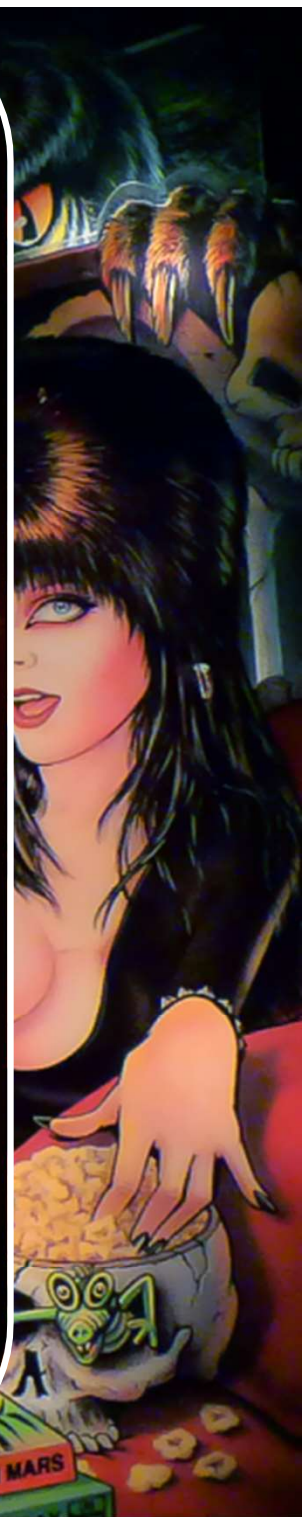




Playfield

- a. **Left Outlane:** has ball save (Cast a Spell)
- b. **Left Inlane**
- c. **Right Inlane**
- d. **Right Outlane**

- 1. **Cast a Spell Targets:** hit to light ball save
- 2. **Left Loop:** lock balls
- 3. **Left Ramp:** light lock; jackpots
- 4. **Crate:** used in modes and as jackpot
- 5. **Middle Loop:** feeds rollovers; collect Extra Ball
- 6. **Right Ramp:** jackpots
- 7. **Scoop:** spin Spider in backglass
- 8. **Right Loop:** feed rollovers
- 9. **Telepathic Power Target:** lights **Right Outlane**
- L. **Leaper Targets:** collect *Night of the Leapers*





Gameplay

Six Tales of Terror

1. Stiff in the Coffin (3-ball multiball)
 - Light lock at **Left Ramp**; lock 3 balls in **Left Loop**; make alternating **Ramps** for jackpot
2. Night of the Leapers
 - Make all three **Leaper Targets** to collect
3. Return of the Deadheads
 - Make all three rollover lanes
4. Terror from the Crate (2-ball multiball)
 - Hit **Crate** 4x to start and continue making **Crate** for jackpots
5. The Monster's Lab
 - Hit **Bumpers** 20x
6. Eyes of the Boney Beast
 - Make 3x **Left Ramp**
7. Monster Multiball (4-ball Wizard Mode)
 - Once all six tales complete, hit **Crate** to start; advance Stiff-o-Meter to top through alternating **Ramp** shots with **Crate**
 - This starts Monster Multiball; make **Ramps** and **Crate** for jackpots

Leaper Mania

- Triggered by sufficient hits to a single **Leaper Target**; make more **Leaper Target** hits the specified number of times to light Extra Ball

Spin Spider (random award)

- Make Scoop to spin spider, flipper to stop and make award
- Complete all awards to start Spider Mania

Spider Mania (4-ball multiball)

- Make all *Spin Spider* awards to start
- All shots doubled in value; jackpots at **Ramps** and **Crate**