



*An Amazing
Show stopping
Photo Op*

PMP130- 15' Tall Animated Pumpkin Monster

When collapsed upon itself the Giant Pumpkin Monster crouches within a pumpkin patch of lit Giant Jack O'Lanterns. When activated the character extends upward/outward to a head height of 15' with its claws extending 176". The character features 16 movements including multiple claw movements, head pan, head lift, character extend up/down, and jaw for synchronized audio. The creature's head and the other pumpkins embedded into the creature's body are lit with 10w programmable LED lights. The character is an amazing spectacle and photo op with a wing span allowing large groups to be photographed beneath it.



SPRFLY207- Super Flyer Wicked Witch of the West

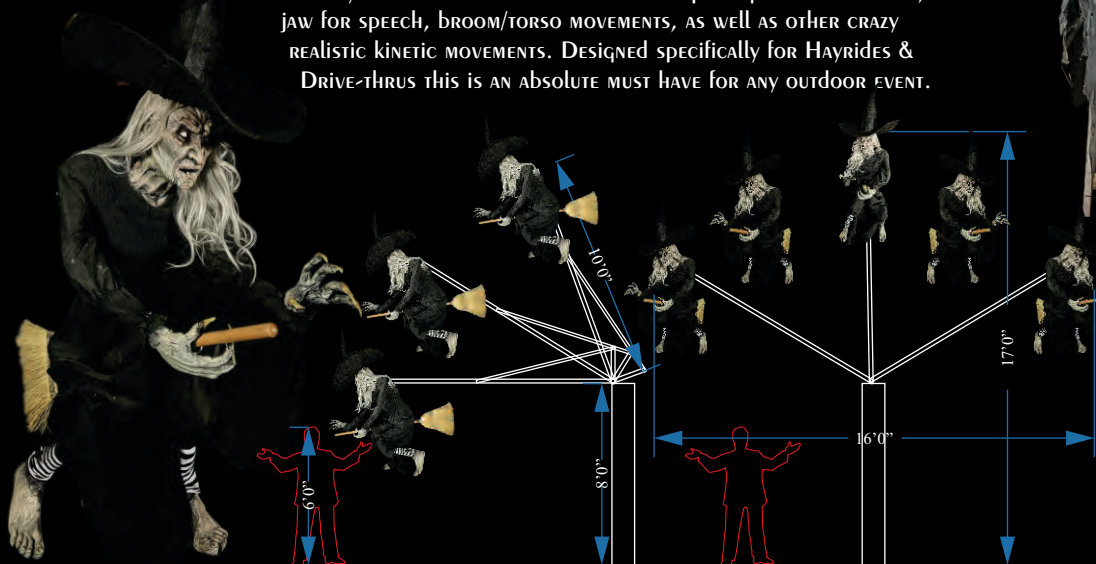
Talk about Iconic Halloween Characters, it simply do not get any better than an actual Wicked Witch of the West flying around to harass your patrons. We have aged the character to be face much older, wrinkled and nastier, but the effect is the same. A special character was adapted to our existing SPRFLY200 Super Flyer Series. This dramatic flying rig allows the character to soar to a height of 17', pan left and right 16' and then dive-bomb and harass your patrons as they duck for cover below, while the

Witch is cackling, screaming and taunting you and your little dog too deary. Character is enhanced with compelling multi-movements, jaw for speech, broom/torso movements, as well as other crazy realistic kinetic movements. Designed specifically for Hayrides & Drive-thrus this is an absolute must have for any outdoor event.



HER108- Hover/Extender Raiser- Tombstone Dementor

HOVERING beside a battered tombstone, the HER Rig propels the fully animated Dementor towards your guests, as character sweeps in an arc and pans left/right as it travels 7' towards your audience. 2-part ground supported boom functions like a human arm with rotations at the booms shoulder and elbow. An additional lift raises the character to a height of 10' as it pans left/right/forward/back. The HER Rig is very low to ground and is completely hidden by the characters cloak and tombstone.

