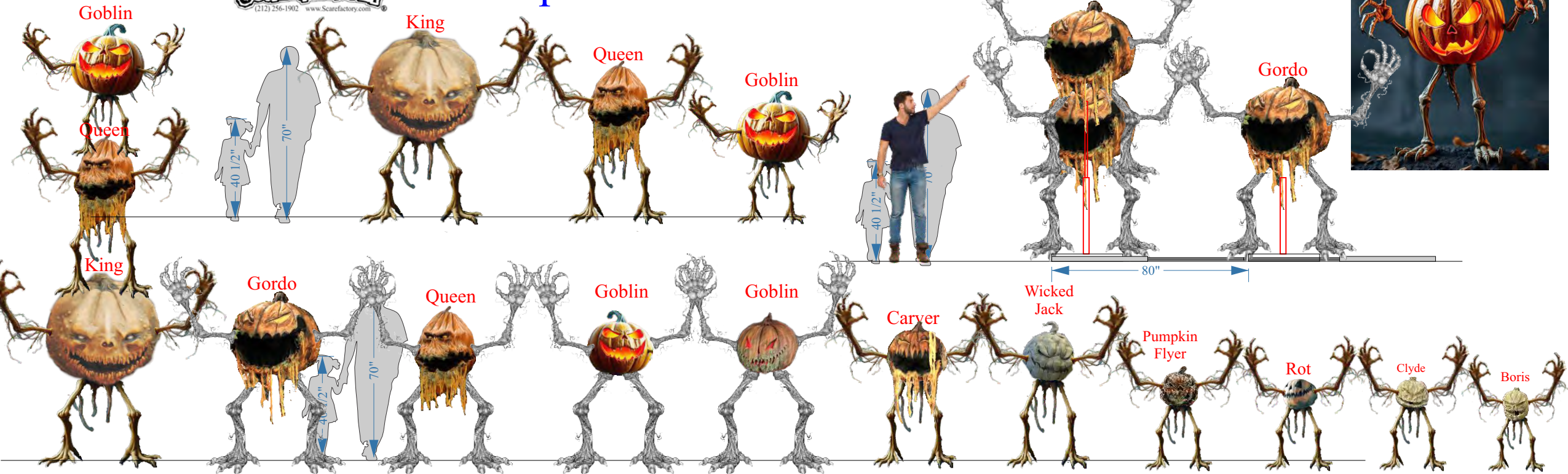


Pumpkin Gremlins



Pumpkin Gremlins are mischievous, nasty, not so little creatures perfectly designed to harass your patrons- whether they are taunting them, while they are haunting them or nagging them to get their picture taken in an interactive Photo Op. These horrifying walking, talking hyperactive creatures combine comedic and horror elements to entertain clients of all ages.

- **Animated Pumpkin Gremlins** movements include jaw for speech, torso turn with spring loaded arms.
- **Animated Pumpkin Gremlin Leapers** movements include jaw for speech, torso turn with spring loaded arms as well as 40" vertical leap which allows the character to bounce up and down while he is annoying you and then leap 40" into the air as he screams at you.
- **Animated Pumpkin Gremlin Track Runner/Leapers** movements include jaw for speech, torso turn with spring loaded arms as well as 40" vertical leap which allows the character to bounce up and down while he is annoying you and then leap 40" into the air as he screams at you and character is mounted to a track system that propels the character 80" forward/back allowing him to run forward/back as he jumps and bounces up/down.





Pumpkin Gremlins

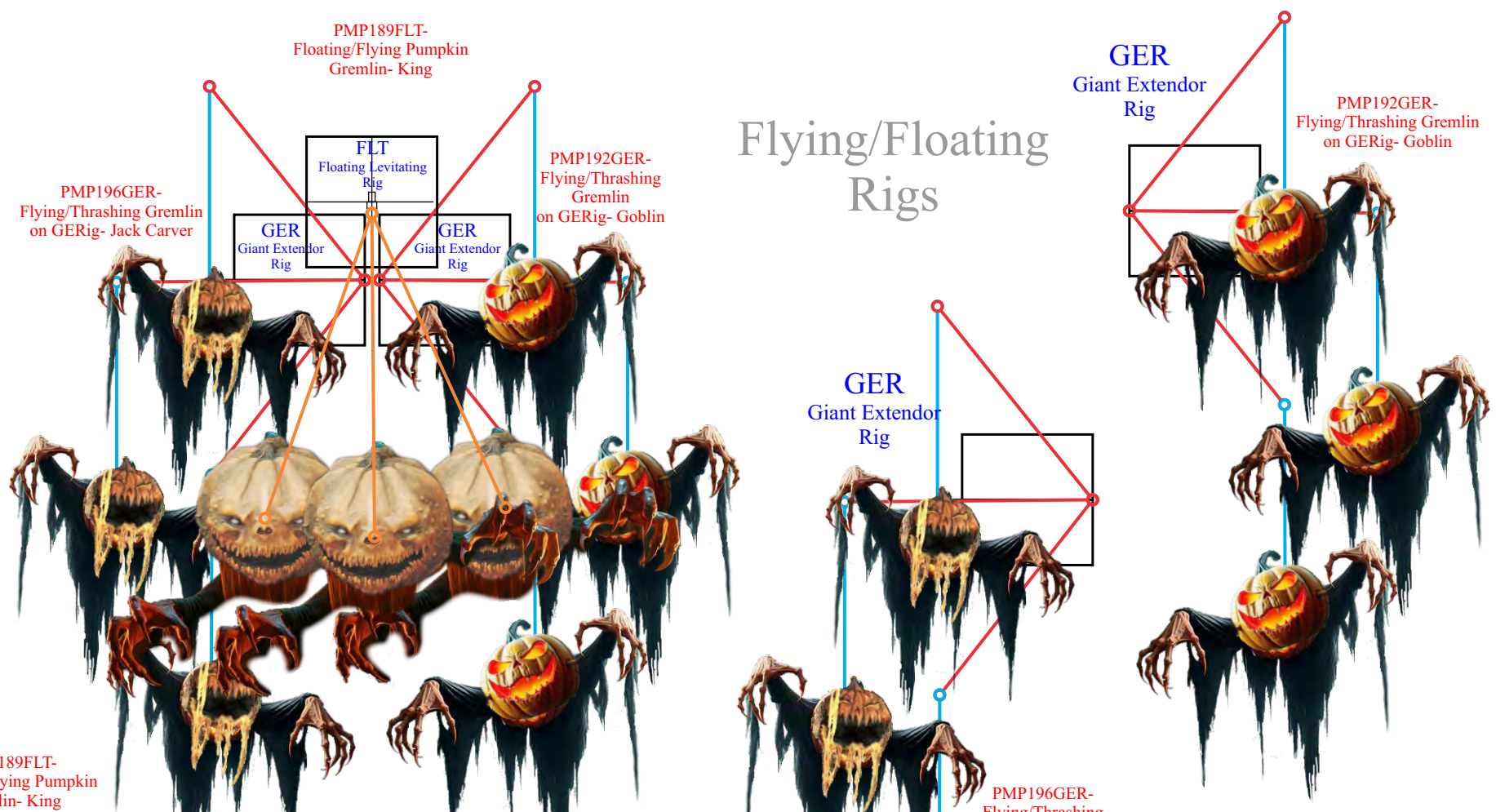
Flying Pumpkin Gremlins



(3) Character Flying Pumpkin Array

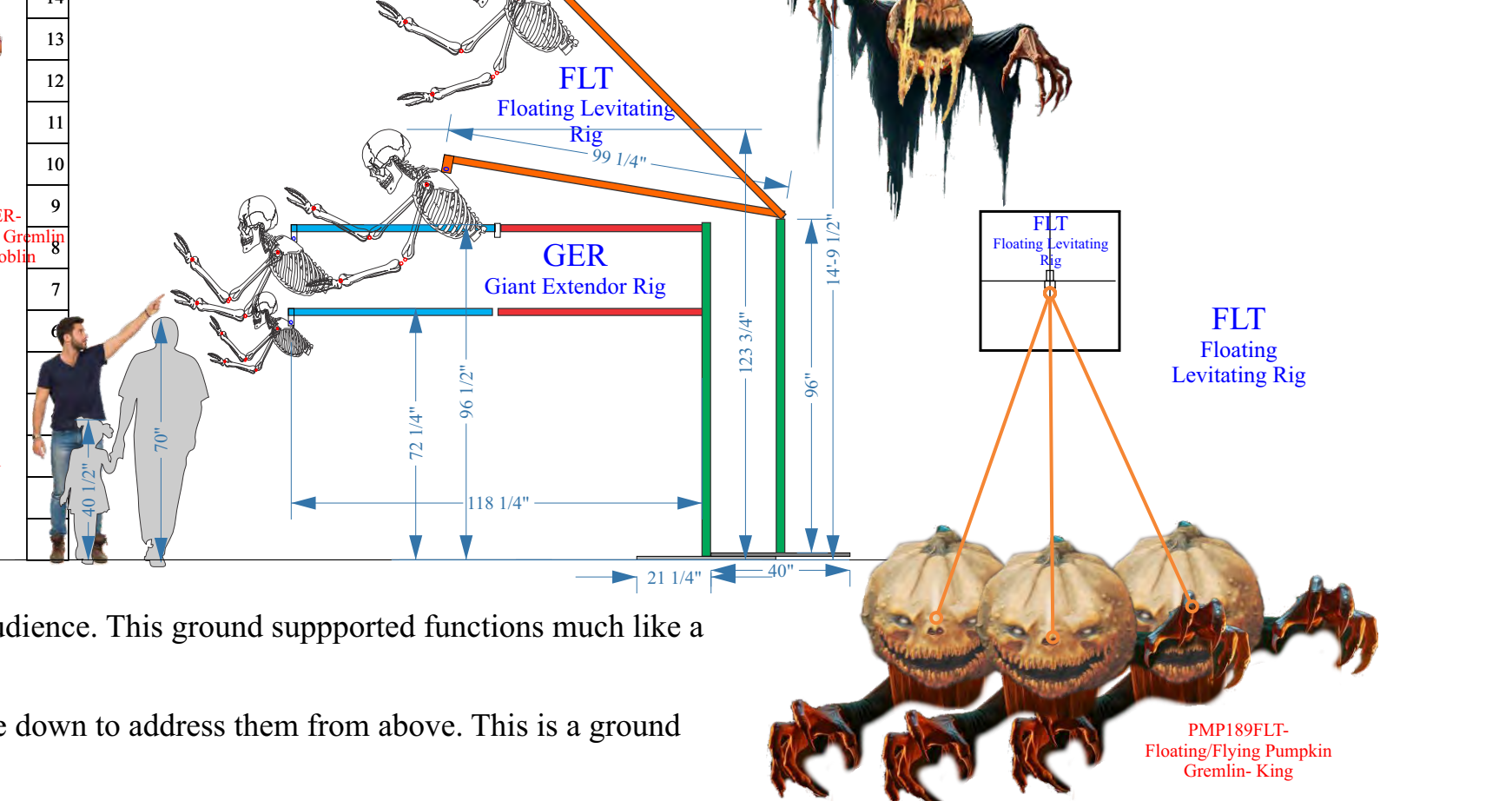


Ultimate Flying Pumpkin Array



Flying/Floating Rigs

(3) Character Flying Pumpkin Array



GER = Giant Extendor Rig- propels a fully animated giant character towards your guests, allowing the character to sweep in an arc as it travels a distance of over 10' towards your audience. This ground supported functions much like a human arm with rotations at the booms shoulder and a second at the booms elbow. A drag bar keeps the character in constant alignment.

