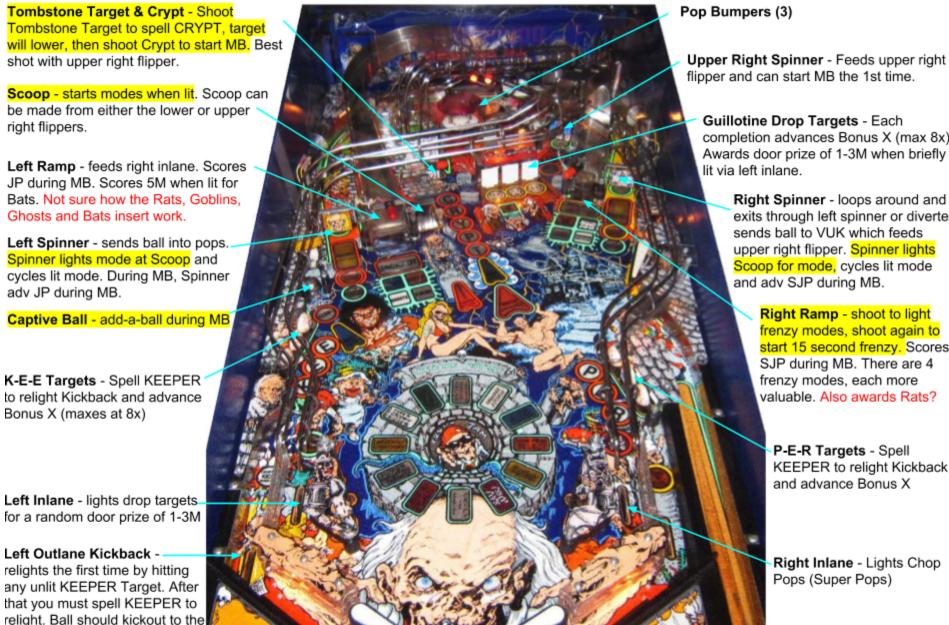


## Tales From the Crypt

4 player DMD - Data East 1993 - Design: John Borg - Code: Kristina Donofrio, John Carpenter, Neil Falconer - Art: Markus Rothkranz

60 Sec Tutorial | EM Guide | Instruction Cards | IPDB | Pinball Videos | Pinburgh Bank Reveal | Pinside | PinTips | Rule Sheet



Upper Right Spinner - Feeds upper right

completion advances Bonus X (max 8x). Awards door prize of 1-3M when briefly

exits through left spinner or diverter

start 15 second frenzy. Scores

KEEPER to relight Kickback

relight. Ball should kickout to the right spinner for a shot with the upper right flipper. Super Crypt Kicker is a mode that lights Kickback for rest of ball.

## Strategy - Scoop for modes, CRYPT for MB & Captive Ball AAB

- Multiball Shoot Tombstone Target to spell CRYPT > Shoot Crypt or Upper Right Spinner to start MB > Captive Ball adds a ball
  - o Jackpots Shoot Left Ramp for JP (base value 25M), then shoot R Ramp for Double JP. Then shoot Tombstone Target 5x to spell CRYPT (each hit also adds a ball!) and light the Monster JP (50M + Double JP value for a minimum of 100M).
    - Raising the JP value During MB, shots to Crypt score 1M x no. of balls in play and that value is added to the base JP. The Left Spinner raises single JP value (130k/spin). Right Spinner raises Double JP value (260k/spin).
    - Frenzies can be started on R Ramp during MB!
    - Captive Ball adds a ball until you collect your Double JP
    - Multiball restart is lit for 12 seconds at Crypt and Upper Right Spinner if no JP scored.
- Modes Left or Right Spinner to light mode > Scoop to start mode
  - Wizard Mode Play all 12 modes to light Scoop for Crypt Jam.
  - o **Tip** Spinners cycle which mode is lit. Press plunger button (on this game's it's a door handle) to lock-in currently lit
- Frenzy Modes shoot right ramp to light a frenzy, then shoot right ramp again to start. There are 4 frenzy modes: Living dead (250k/switch), Chainsaw (500k), Grave Digger (750k) and Play the Organ (1M/switch). Rip spinners during frenzy modes.
  - Note All frenzy mode points are awarded at end of ball. Don't tilt! Those are valuable!
  - Modes & Frenzies can run concurrently and be stacked with MB. Mode timers do not stop during MB opening animation.