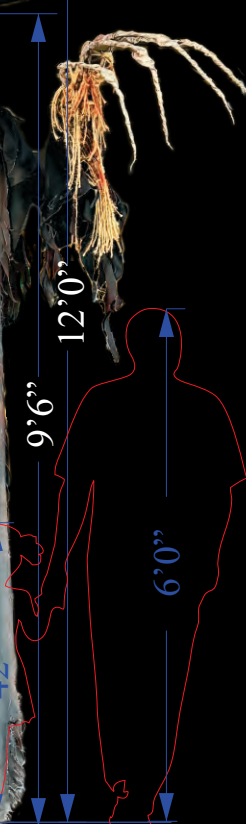




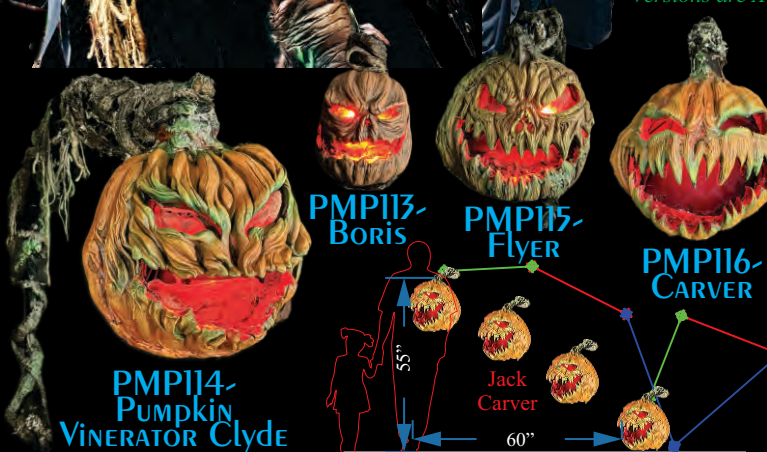
PMP127
Pumpkin Witch

Both Animated & Static Versions are Available.

Iconic Pumpkin Witches are 9'6" tall/12' to top of hat. Beautiful prop with fluid articulating independent arm movements at shoulder/elbow and wrist to accentuate long ugly hands. Head & torso bend the character over to address patrons below, as drag bars rotate characters torso left/right, while a head movement adds personality. Jaw movement for synched speech/audio. 100% outdoor rated. Height adjustable in 6" increments. Includes programmable LED light in head.



Both Animated & Static Versions are Available.



PMPI14-
Pumpkin
Vinerator Clyde

Vinerators are lit Jack O'Lanterns attached to long coiled vines, which extend and strike like cobras at your patrons when activated. Vines propel the pumpkins forward/back a travel distance of 60" and up/down to take them back and from the ground to fly up to human head height at the end of their extension. Jaw functions for speech & programmable LED head lights. 100% outdoor rated.