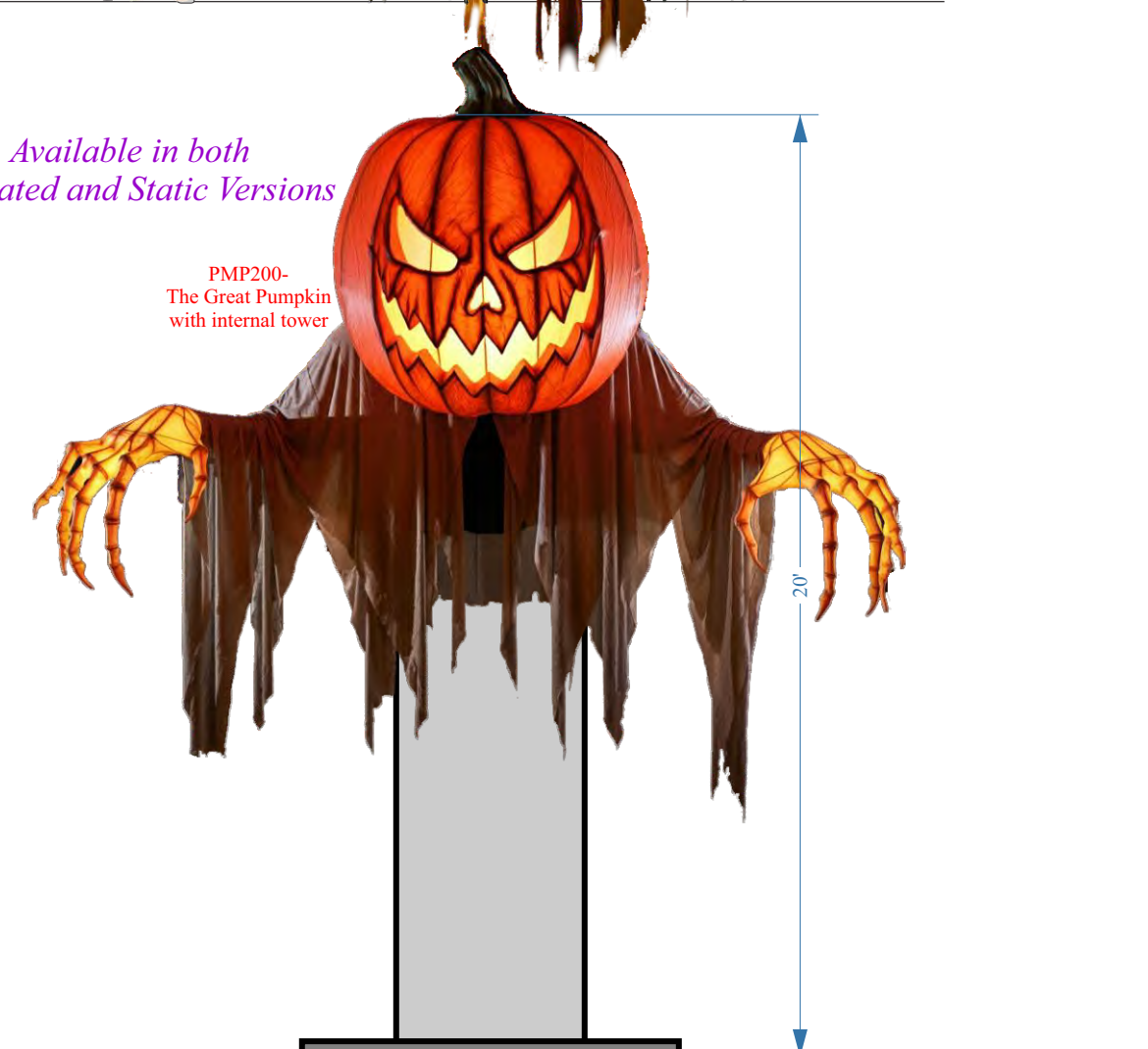
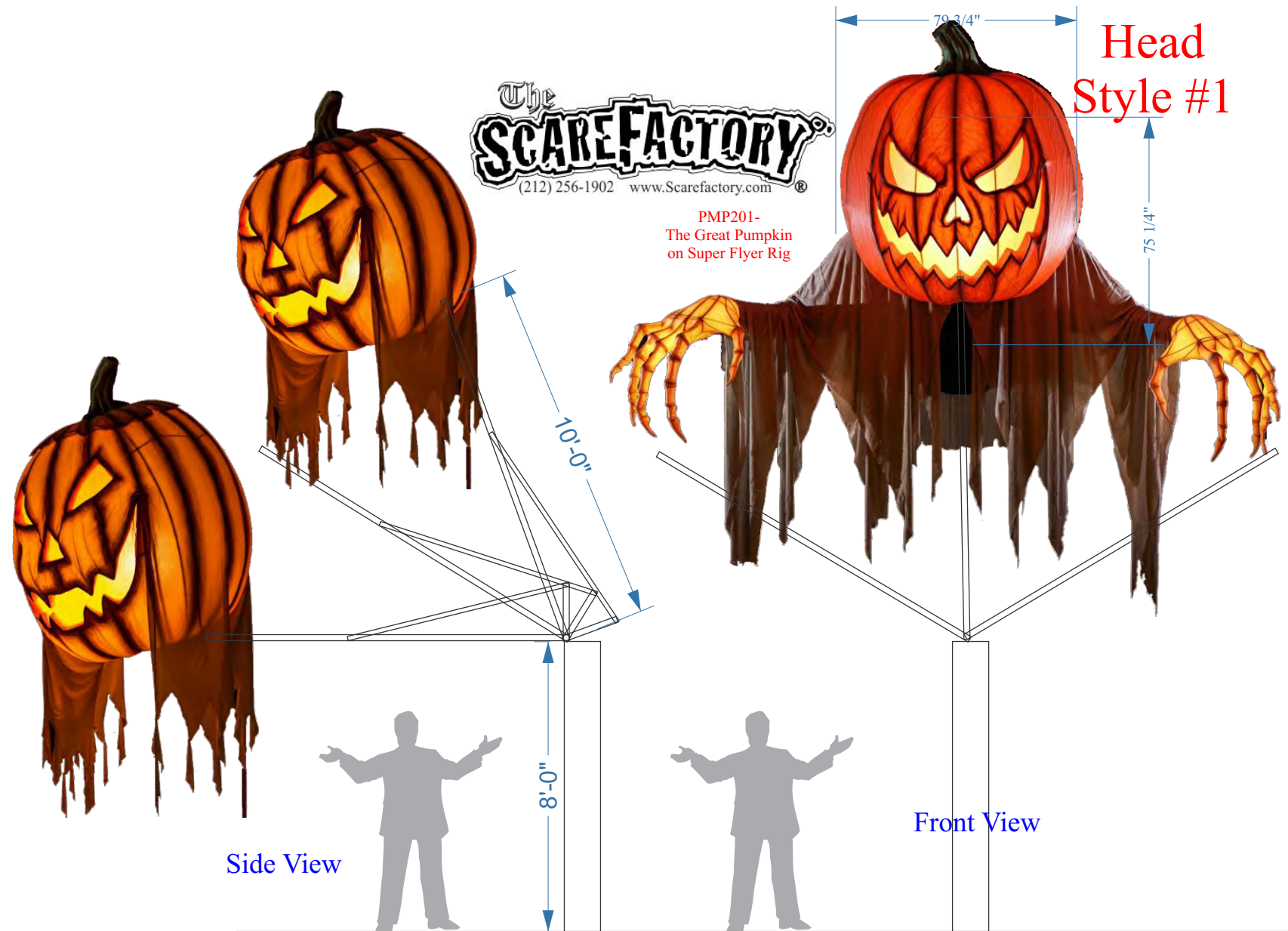
FLT = Floating Levitating - propels a fully animated giant character up/down and left/right, allowing the character to float and sweep in an arc above your patrons heads and then dive down to address them from above. This is a ground supported boom that allows you to completely control the flow and positioning of a floating/flying Character.

Flying/Thrashing Gremlins- are available in a variety of shapes and sizes. These characters have an upper torso pivot that allows them to twist, thrash and undulate violently in their flight while mounted to the GER Rig. They are internally lit Jack O'Lanterns with working jaw movements and are dressed in long flowing gossamer fabrics that adds to their effectiveness when flying in strobe light.

Floating Flying Gremlins- are available in a variety of shapes and sizes. These characters have an upper torso pivot that allows them to pivot and dance along with secondary independent reaching/swimming arm movements that enhances their flight while mounted to the FLT Rig. They are internally lit Jack O'Lanterns with working jaw movements and are dressed in long flowing gossamer fabrics that adds to their effectiveness when flying in strobe light.

Flying Gremlin Array- Our Floating/Levitating, Flying/Thrashing Gremlins are built in a modular fashion so that they may be combined to create an array allowing multiple characters to fly at different angles of attack to perform in front of your patrons. A (3) character array would typically be one larger character in the center floating/levitating above with flying/thrashing characters attacking from the left and the right. This creates an impressive overwhelming array of interacting characters to entertain your guests and also makes for an incredible photo op for folks to share on social media.

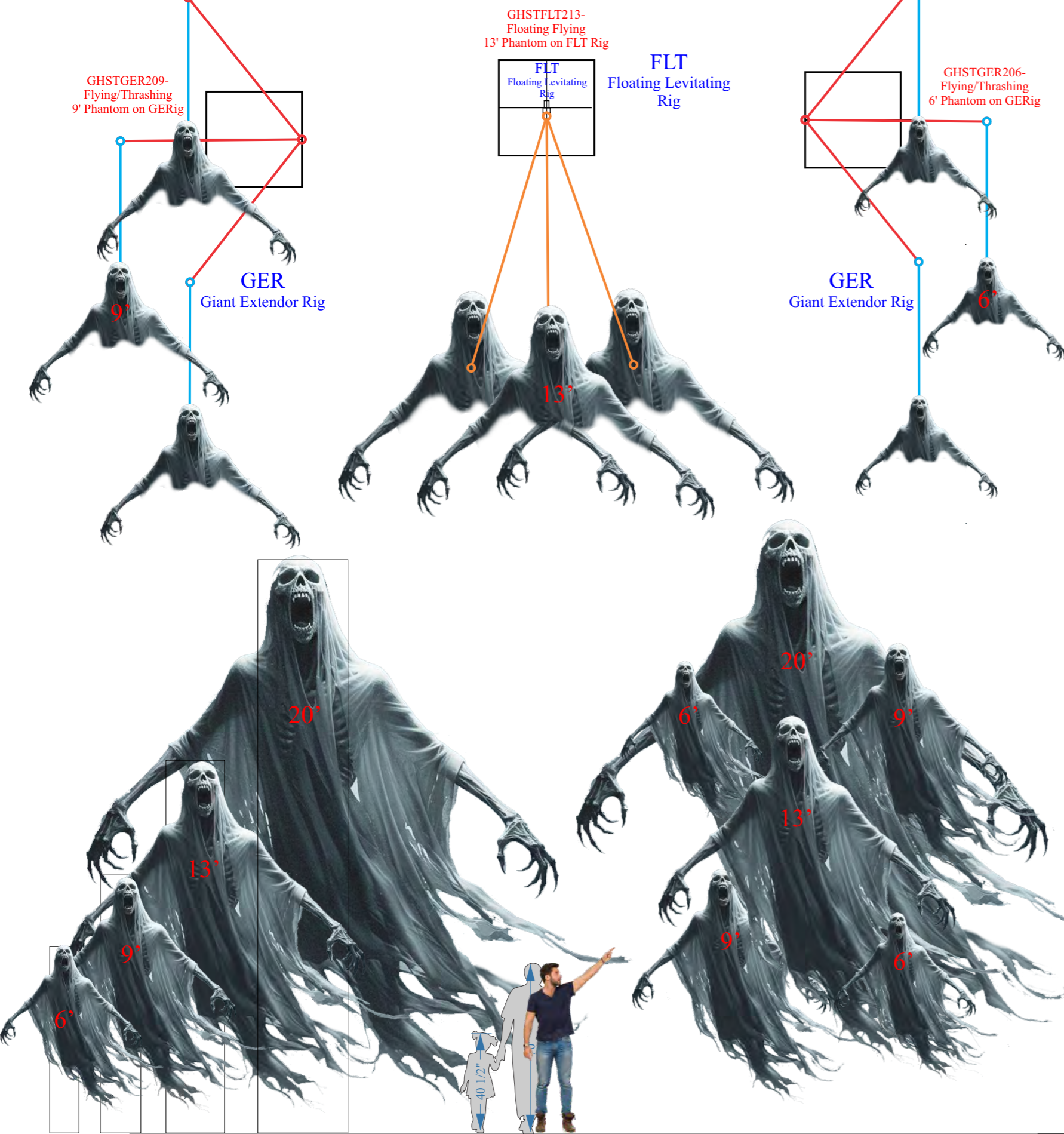




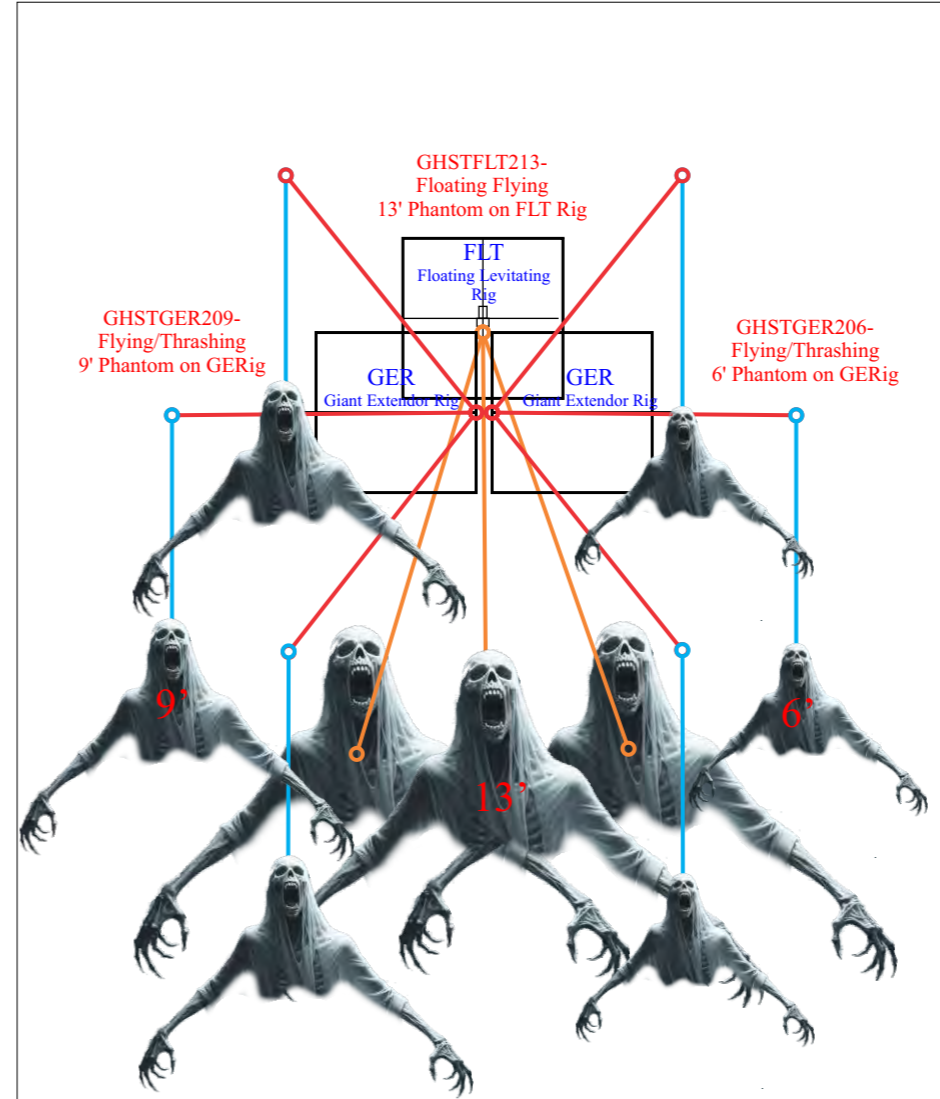
Internally lit Giant Flying Jack O'Lantern is built out of lightweight steel ribbing, covered with a translucent water resistant Vinyl to provide its enormous shape. Character features working jaw movement for speech, panning head movements and independently animated reaching arms- the entire character is propelled left/right, forward/back, up/down by our tried and tested Super Flyer mechanism. Internal LED lighting is synched to character speech for added effect/flashing. Outdoor character flies up to reach an incredible height of nearly 24' with a span of over 34' left/right. Character audio can be performed wither pre-recorded/programmed with character movements or can be put into interactive mode to converse in real time with your patrons.

