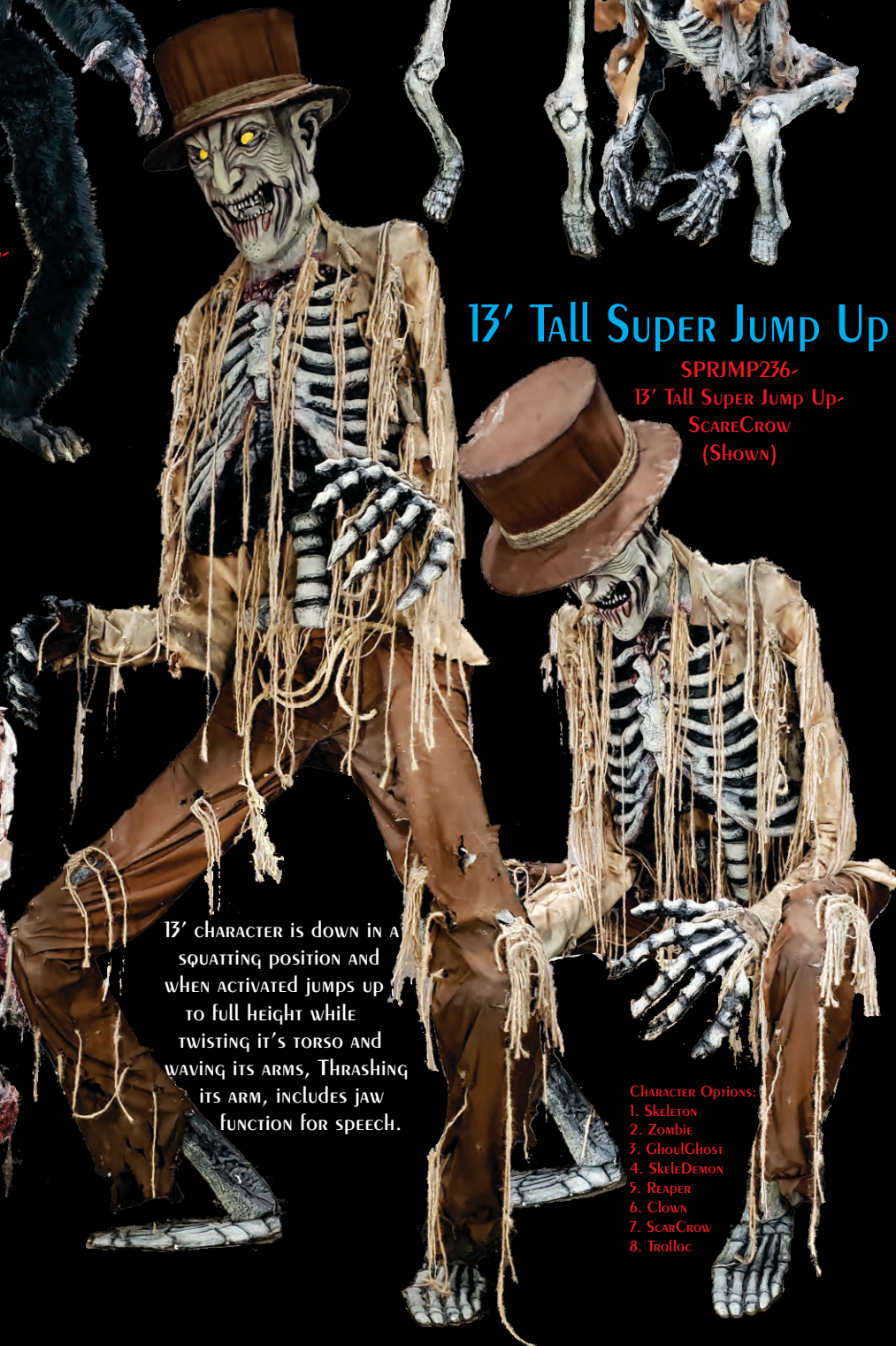
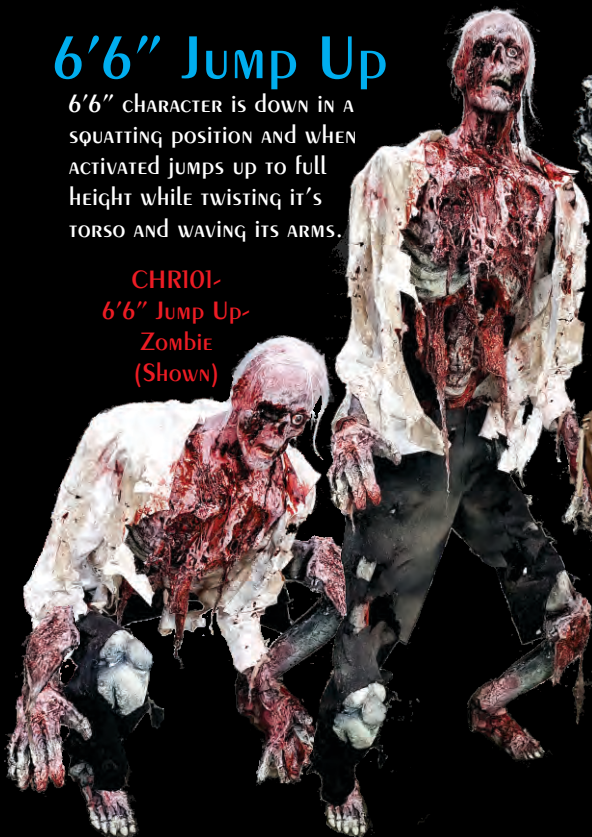
6'6" CHARACTER IS DOWN IN A SQUATTING POSITION AND WHEN ACTIVATED JUMPS UP TO FULL HEIGHT WHILE TWISTING IT'S TORSO AND WAVING ITS ARMS.



6'6" Jump Up

6'6" CHARACTER IS DOWN IN A SQUATTING POSITION AND WHEN ACTIVATED JUMPS UP TO FULL HEIGHT WHILE TWISTING IT'S TORSO AND WAVING ITS ARMS.

CHR101-
6'6" Jump Up-
ZOMBIE
(SHOWN)



13' TALL SUPER JUMP Up

SPRJMP236-
13' TALL SUPER JUMP Up-
SCARECROW
(SHOWN)

13' CHARACTER IS DOWN IN A SQUATTING POSITION AND WHEN ACTIVATED JUMPS UP TO FULL HEIGHT WHILE TWISTING IT'S TORSO AND WAVING ITS ARMS, THRASHING ITS ARM, INCLUDES JAW FUNCTION FOR SPEECH.

CHARACTER OPTIONS:

1. SKELETON
2. ZOMBIE
3. GHOULGHOST
4. SKELEDEMON
5. REAPER
6. CLOWN
7. SCARECROW
8. TROLLOC