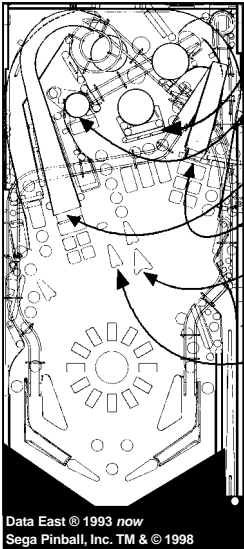


Tales from the Crypt, The Pinball

- Skill Shot:** Use the **Door Handle** (*cabinet front*) to launch ball into the **Guillotine Drop Targets**. Hitting *lit target* awards *Skill Shot Value*.
- Multiball:** Shoot the **Gravestone Target** to spell **CRYPT**. Spell out **CRYPT** to lower the gravestone. Shoot the lowered gravestone or **Center Spinner** to start **Multiball**.
- Jackpot:** Shoot the **Left Ramp** during **Multiball** to score the *Jackpot Value*. Shoot the **Left Spinner** to increase the *Jackpot Value*.
- Double Jackpot:** After collecting the *Double Jackpot*, shoot the **Right Ramp** to score the *Double Jackpot Value*. Shoot the **Right Spinner** to increase the *Double Jackpot Value*.
- Montster Jackpot:** After collecting the *Double Jackpot*, shoot the **Gravestone Target** to spell **CRYPT**. Spell **CRYPT** to lower the gravestone. Shoot the lowered gravestone to score *Monster Jackpot*.
- Creature Feature:** Shoot the **Center Scoop** to start *Lit Creature Feature* on the **Center Wheel**. Shoot the lit **Spinner** to *relight Center Scoop*.
- Door Handle:** Use the **Door Handle** during *Single Ball Play* to **Lock** or **Unlock** the *Lit Creature Feature*. Shoot the lit **Spinner** when *Creature Feature Award* is unlocked to change lit *Creature Feature Award*.
- Door Prize:** Use the **Left** or **Right Flipper Button** to choose the *Mystery Door* in the **Dot Display**. Use the **Door Handle** to *open the door* to collect the prize!

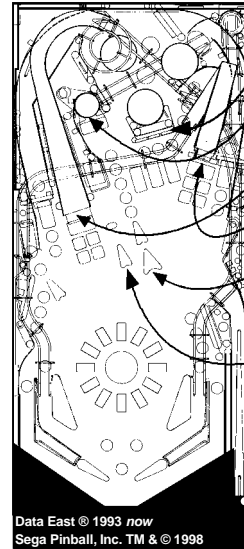


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Tales from the Crypt, The Pinball

- Skill Shot:** Use the **Door Handle** (*cabinet front*) to launch ball into the **Guillotine Drop Targets**. Hitting *lit target* awards *Skill Shot Value*.
- Multiball:** Shoot the **Gravestone Target** to spell **C R Y P T**. Spell out **C R Y P T** to lower the gravestone. Shoot the lowered gravestone or **Center Spinner** to start **Multiball**.
- Jackpot:** Shoot the **Left Ramp** during **Multiball** to score the *Jackpot Value*. Shoot the **Left Spinner** to increase the *Jackpot Value*.
- Double Jackpot:** After collecting the *Double Jackpot*, shoot the **Right Ramp** to score the *Double Jackpot Value*. Shoot the **Right Spinner** to increase the *Double Jackpot Value*.
- Montster Jackpot:** After collecting the *Double Jackpot*, shoot the **Gravestone Target** to spell **C R Y P T**. Spell **C R Y P T** to lower the gravestone. Shoot the lowered gravestone to score *Monster Jackpot*.
- Creature Feature:** Shoot the **Center Scoop** to start *Lit Creature Feature* on the **Center Wheel**. Shoot the lit **Spinner** to *relight Center Scoop*.
- Door Handle:** Use the **Door Handle** during *Single Ball Play* to *Lock* or *Unlock* the *Lit Creature Feature*. Shoot the lit **Spinner** when *Creature Feature Award* is unlocked to change lit *Creature Feature Award*.
- Door Prize:** Use the **Left** or **Right Flipper Button** to choose the *Mystery Door* in the **Dot Display**. Use the **Door Handle** to *open the door* to collect the *prize!*

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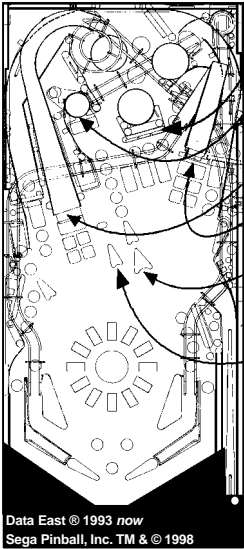


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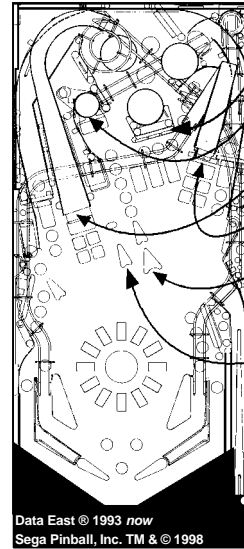


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- Montster Jackpot:** After collecting the *Double Jackpot*, shoot the **Gravestone Target** to spell **C R Y P T**. Spell **C R Y P T** to lower the gravestone. Shoot the lowered gravestone to score *Monster Jackpot*.
- Creature Feature:** Shoot the **Center Scoop** to start *Lit Creature Feature* on the **Center Wheel**. Shoot the lit **Spinner** to *relight Center Scoop*.
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