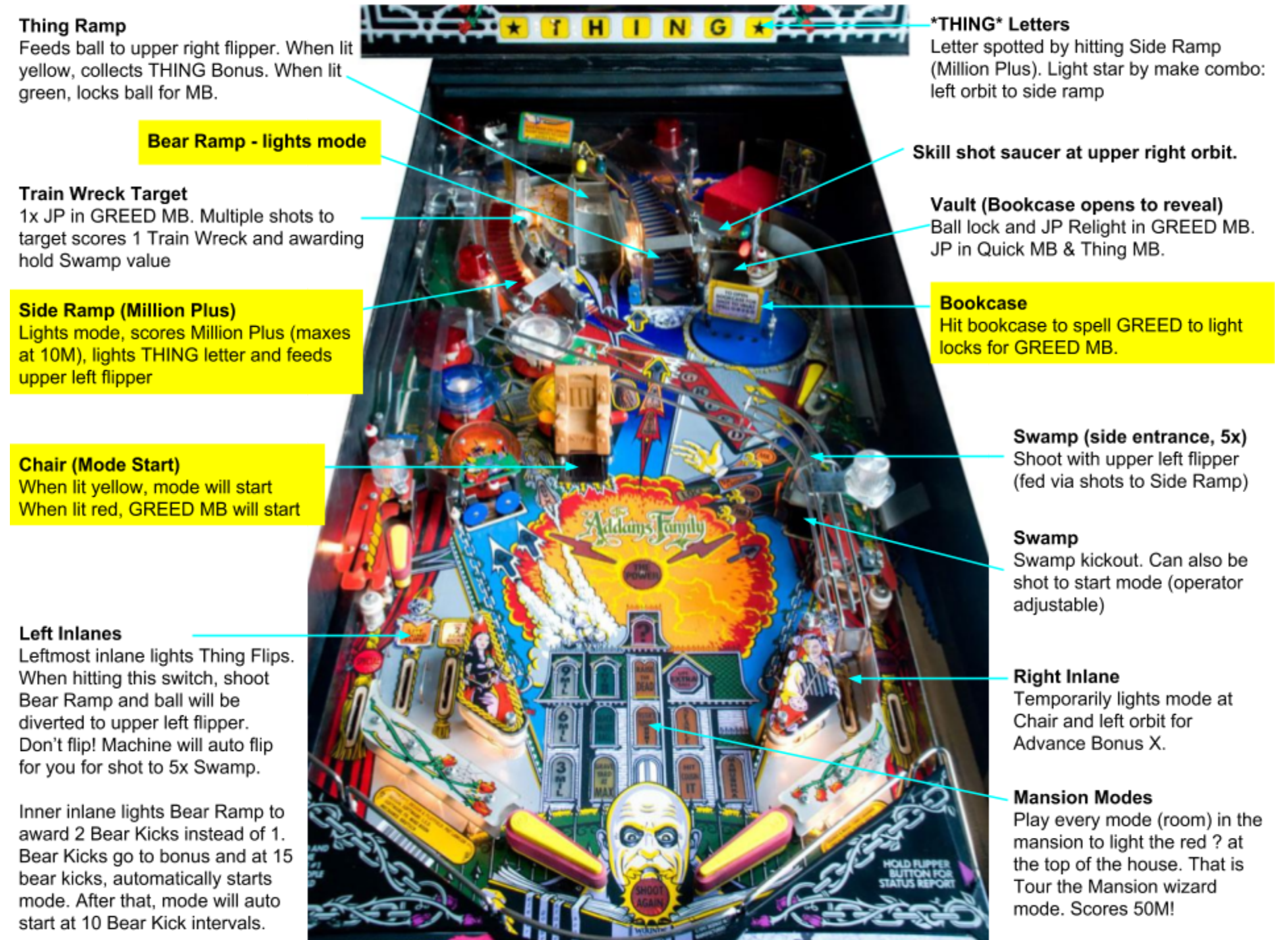


# The Addams Family

4 player DMD - [Bally](#) 1992 - Design: [Pat Lawlor](#) - Code: [Larry DeMar](#), [Mike Boon](#) - Art: [John Youssi](#)

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## Strategy - Bear and Chair, Greed Multiball, Million Plus

- **Bear and Chair - Shoot either ramp (Bear ramp often easier) and then Chair or Swamp scoop to start a Mansion mode**
  - Play all modes (either 10 or 11 depending on operator settings) to light the wizard mode, "Tour the Mansion." Touring is worth 50M and will then automatically run through all the modes again. If you're still alive at the end of the Tour, you're left will only Greed MB and Million Plus (THING letters) to do as no more modes will be accessible until you drain.
- **Greed Multiball - Spell GREED, lock balls, shoot Chair or Vault to start. Shoot Train for 1x JP. Shoot side ramp for 2x JP.**
  - Lock first two balls in Vault or skill shot saucer. Lock 3rd ball in Chair or Vault. Shoot side ramp for 2x JP. Relight JP with shot to Vault. Repeat as long as you can. During any of the MBs magnets (The Power) will be on, causing the balls to have unpredictable behavior near your flippers. Shots to Bookcase during MB will raise JP value.
- **Million Plus/THING letters/5x Swamp - Side ramp scores Million Plus & lights THING letter. Combo Swamp for 5x value.**
  - This is a chopping wood strategy. Shoot Thing ramp to feed ball to upper right flipper. Shoot side ramp, feeding ball to upper left flipper then shoot the Swamp for 5x Swamp value (minimum Swamp value 1M, so you'll at least get 5M, pops add to Swamp value). Million Plus maxes at 10M. Spell THING 1st time for 5M Thing Bonus, 2nd time for 10M and 3rd time for 15M (max). Light stars on either side of THING letters by shooting left orbit through pops and combo to side ramp. Stars are worth 5M each when collecting THING Bonus.

## Tips

- Side Swamp entrance is wide. Nudging up on machine when ball rejects down Side Ramp or ricochets off Cousin It or Train Wreck target will often send ball in Swamp for a controlled kickout.
- Save Quick Multiball for stacking with Seance. You must start Seance and then Quick Multiball. This gives you two balls to help survive the magnets during Seance.
- When the magnets are on and the ball feeds in front of upper left flipper, you don't want to flip at 5x Swamp. It's too dangerous. Instead, use upper left flipper to guide ball over sling to left flipper, or let ball roll about halfway down upper flipper and then drop the flipper to guide ball into left inlane.
- Key feeds: Chair and Swamp kickout. The ball hopefully can be bounce passed from either eject. If not, try drop catching from Chair and live catching from Swamp.
- Hold both flippers and the magnets will briefly turn off during any multiball or mode.