PMP125
Pumpkin
Stalker

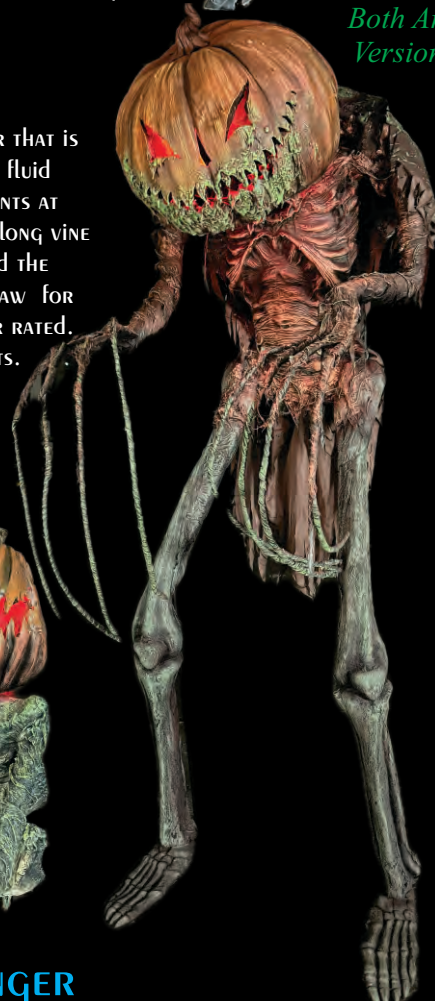
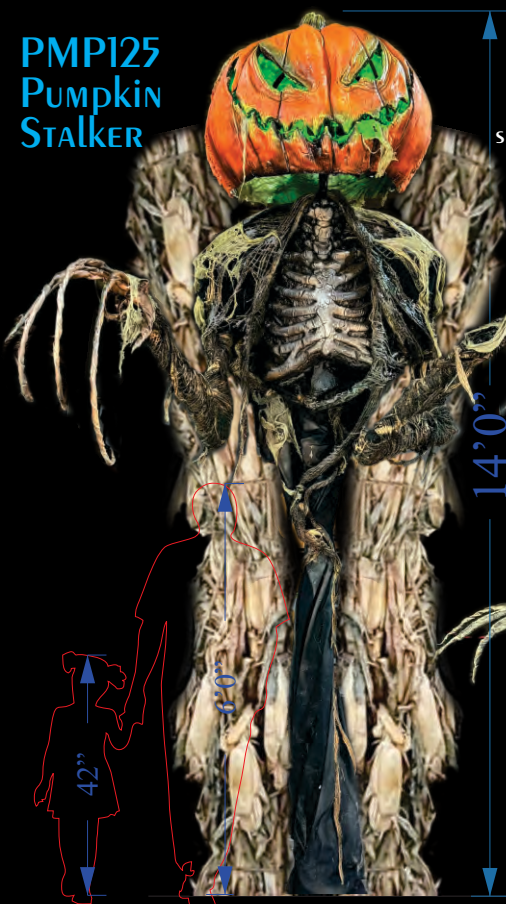
10'-14' Height Adjustable Corn Stalker that is perfect for the corn maze, features fluid articulating independent arm movements at shoulder/elbow and wrist to accentuate long vine like arms/hands. Head & torso bend the character over to address patrons. Jaw for synched speech/audio. 100% outdoor rated. Height adjustable in 6" increments. Includes programmable LED light in head.

Pumpkin creature growing out the ground lunges and reached for your patrons when they approach. A very fast, very effective startle. Includes programmable LED in head.

PMP109-
PumpkinRot
Lunger

PMP126-
Pumpkin
Goblin

10' Tall Pumpkin Goblin features fluid articulating independent arm movements at shoulder/elbow and wrist to accentuate long ugly hands. Head & torso movements bend the character over to address patrons below, as drag bars rotate characters torso left/right. Jaw movement for synched speech/audio. 100% outdoor rated. Includes programmable LED light in head.



GHEF20SKEL2
GIANT
HOVER/EXTENDER
Flying 20'
READER

GHEF Rig propels animated upper torso of 20' Zombie towards your guests in a sweeping arc as it pans left/right, traveling a distance of over 10' towards your audience. Ground supported rig functions like a human arm- rotations at shoulder, second at elbow, additional lift flies the character up to height of 15' as it pans left/right and moves forward/back.

20SKEL211- 20'
Ghoul/Ghost- STATIC

20' human skeleton upper torso, restyled to be an enormous outdoor floating Ghoul/Ghost. Fantastic social Media Photo Op. Steel internal construction/durable urethane outer covering. Comes apart for shipping/storage.

20SKEL202
20' Zombie-
MENACER

Hunched over feet/ legs spread a part so that your patrons must walk thru his legs as his arms/hands reach and swipe wildly for you as his torso pans left/right. Multiple head movements, jaw for speech and so that he can scream at your guests. 100% Outdoor rated, comes a part for shipping and storage. This piece is an absolute show stopper that will be shared endlessly on social media and the news stations alike!

