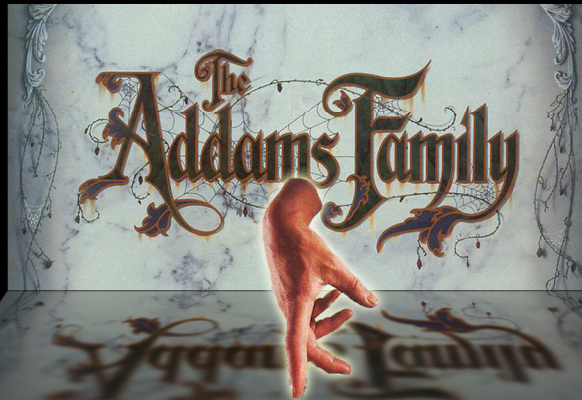


CREEPY. KOOKY. SPOOKY. OOKY.

FREE PLAY

Bally



Bally

DESIGN: PAT LAWLOR & LARRY DEMAR

ART: JOHN YOUSSE

MARCH 1992
20,270 UNITS

The Addams Family

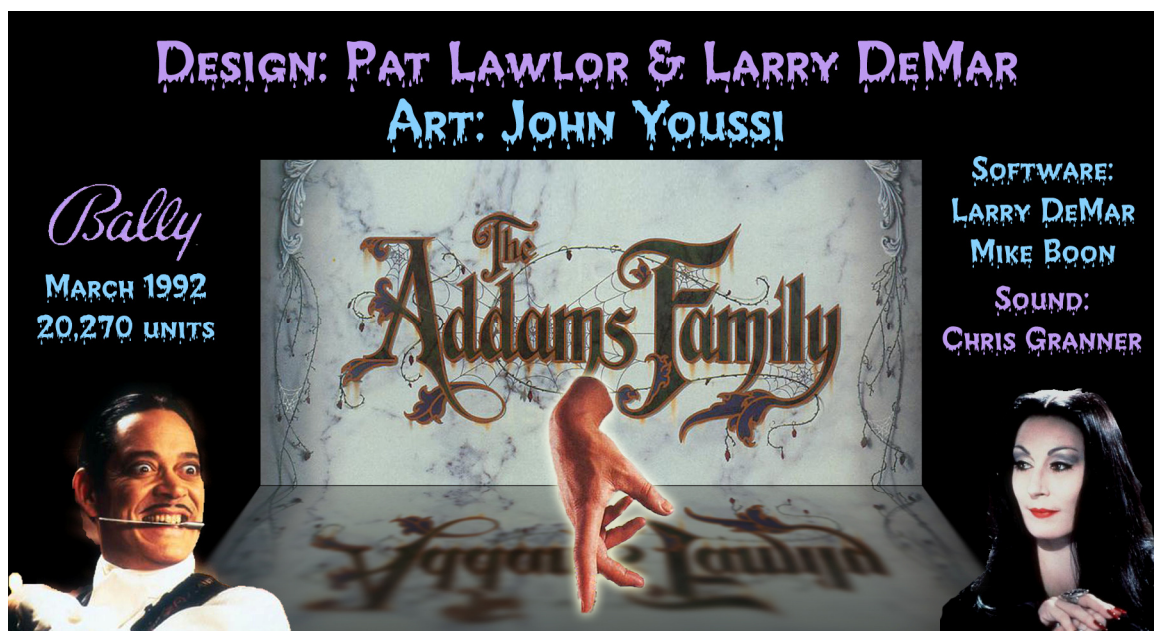


SOFTWARE:
LARRY DEMAR
MIKE BOON



SOUND:
CHRIS GRANNER







The Addams Family



OBJECT: Explore the strange rooms in the Addams Family mansion and open the secret bookcase to steal their treasure.

MULTI-BALL: Spell G-R-E-E-D to open the bookcase that leads to the VAULT. LOCK 3 balls by shooting at the flashing LOCK lamps or shooting into the VAULT.

JACKPOT: While in MULTI-BALL shoot at the jackpot arrow (Train Wreck). Jackpot score = 10 million plus 1 million for each bookcase hit while in multiball.

SUPER JACKPOT: Shoot the LEFT SIDE RAMP while in MULTI-BALL. SUPER JACKPOT = 2X or 3X JACKPOT value. After JACKPOT is awarded shoot ball into open bookcase to restart JACKPOT.

MANSION AWARDS: The Currently lit Mansion award window is CHANGED by the jet bumpers. COLLECT the current award by shooting into the electric chair when the yellow lamp on the chair is lit. RE-LITE the yellow lamp by passing through the right flipper lane.

SWAMP: Any ball falling into the SWAMP collects the current GRAVEYARD VALUE from the jet bumpers. Shooting the ball into the SWAMP from the LEFT MINI-FLIPPER awards 5 times the GRAVEYARD VALUE.

SKILL-SHOT: From the plunger shoot the ball to THINGS Eject Hole.

HINT: BEWARE of THE POWER of THE ADDAMS FAMILY!!



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