The PMP200A- features a fully animated talking character on a static/stationary tower. Ideal for Pumpkin Festivals where you can use all of the character functions and talking/greeting functions, but do not have the physical space to have the character fly and sweep.

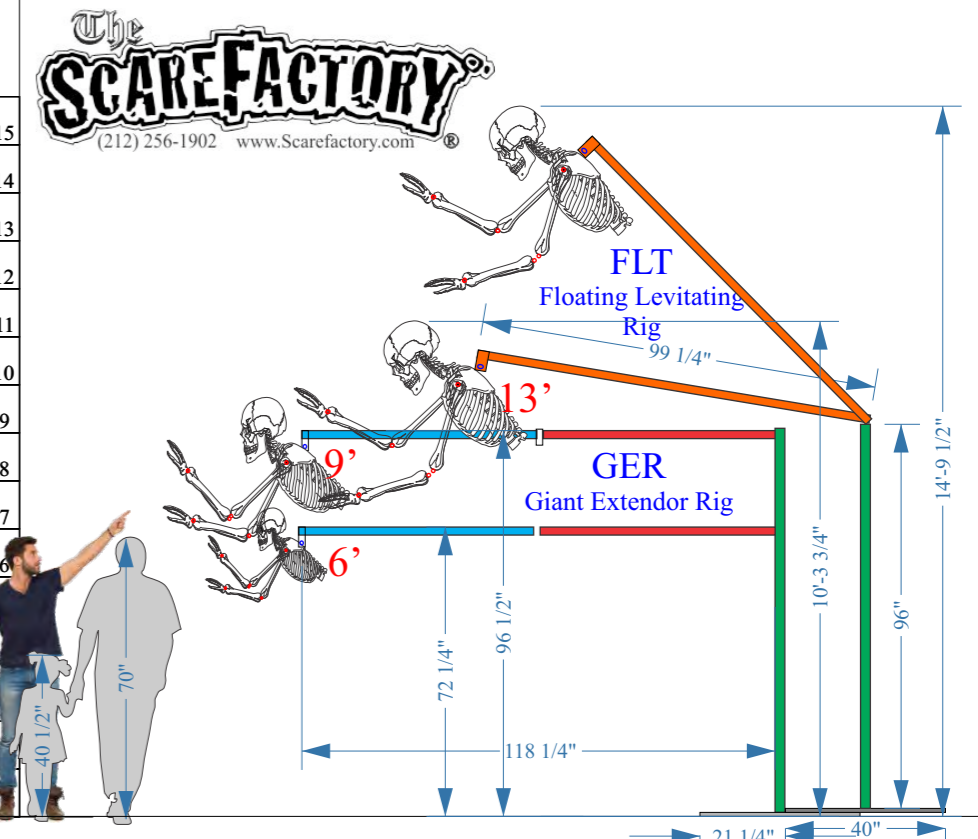
Flying Phantoms



(3) Character Phantom Array



(3) Character Phantom Array



GER = Giant Extendor Rig- propels a fully animated giant character towards your guests, allowing the character to sweep in an arc as it travels a distance of over 10' towards your audience. This ground supported functions much like a human arm with rotations at the booms shoulder and a second at the booms elbow. A drag bar keeps the character in constant alignment.

FLT = Floating Levitating - propels a fully animated giant character up/down and left/right, allowing the character to float and sweep in an arc above your patrons heads and then dive down to address them from above. This is a ground supported boom that allows you to completely control the flow and positioning of a floating/flying Character.

Flying/Thrashing Phantoms- are available in 6', 9', 13', & 20' form factors. These characters have an upper torso pivot that allows them to twist, thrash and undulate violently in their flight while mounted to the GER Rig. They have LED eyes and are dressed in long flowing gossamer fabrics that adds to their effectiveness when flying in strobe light.

Floating Flying Phantoms- are available in 6', 9', 13', & 20' form factors. These characters have an upper torso pivot that allows them to pivot and dance along with secondary independent reaching/swimming arm movements that enhances their flight while mounted to the FLT Rig. They have LED eyes and are dressed in long flowing gossamer fabrics that adds to their effectiveness when flying in strobe light.

Phantom Array- Our Floating/Levitating, Flying/Thrashing Phantoms are built in a modular fashion so that they may be combined to create an array allowing multiple characters to fly at different angles of attack to perform in front of your patrons. A (3) character array would typically be one larger character in the center floating/levitating above with flying/thrashing characters attacking from the left and the right. This creates an impressive overwhelming array of interacting characters to entertain your guests and also makes for an incredible photo op for folks to share on social media.

ANGULAR EXTENSOR RIG AER

20' Character Form Factor

13' Character Form Factor

20SKEL305AER-
20' Flying/Thrashing
SkeleDemon Lord on AERig

20SKEL302AER-
20' Flying/Thrashing
Zombie on AERig

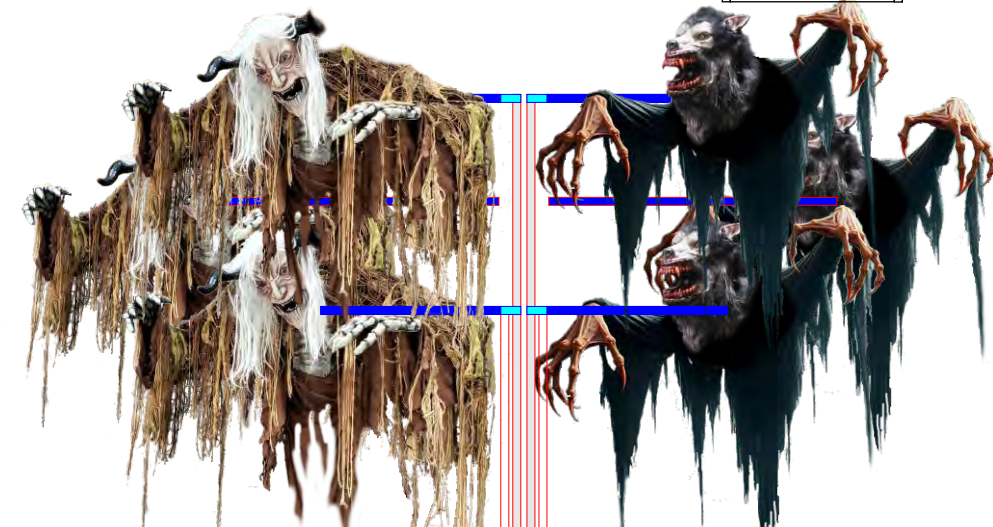
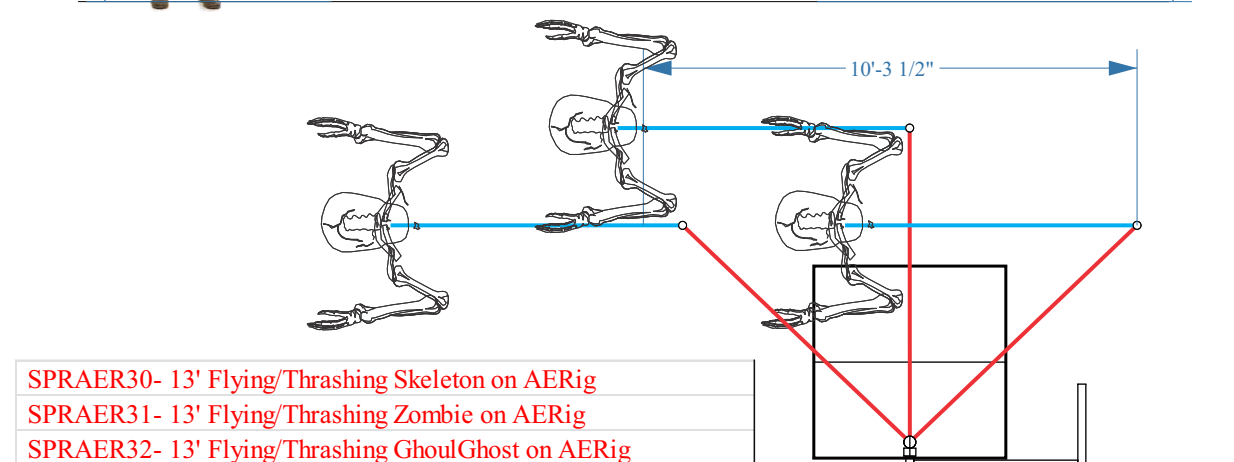
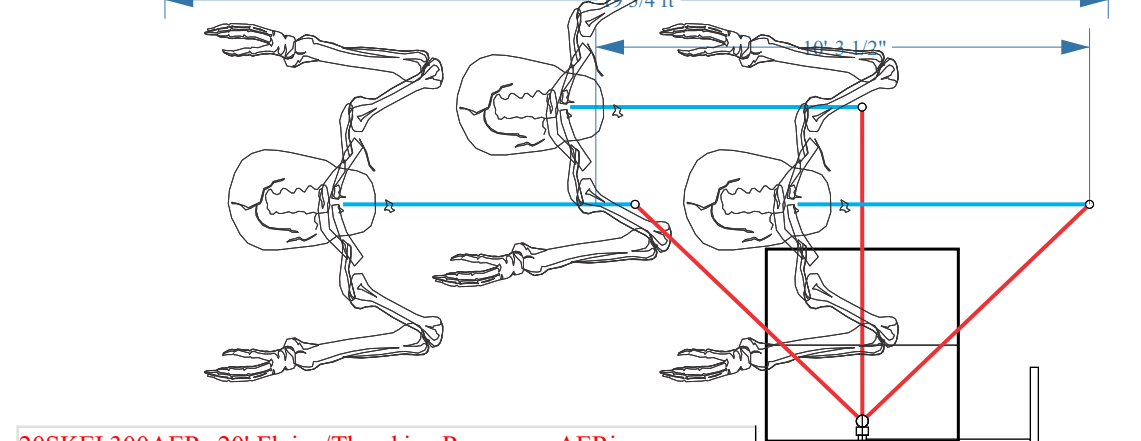
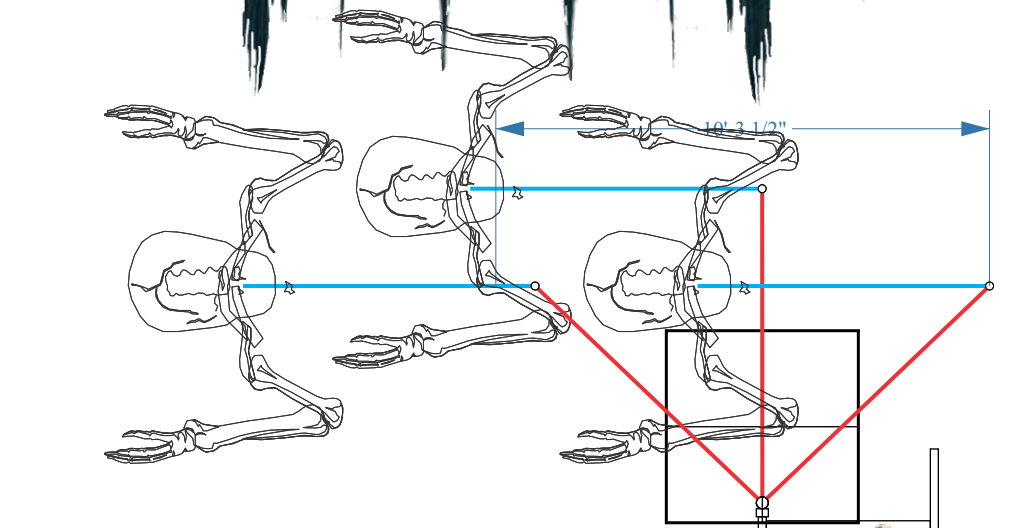
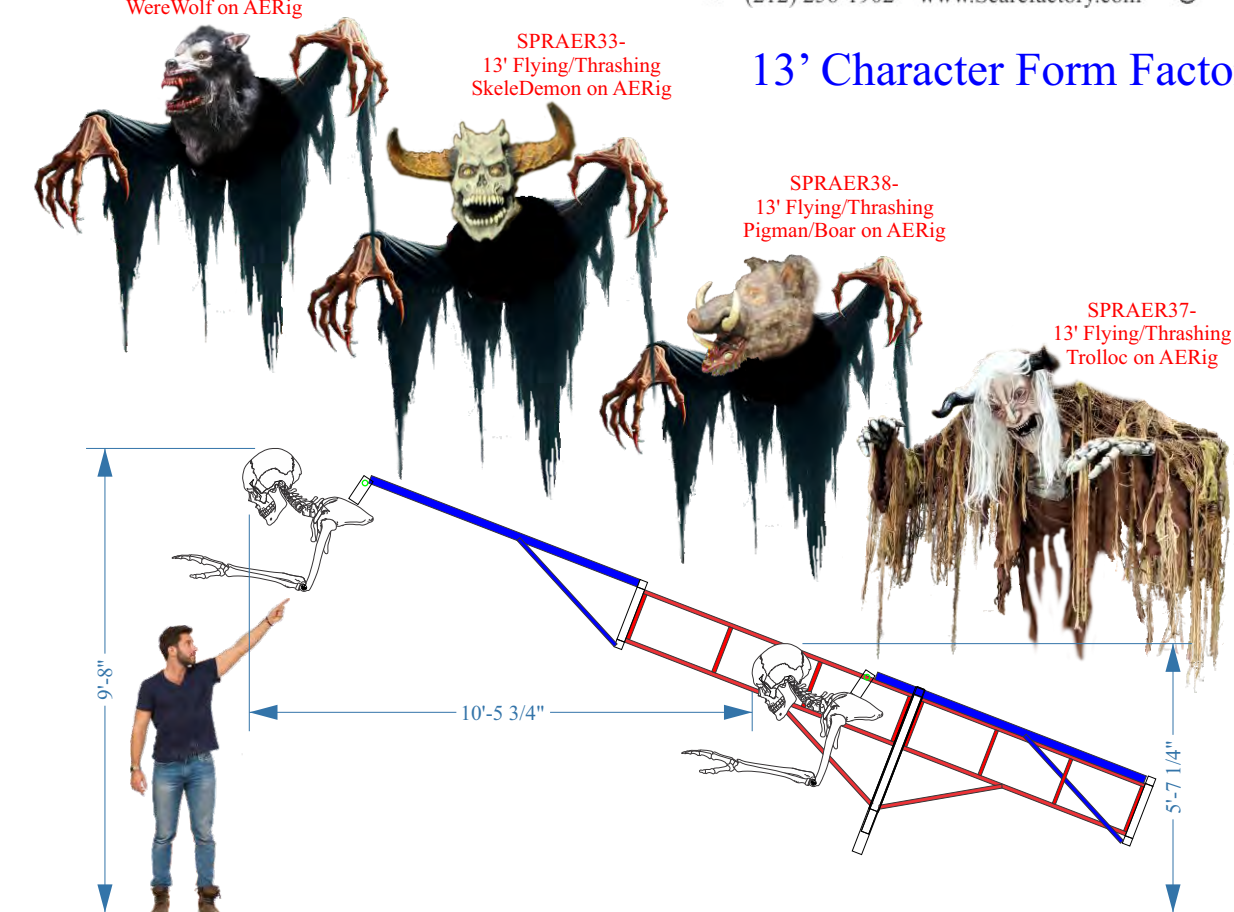
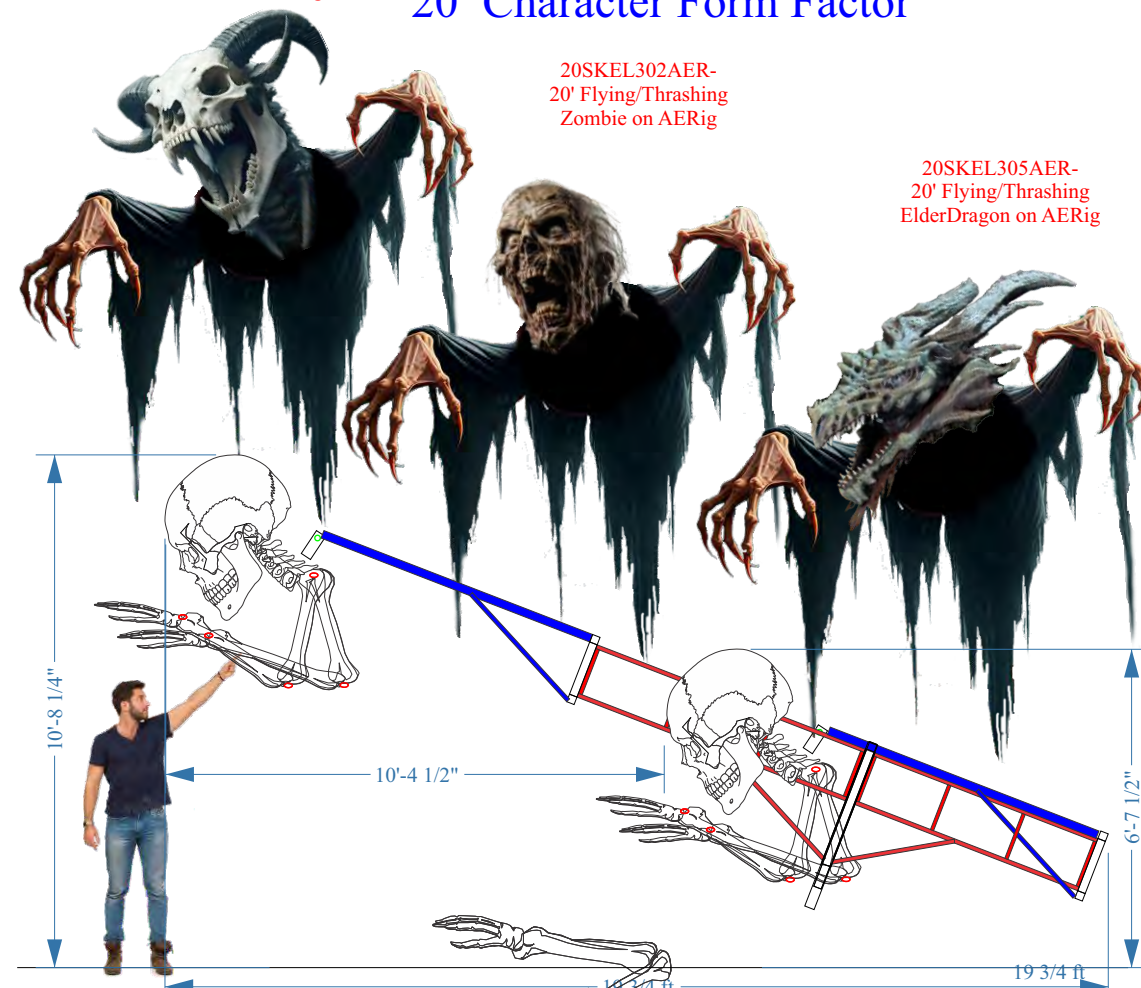
20SKEL305AER-
20' Flying/Thrashing
ElderDragon on AERig