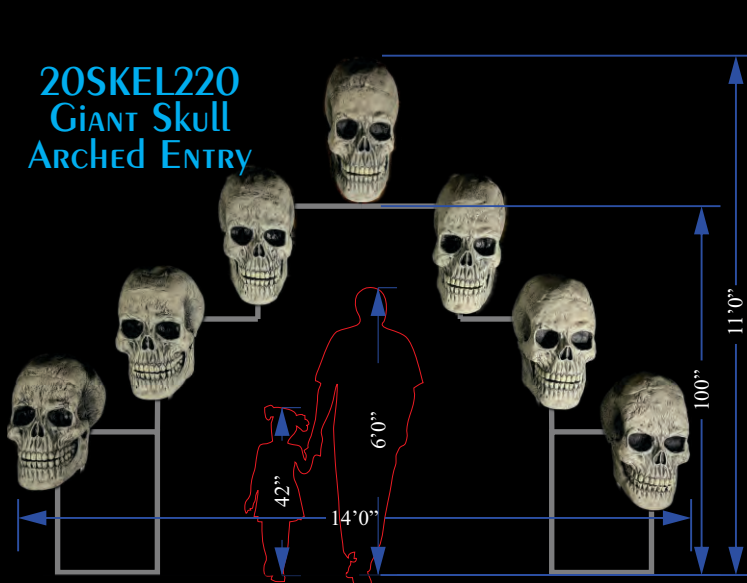
20SKEL203-
20' Zombie-
CRAWLER

20' Zombie Crawler starts back, arms extended, his head just above the ground. He roars to life pulling himself up/forward, flexing his arms up/down making him pitch up/down side/side while he screams in your guest's faces. Character track system-travel distance 80" forward/back. Movements Jaw, head pan, tilt, & independent arm movements which thrust the character's torso up/down and left/right violently as it thrashes back/forth on the track.

20SKEL204
20' Zombie Head
THRU WINDOW

Patrons pass a moonlit scene outside window, suddenly the window splits in half, flies open and a Giant 20' Disembodied Zombie Head comes screaming thru it. Lighting fast effect- they never see coming- incredible size, scale, speed of violent motions of the screaming head with multiple head/neck and jaw movements.

20SKEL220 GIANT Skull Arched Entry



Both Animated & Static
Versions are Available.

