


Tales From the Crypt

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

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Tombstone Target & Crypt - Shoot Tombstone Target to spell CRYPT, target will lower, then shoot Crypt to start MB. Best shot with upper right flipper.

Scoop - starts modes when lit. Scoop can be made from either the lower or upper right flippers.

Left Ramp - feeds right inlane. Scores JP during MB. Scores 5M when lit for Bats. **Not sure how the Rats, Goblins, Ghosts and Bats insert work.**

Left Spinner - sends ball into pops. **Spinner lights mode at Scoop** and cycles lit mode. During MB, Spinner adv JP during MB.

Captive Ball - add-a-ball during MB

K-E-E Targets - Spell KEEPER to relight Kickback and advance Bonus X (maxes at 8x)

Left Inlane - lights drop targets for a random door prize of 1-3M

Left Outlane Kickback - relights the first time by hitting any unlit KEEPER Target. After that you must spell KEEPER to 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.

Pop Bumpers (3)

Upper Right Spinner - Feeds upper right flipper and can start MB the 1st time.

Guillotine Drop Targets - Each completion advances Bonus X (max 8x). Awards door prize of 1-3M when briefly lit via left inlane.

Right Spinner - loops around and exits through left spinner or diverter sends ball to VUK which feeds upper right flipper. **Spinner lights Scoop for mode**, cycles lit mode and adv SJP during MB.

Right Ramp - shoot to light frenzy modes, shoot again to start 15 second frenzy. Scores SJP during MB. There are 4 frenzy modes, each more valuable. **Also awards Rats?**

P-E-R Targets - Spell KEEPER to relight Kickback and advance Bonus X

Right Inlane - Lights Chop Pops (Super Pops)

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
 - 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.
 - Tip** - Spinners cycle which mode is lit. Press plunger button (on this game's it's a door handle) to lock-in currently lit mode.
- 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.