SPRAER39-
13' Flying/Thrashing
WereWolf on AERig

SPRAER33-
13' Flying/Thrashing
SkeleDemon on AERig

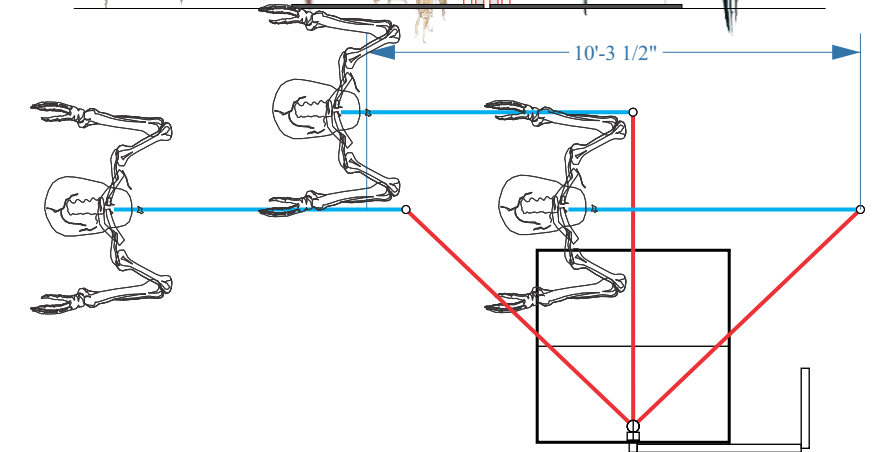
SPRAER38-
13' Flying/Thrashing
Pigman/Boar on AERig

SPRAER37-
13' Flying/Thrashing
Trolloc on AERig



- 20SKEL300AER- 20' Flying/Thrashing Reaper on AERig
- 20SKEL301AER- 20' Flying/Thrashing Skeleton on AERig
- 20SKEL302AER- 20' Flying/Thrashing Zombie on AERig
- 20SKEL303AER- 20' Flying/Thrashing GhoulGhost on AERig
- 20SKEL304AER- 20' Flying/Thrashing Clown on AERig
- 20SKEL305AER- 20' Flying/Thrashing SkeleDemon Lord on AERig
- 20SKEL305AER- 20' Flying/Thrashing ElderDragon on AERig