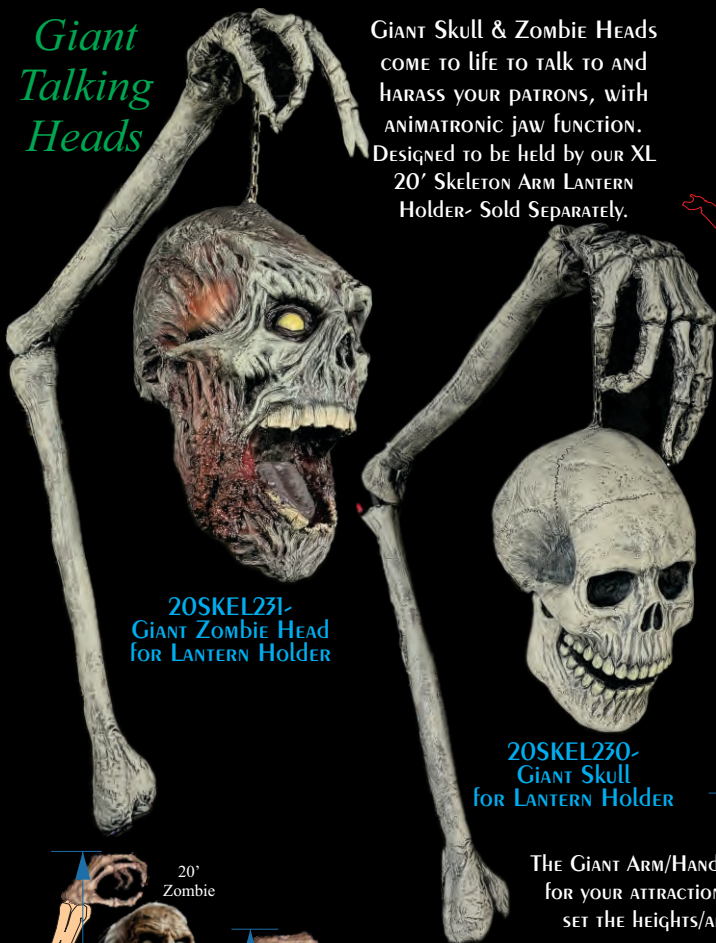
20SKEL221 GIANT Zombie Arched Entry



GIANT ZOMBIE HEADS OR SKULL ENTRY ARCHWAY IS AN AMAZING PHOTO OP THAT YOUR PATRONS MUST WALK THRU. AS THEY APPROACH EACH THE SEVERED HEADS INDEPENDENTLY ROARS COME TO LIFE TO TURN/SCREAM/GROWL OR FOR MORE FRIENDLY ATTRACTIONS TALK TO/TAUNT/GREET PATRONS AS THEY PASS THRU. AVAILABLE IN ANIMATED OR STATIC VERSIONS. SUPER STEEL STRUCTURE FOR RUGGED OUTDOOR USE. EASILY COMES A PART FOR STORAGE AND SHIPPING.

Giant Talking Heads

GIANT SKULL & ZOMBIE HEADS COME TO LIFE TO TALK TO AND HARASS YOUR PATRONS, WITH ANIMATRONIC JAW FUNCTION. DESIGNED TO BE HELD BY OUR XL 20' SKELETON ARM LANTERN HOLDER- SOLD SEPARATELY.

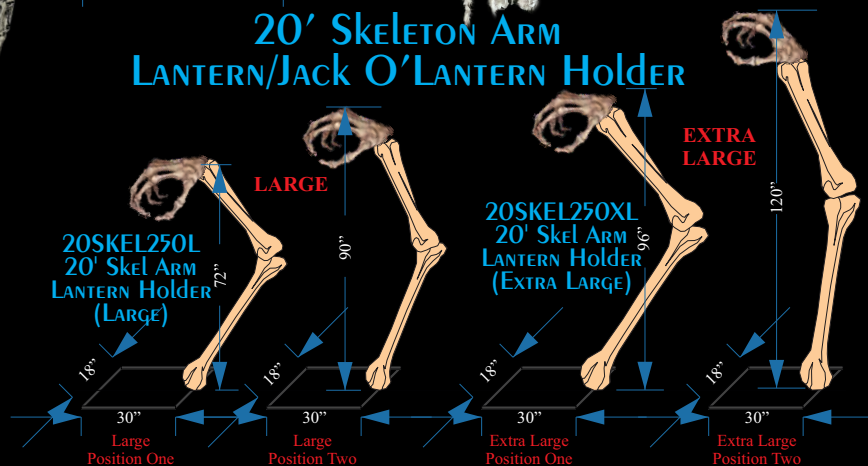


CHRI15 Ghost Fly Up

Ghost hovers above her tombstone in abandoned graveyard. When you approach, ghost screams up to a height of 9' with her arms waving wildly.



20' SKELETON ARM LANTERN/JACK O'LANTERN HOLDER



THE GIANT ARM/HAND FROM OUR 20' SKELETON CREATES A LARGE LAMP/JACK O'LANTERN HOLDER FOR YOUR ATTRACTION. AVAILABLE IN TWO SIZES LARGE & EXTRA LARGE AND ARE ADJUSTABLE TO SET THE HEIGHTS/ANGLE AT TWO DIFFERENT POSITIONS. SOLID STEEL INTERNAL CONSTRUCTION.

