

## THE ADDAMS FAMILY

Creepy, Kooky, Ooky, Spooky.

The Addams Family has been imprisoned ! Only Gomez can save the day by freeing his wife Morticia, his son Pugsley, his daughter Wednesday, Granny, Lurch and Thing. He must search the Addams Family Mansion, grounds and subterranean vaults and rescue them one by one.

## LOADING

128K only: Select LOADER option and press RETURN key.

**PLEASE NOTE:** This game loads in a number of parts – follow on-screen instructions.

## CONTROLS

This is a one player game controlled by joystick and keyboard which is fully definable.

## PRESET KEYS

- O - Move Left
- P - Move Right
- SPACE - Jump/Swim
- Q - Go Through Background Door
- A - Go Through Foreground Door
- R - Pause Game

To keep afloat under water hold down the Jump/Swim key.

### **Status and Scoring**

The status panel displays from left to right :

**Hostages:** Displays members of the Addams Family who have to be rescued.

**Stamina:** Displays six hearts which shrink in size with time. These can be replenished by collecting hearts. When all the hearts have gone Gomez loses a life.

**Lives:** Displays the number of lives Gomez has remaining.

**Score:** Displays current score.

**Keys:** Each time Gomez collects one of the six different coloured keys it will be displayed here.

### **GAMEPLAY**

To explore the house and its surroundings fully, Gomez will need to go through the doors that are behind and in front of him. To go forward Gomez must stand behind a foreground doorway and press "A", to go backward he must stand in front of a background doorway and press "Q". Some of the doorways are blocked by coloured locked doors and to open them

Gomez must find the same coloured key. Once a coloured key has been collected all doors of that colour will be opened.

Scattered throughout the game are many useful items such as extra life trophies, stamina hearts and keys. To find and release the members of his family Gomez will need to find the location of many of these.

Once Gomez has located a family member they will set him a survival test to prove that he is not an imposter.

### **Hints and Tips**

1. If a ledge seems out of reach try jumping from the head of a creature below it.
2. Don't try rushing through an area of evil creatures as their tortuous movement may take some thought to overcome.
3. Try not to collect stamina hearts unless you really need them – you may need them later.

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