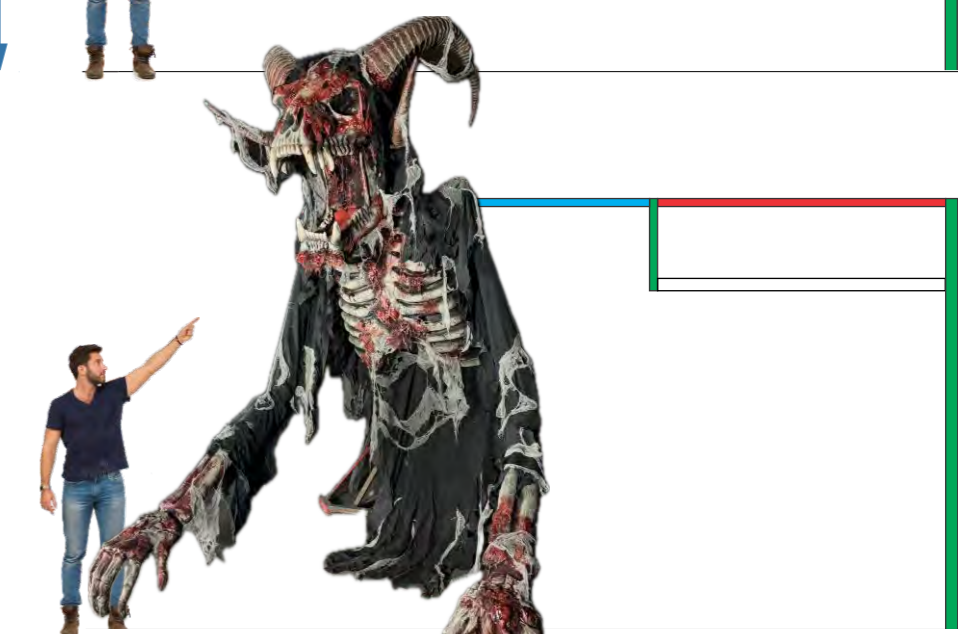
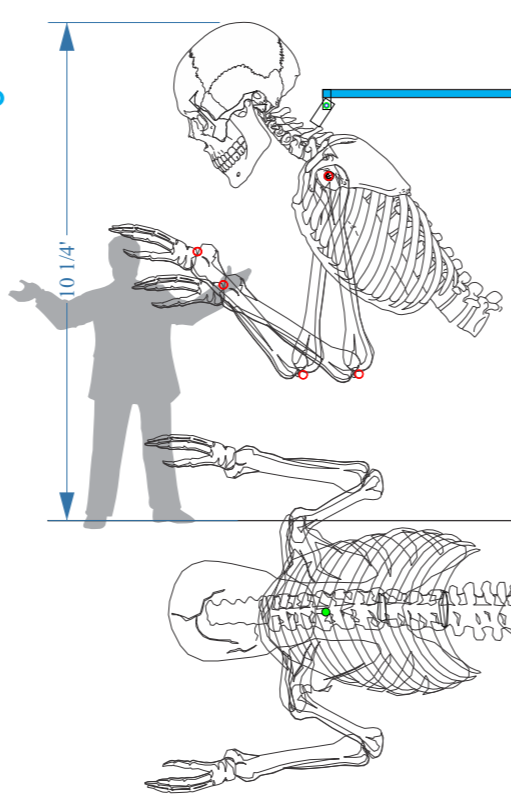
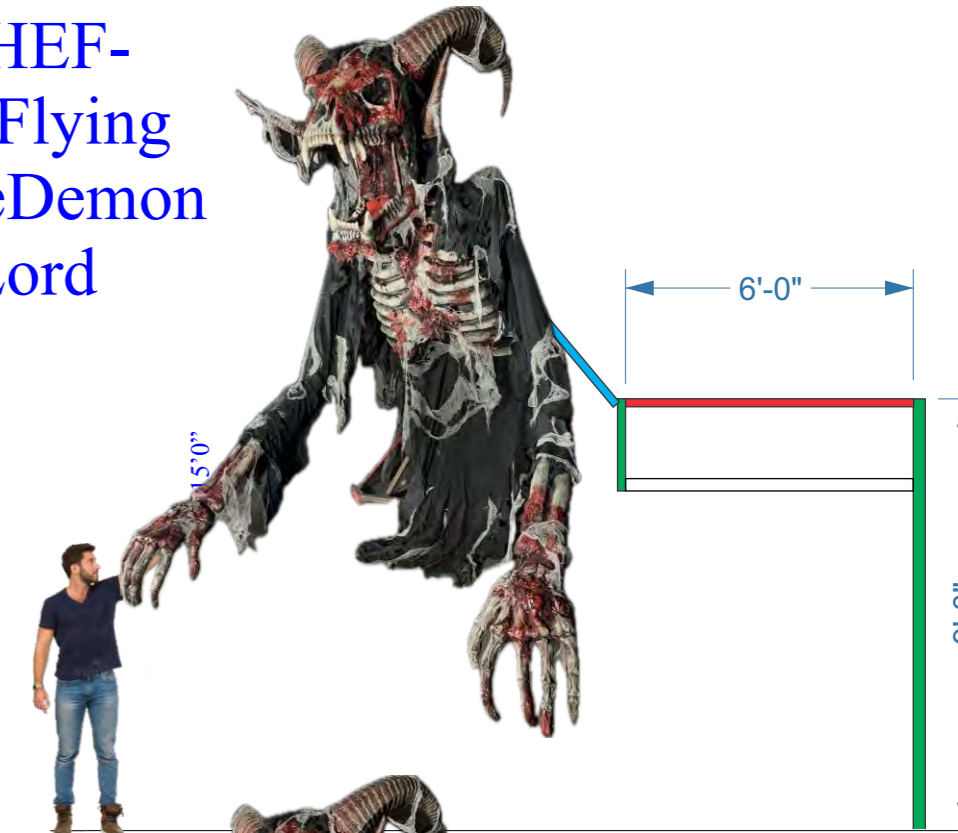
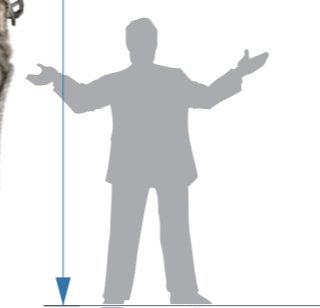
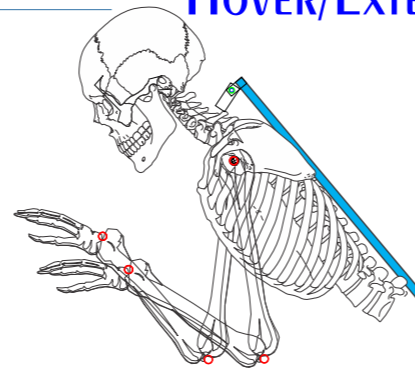
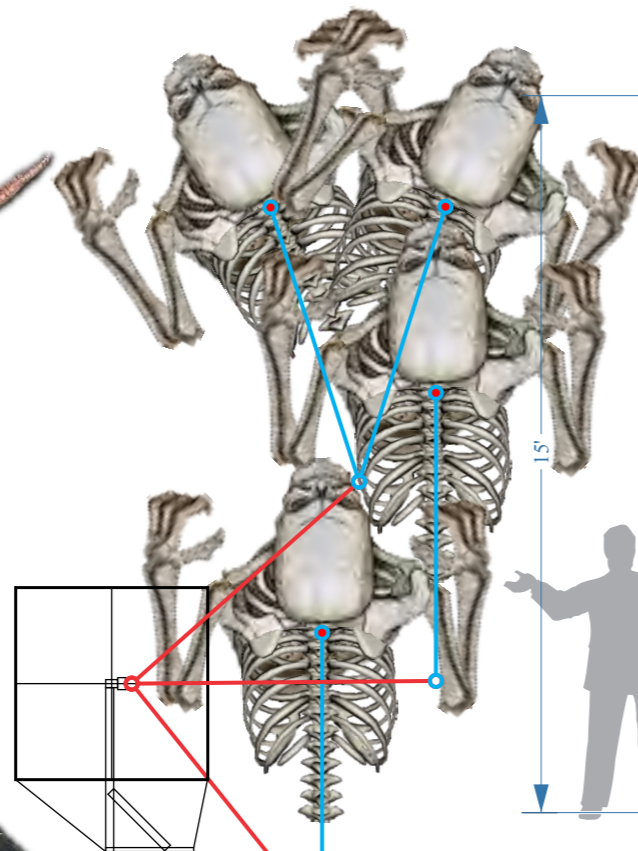
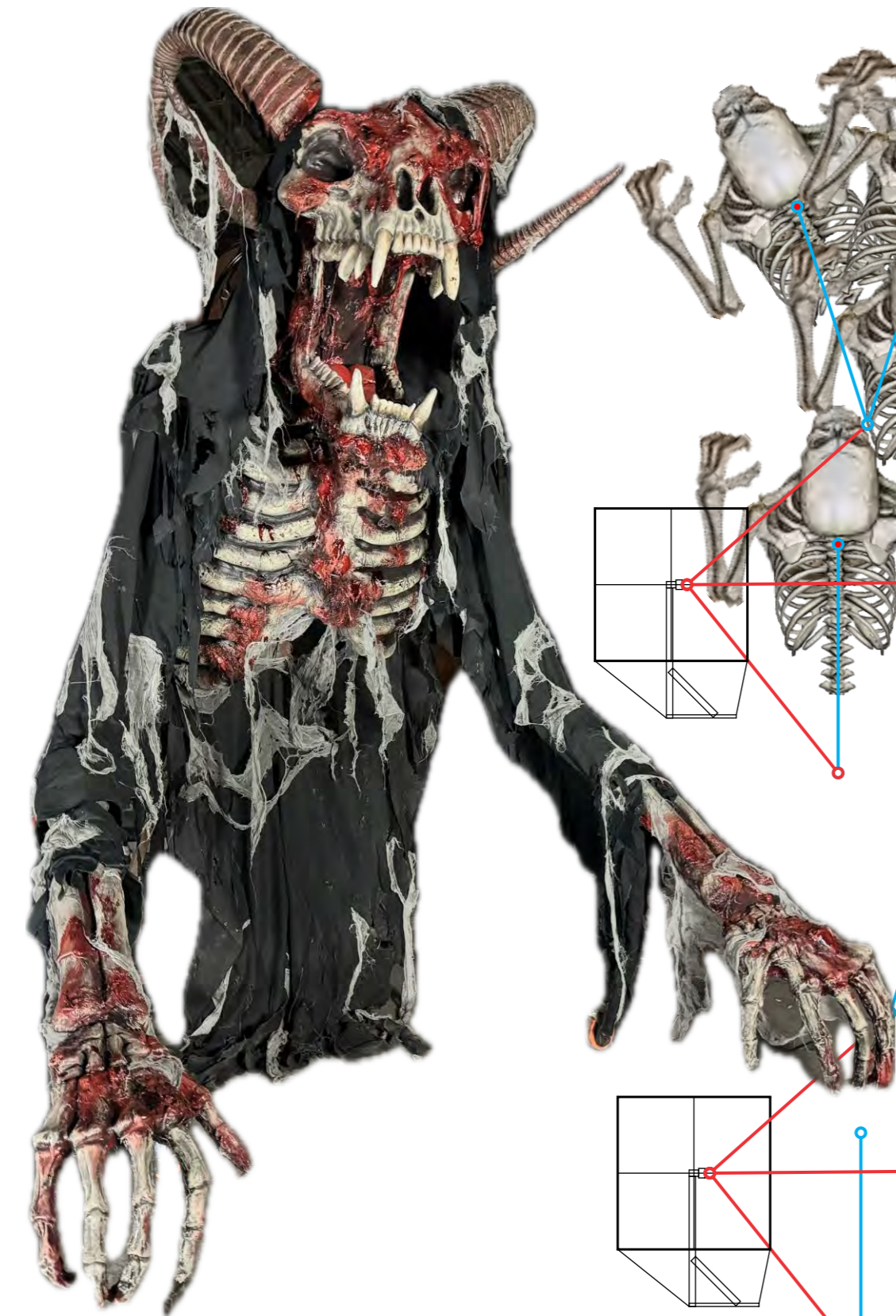
- SPRAER30- 13' Flying/Thrashing Skeleton on AERig
- SPRAER31- 13' Flying/Thrashing Zombie on AERig
- SPRAER32- 13' Flying/Thrashing GhoulGhost on AERig
- SPRAER33- 13' Flying/Thrashing SkeleDemon on AERig
- SPRAER34- 13' Flying/Thrashing Reaper on AERig
- SPRAER35- 13' Flying/Thrashing Clown on AERig
- SPRAER36- 13' Flying/Thrashing ScareCrow on AERig
- SPRAER37- 13' Flying/Thrashing Trolloc on AERig
- SPRAER38- 13' Flying/Thrashing Pigman/Boar on AERig
- SPRAER39- 13' Flying/Thrashing WereWolf on AERig



AER = Angular Extensor Rig- propels a fully animated giant character towards your guests, from ground level up to a height of 10', allowing the character to sweep in an arc as it travels a distance of over 10' forward/back towards your audience. This ground supported functions much like a human arm with rotations at the booms shoulder and a second at the booms elbow. A drag bar keeps the character in constant alignment.

Flying/Thrashing Characters- are available in (2) form factors the gigantic 20' form factor and our popular 13' form factor. These characters have an upper torso pivot that allows them to twist, thrash and undulate violently in their flight while mounted to the AER Rig. Compelling working jaw movements for customized speech, screaming and audio and are dressed in long flowing gossamer fabrics that adds to their effectiveness when flying in strobe light.

HOVER/EXTENDER/FLYER
20' Flying
SkeleDemon
Lord

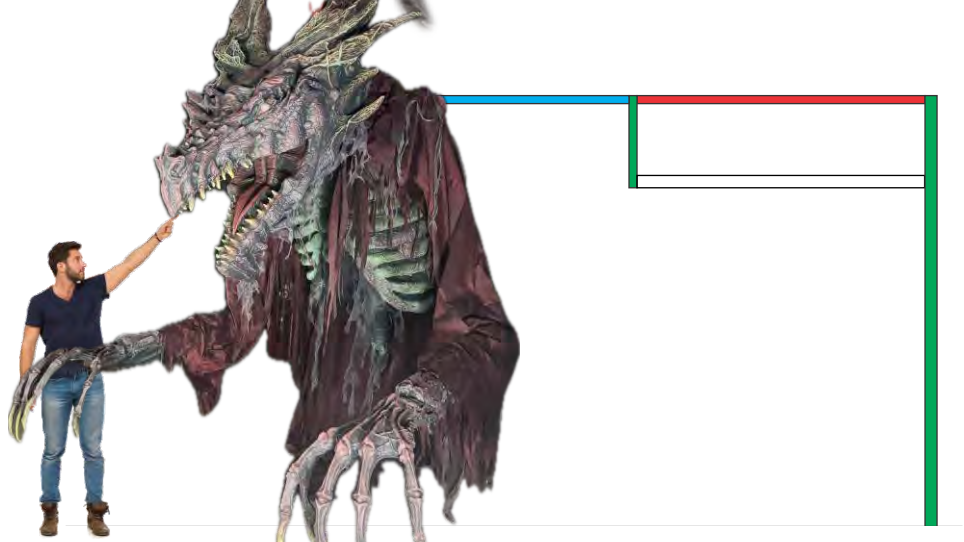
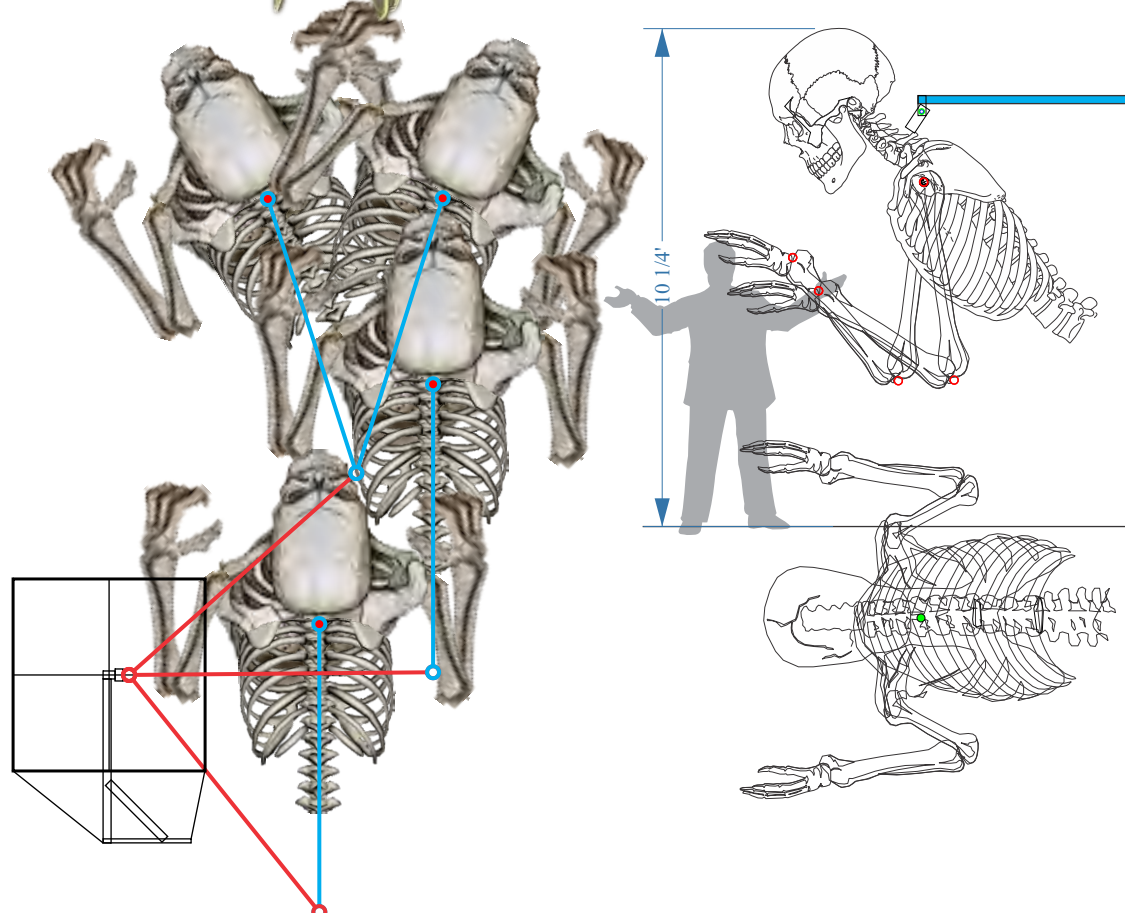
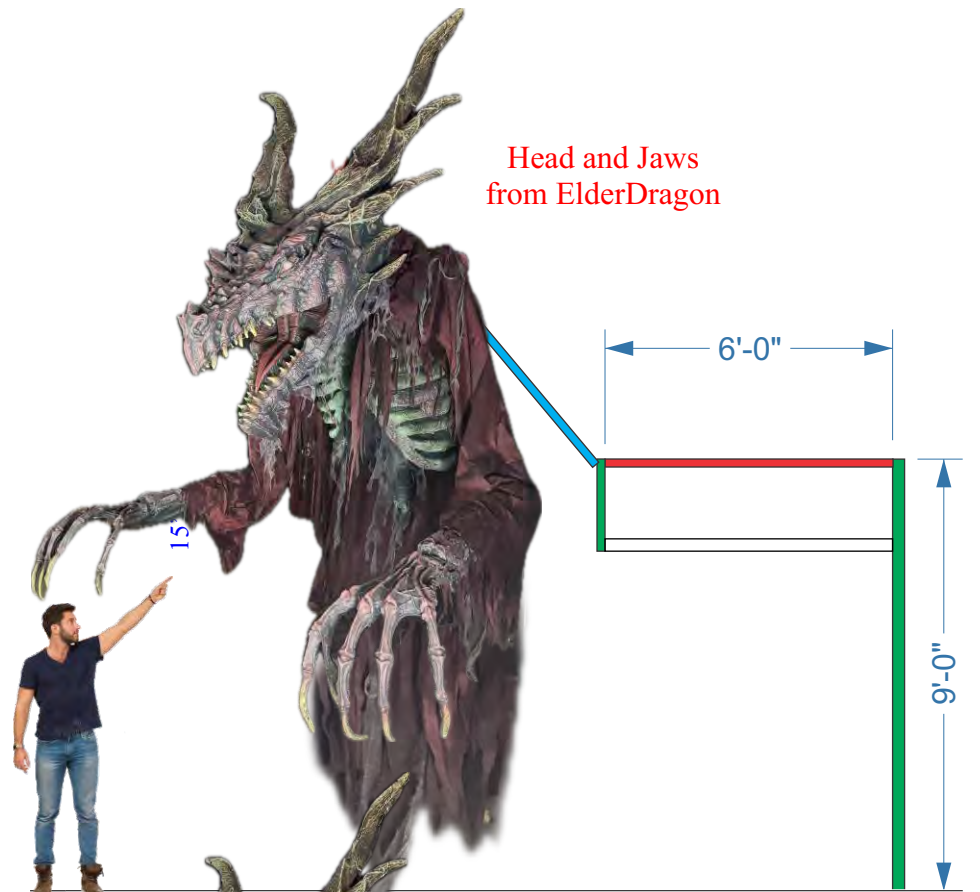
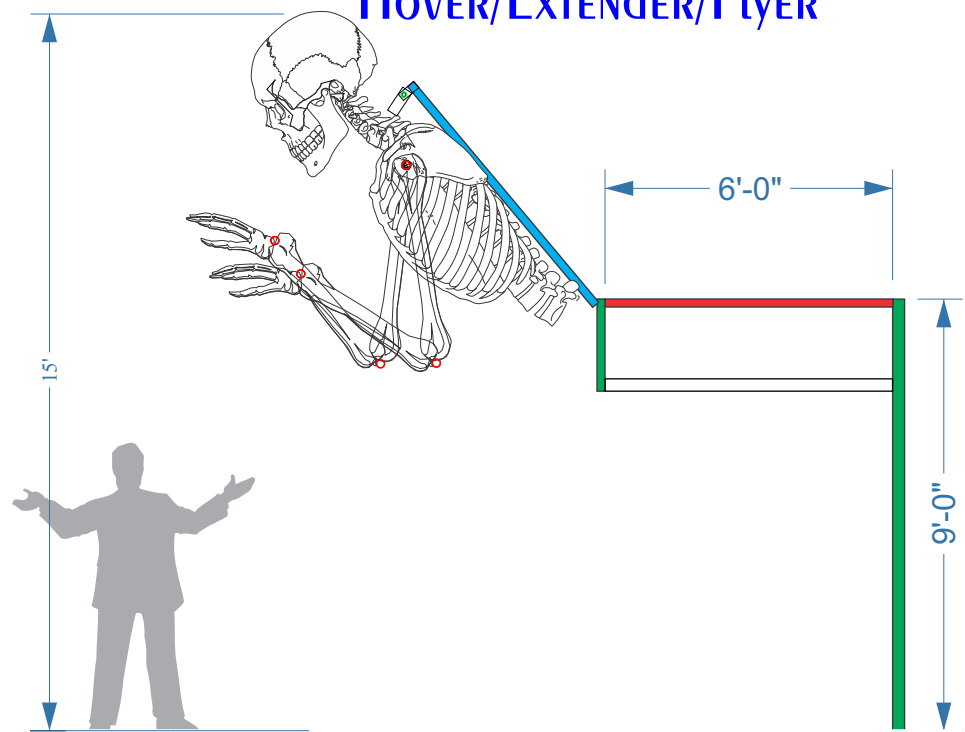
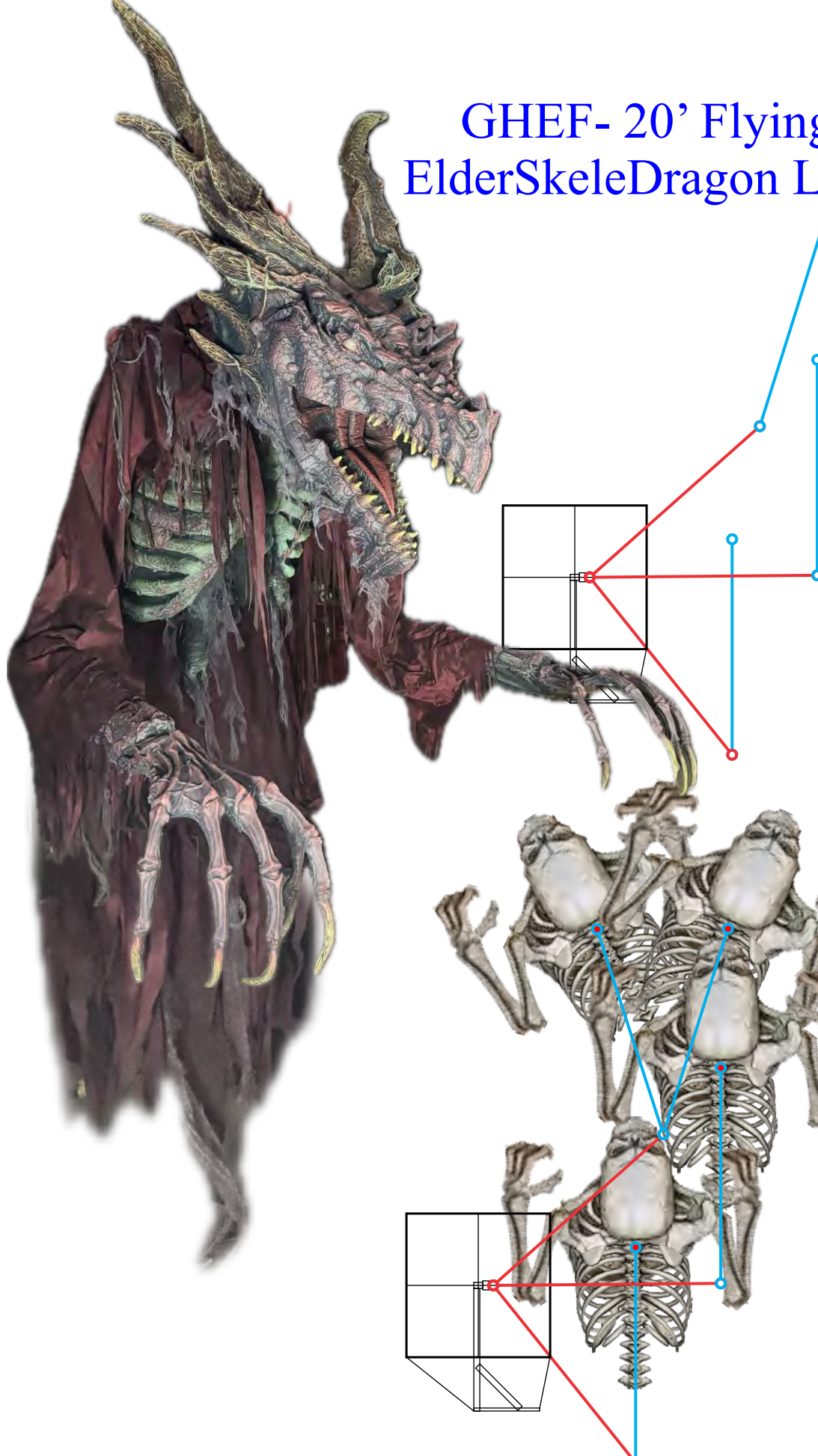


Giant Hover/Extender/Flyer: With a brand new 20' character sculpt of our new Giant SkeleDemon for its head with snapping jaws, we have mounted an animated the upper portion of our 20' Skeleton onto our GHEF Rig which propels a fully animated giant character towards your guests, allowing the character to sweep in an arc and pan left/right as it travels a distance of over 10' towards your audience. A 2-part ground supported boom that functions much like a human arm with rotations at the booms shoulder and a second at the booms elbow. An additional lift mechanism is added to the final boom attached to the character which flies the character up to a height of 15' as it pans left/right and moves forward back.

GHEF- 20' Flying ElderSkeleDragon Lord



HOVER/EXTENDER/FLYER

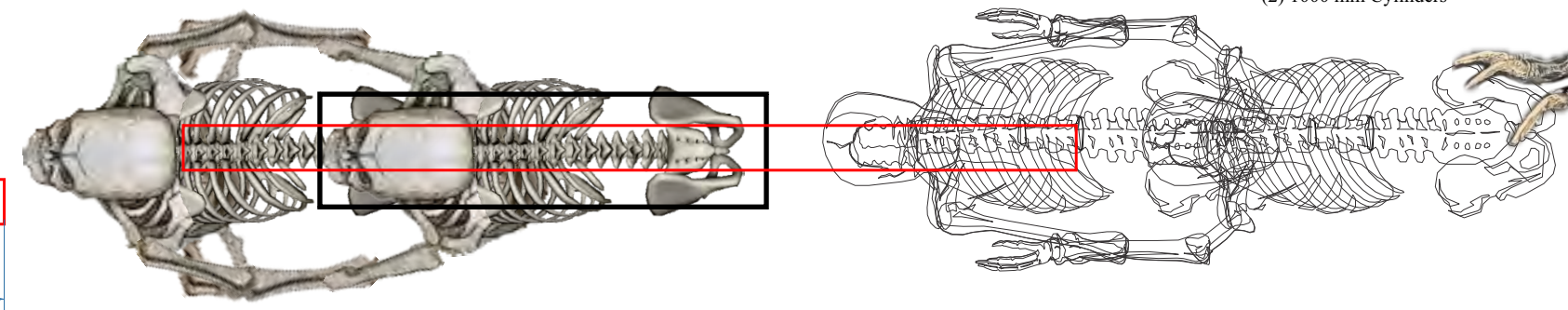
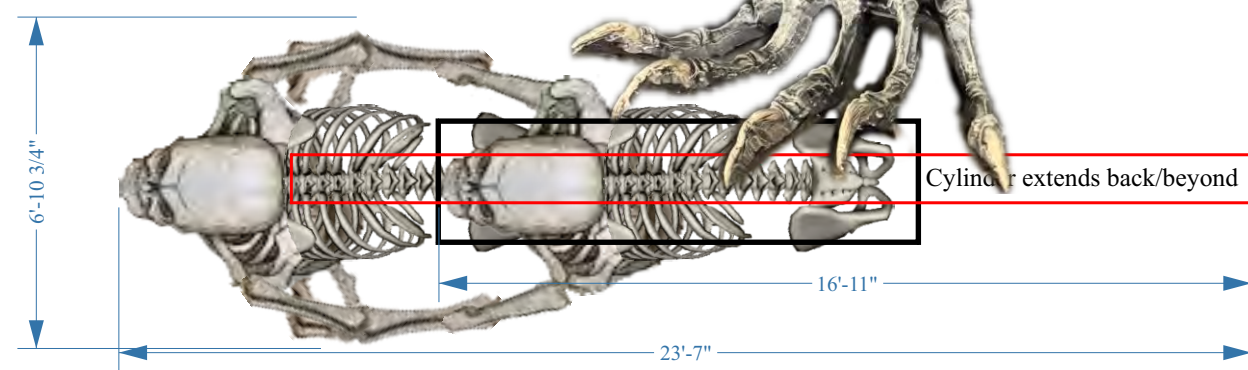
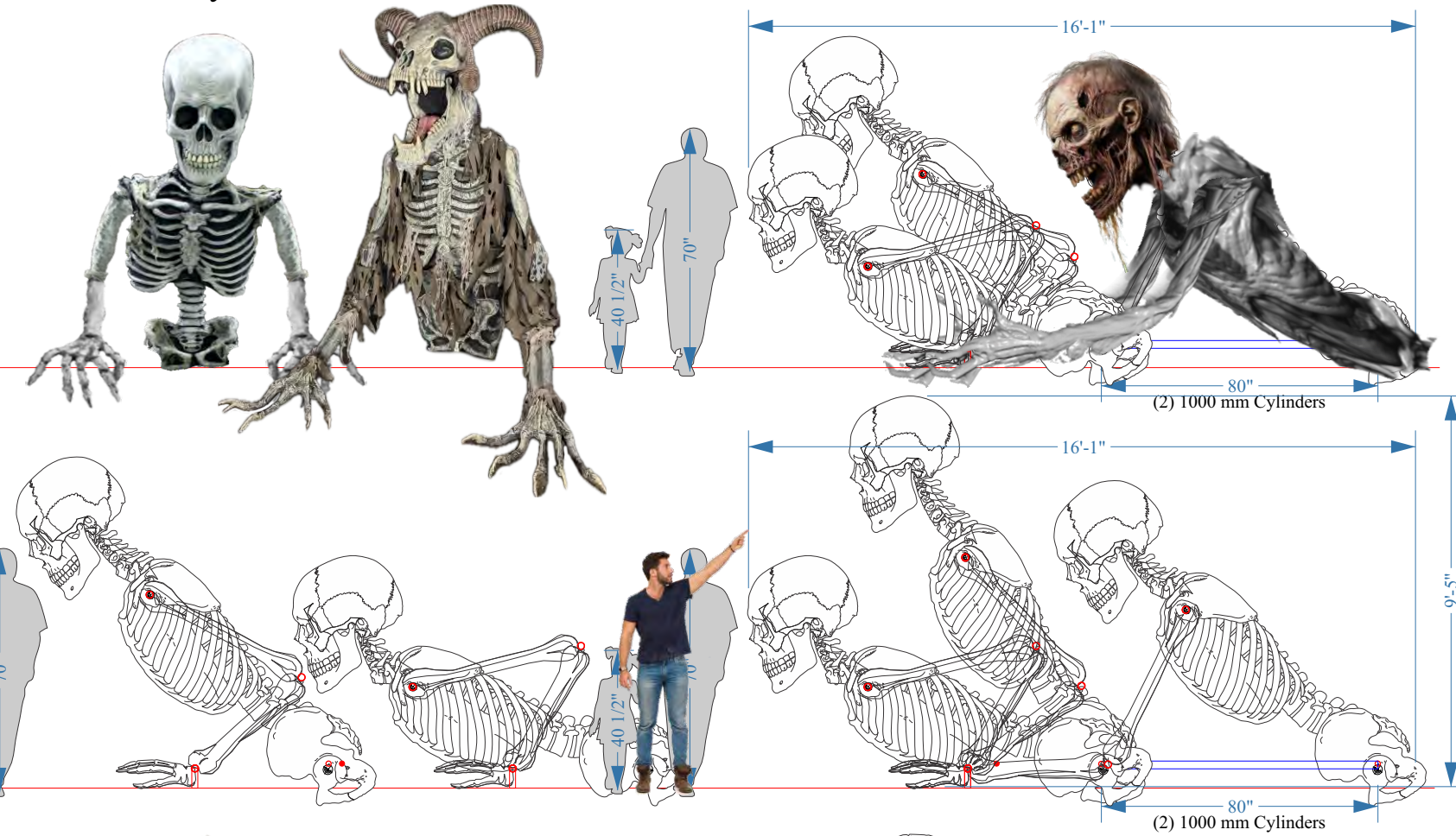


Giant Hover/Extender/Flyer: With the head/jaws from our giant ElderDragon with snapping jaws, we have mounted the animated the upper torso onto our GHEF Rig which propels a fully animated giant character towards your guests, allowing the character to sweep in an arc and pan left/right as it travels a distance of over 10' towards your audience. A 2-part ground supported boom that functions much like a human arm with rotations at the booms shoulder and a second at the booms elbow. An additional lift mechanism is added to the final boom attached to the character which flies the character up to a height of 15' as it pans left/right and moves forward back.



20' SkeleDemon Lord Crawler

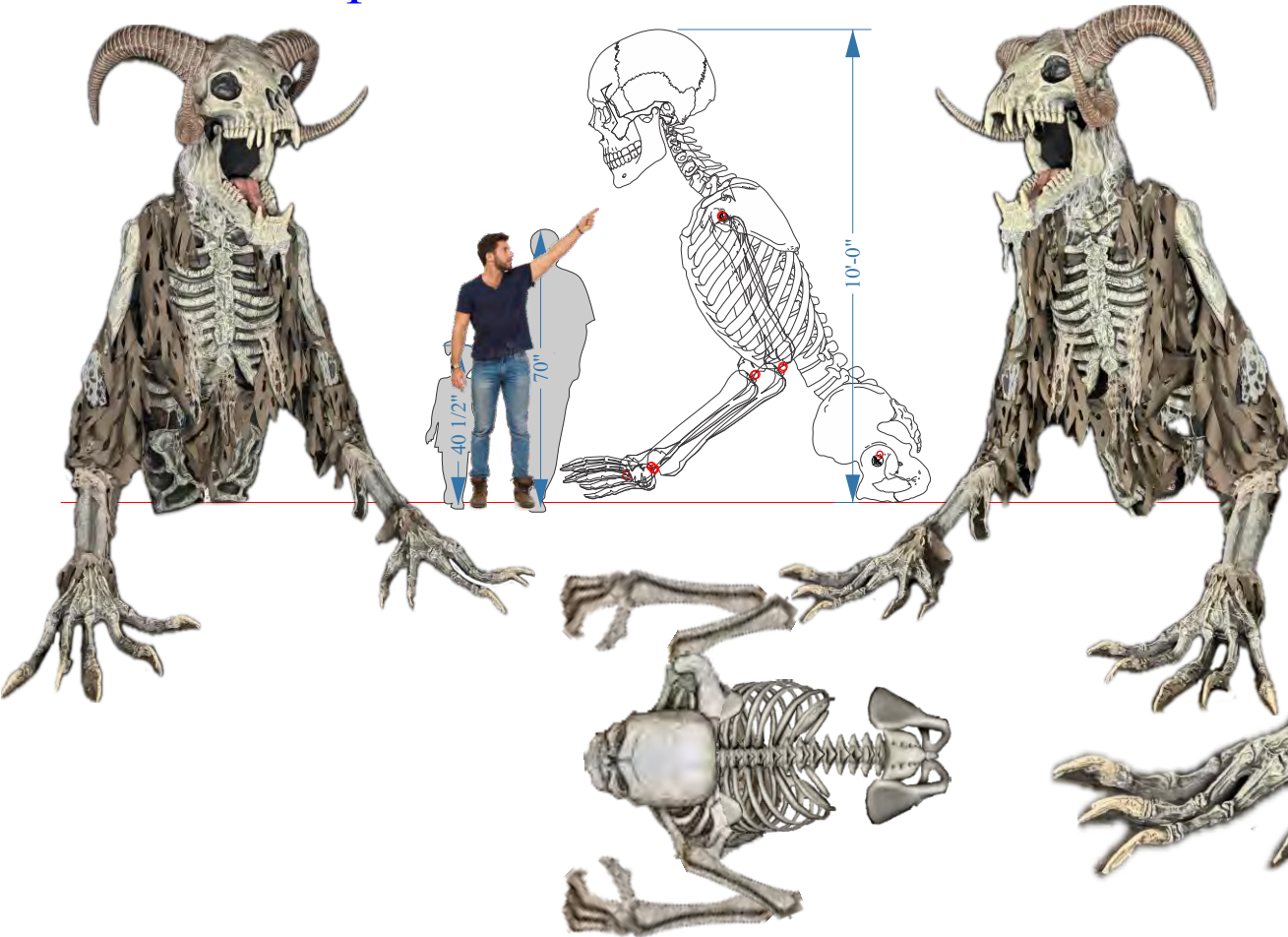
20' SkeleDemon Lord Crawler- character starts in the back lower position and then pulls himself up and forward to get face to face with your guests. Character is propelled on a track system and has a travel distance of 80" forward/back. Character movements include Jaw (so that he can scream at your patrons), multiple head movements, and independent arm movements that thrust the character's torso up/down and left/right violently as it thrashes back/forth on the track.





20' SkeleDemon Lord Crawler- STATIC Photo Op- Static version of our incredible 20' Crawling character makes an ideal Photo Op as the sheer size and positioning of the character line up perfectly with your patrons wanting to take a picture at your attraction to share on social media.

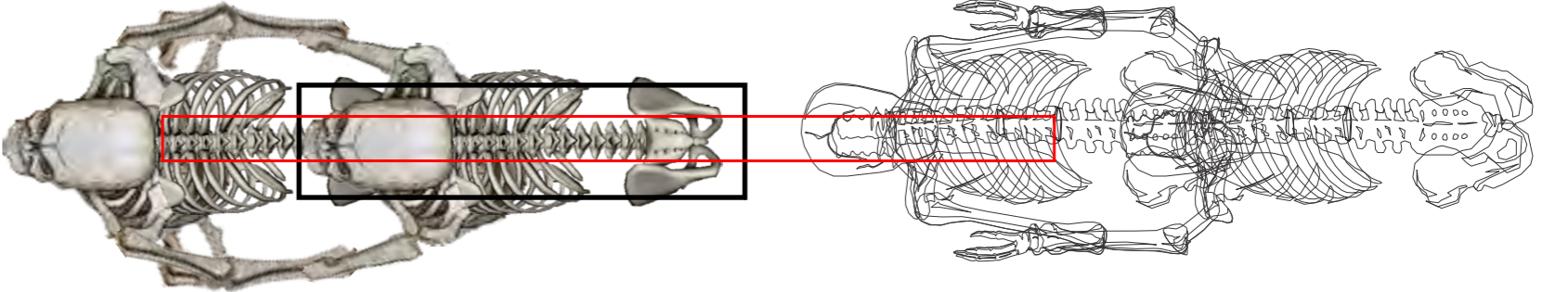
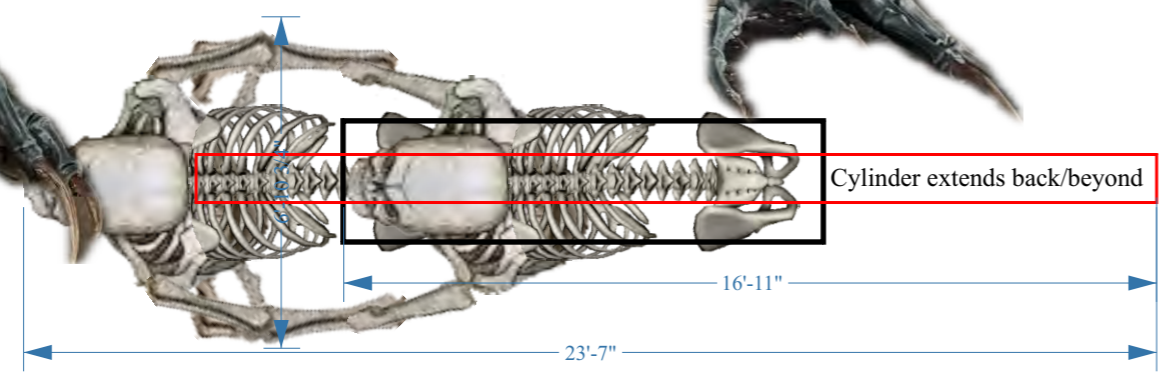
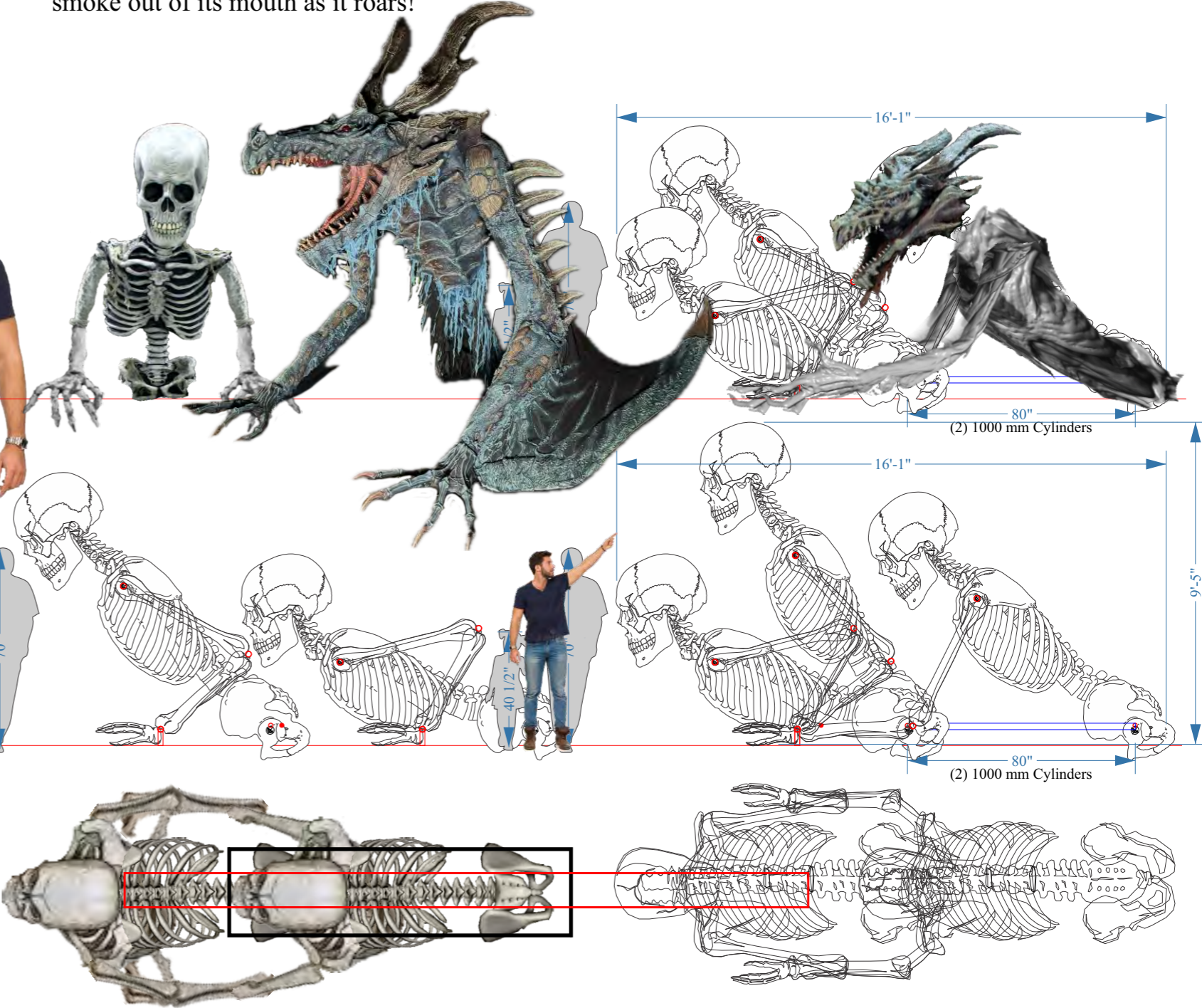
20' SkeleDemon Lord Crawler STATIC Photo Op





20' ElderDragon Lord Crawler

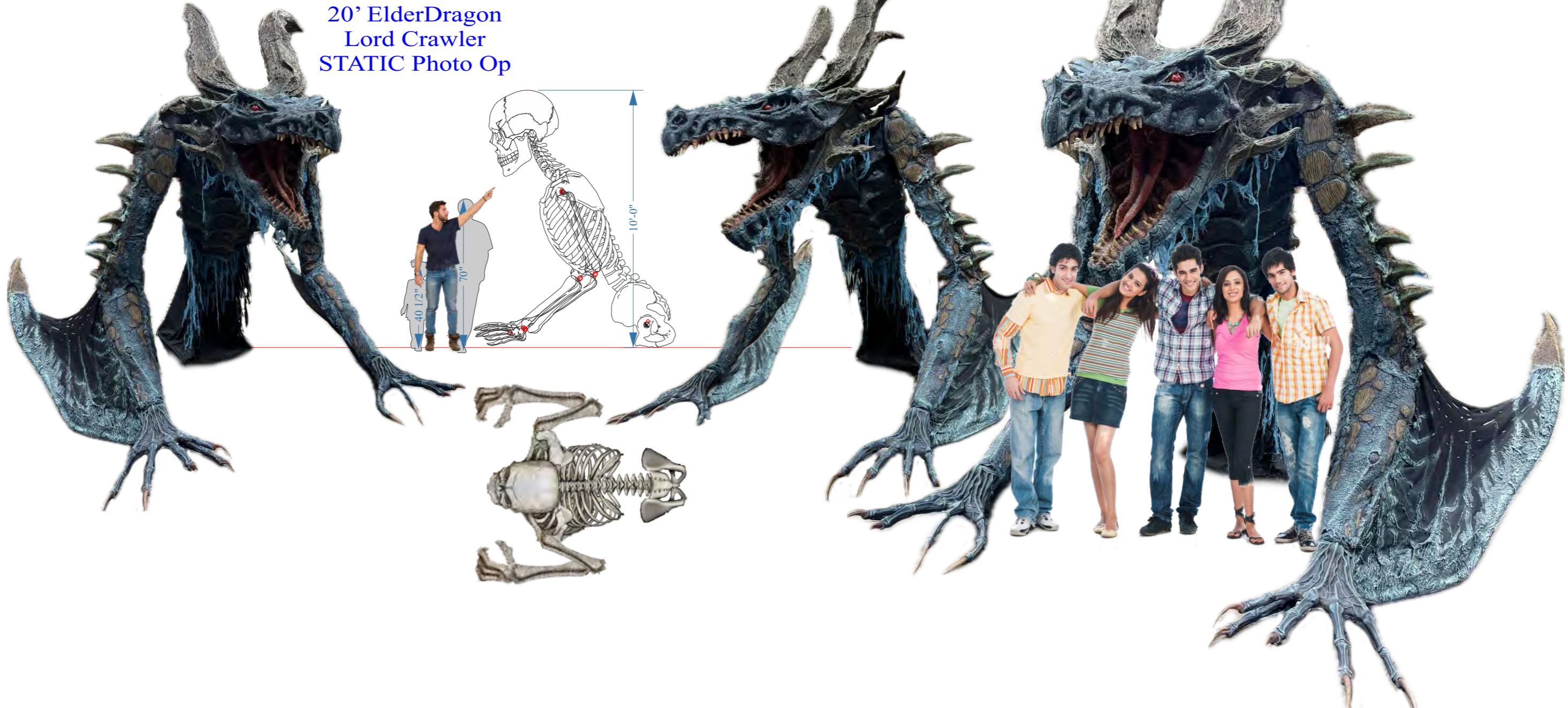
20' ElderDragon Crawler- character starts in the back lower position and then pulls himself up and forward to get face to face with your guests. Character is propelled on a track system and has a travel distance of 80" forward/back. Character movements include Jaw (so that he can scream at your patrons), multiple head movements, and independent arm movements that thrust the character's torso up/down and left/right violently as it thrashes back/forth on the track. Add yellow and red LED's in the mouth and a forced fog unit out of the throat to have this Dragon blast belowing red/yellow smoke out of its mouth as it roars!





20' ElderDragon Lord Crawler- STATIC Photo Op- Static version of our incredible 20' Crawling character makes an ideal Photo Op as the sheer size and positioning of the character line up perfectly with your patrons wanting to take a picture at your attraction to share on social media.

20' ElderDragon
Lord Crawler
STATIC Photo Op



SPRCRWL30-
13' Crawler-
Skeleton

SPRCRWL31-
13' Crawler-
Zombie

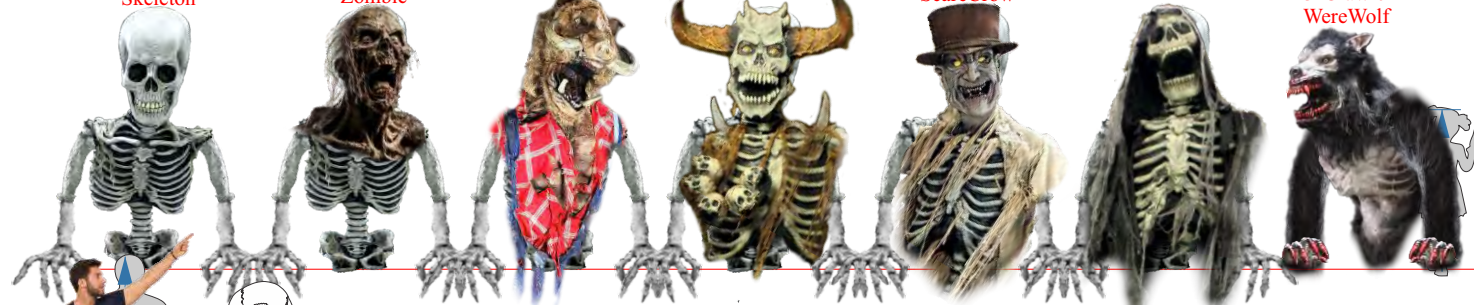
SPRCRWL38-
13' Crawler-
Pigman/Boar

SPRCRWL33-
13' Crawler-
SkeleDemon

SPRCRWL36-
13' Crawler-
ScareCrow

SPRCRWL34-
13' Crawler-
Reaper

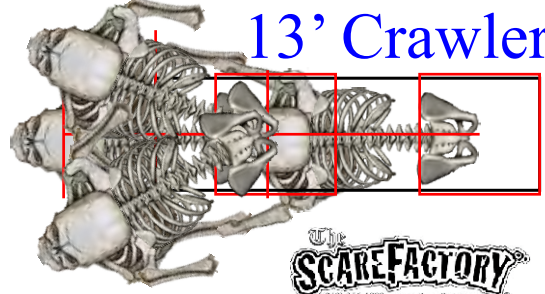
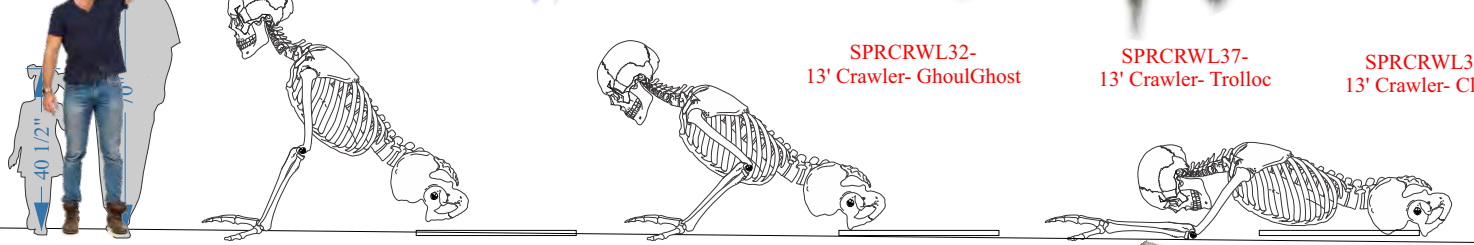
SPRCRWL39-
13' Crawler-
WereWolf



SPRCRWL32-
13' Crawler- GhoulGhost

SPRCRWL37-
13' Crawler- Trolloc

SPRCRWL35-
13' Crawler- Clown



13' Crawlers- character starts in the back lower position and then pulls himself up and forward to get face to face with your guests. Character is propelled on a track system and has a travel distance of 50" forward/back. Character movements include Jaw (so that he can scream at your patrons), multiple head movements, and independent arm movements that thrust the character's torso up/down and left/right violently as it thrashes back/forth on the track.

20' Upper Torso Pop Up



20' Upper Torso Pop Up



20SKELPU27-
20' Upper Torso Pop Up-
SkeleDemon Lord



We have tried to provide an economical solution to provide you with the power and the impact of a very large character, that moves incredibly fast from a small space. We have mounted the upper torso of our 20' Skeleton to an incredibly fast pop up mechanism that shoots the upper torso of the character 40" into the air. Character features compelling jaw movements for speech, screaming and audio as well as a head panning function.

- | |
|---|
| 20SKELPU20- 20' Upper Torso Pop Up- Reaper |
| 20SKELPU21- 20' Upper Torso Pop Up- Skeleton |
| 20SKELPU22- 20' Upper Torso Pop Up- Zombie |
| 20SKELPU23- 20' Upper Torso Pop Up- GhoulGhost |
| 20SKELPU24- 20' Upper Torso Pop Up- Clown |
| 20SKELPU25- 20' Upper Torso Pop Up- Pirate |
| 20SKELPU26- 20' Upper Torso Pop Up- Mummy |
| 20SKELPU27- 20' Upper Torso Pop Up- SkeleDemon Lord |

13' Pop Up



SPRPU48-
13' Pop Up-
PigMAN/Boar

13' Pop Up

SPRPU49-
13' Pop Up-
WEREWOLF



- | |
|----------------------------------|
| SPRPU40- 13' Pop Up- Skeleton |
| SPRPU41- 13' Pop Up- Zombie |
| SPRPU42- 13' Pop Up- GhouLGhost |
| SPRPU43- 13' Pop Up- SkeleDemon |
| SPRPU44- 13' Pop Up- Reaper |
| SPRPU45- 13' Pop Up- Clown |
| SPRPU46- 13' Pop Up- ScareCrow |
| SPRPU47- 13' Pop Up- Trolloc |
| SPRPU48- 13' Pop Up- Pigman/Boar |
| SPRPU49- 13' Pop Up- WereWolf |

We have tried to provide an economical solution to provide you with the power and the impact of a very large character, that moves incredibly fast from a small space. We have mounted the upper torso of our 13' Skeleton to an incredibly fast pop up mechanism that shoots the upper torso of the character 40" into the air. Character features compelling jaw movements for speech, screaming and audio as well as a head panning function.