

The Addams Family FAQ/Walkthrough

by AdamL

Updated to v1.2 on Feb 1, 2004

```
"They're creepy and they're kooky.  
Mysterious and spooky.  
They're altogether ooky."
```

```
|'||''| '|  
  ||   || ..   ....  
  ||   ||' ||  .|...||  
  ||   ||  ||  ||  
  .||.  .||. ||. '|...'
```

```
  |           '||      '||  
  |||         .. ||   .. ||   ....   ..   ..   ....  
  |  ||   .' '||   .' '||   '||.||  ||  ||  ||  ||. '  
  .''''|.  |.  ||  |.  ||  .|' ||  ||  ||  ||  . '|..  
  .|.  .||.  '|..''|.  '|..''|.  '|..''|  .||  ||  ||.  '|..|'
```

```
'|''''''|           ||  '||  
  || .   ....   ..   ..   ...  ||   ....   ...  
  ||''|  '' .||  ||  ||  ||  ||  ||  '|.  |  
  ||   .' |' ||  ||  ||  ||  ||  ||  '|.  |  
  .||.  '|..''|  .||  ||  ||.  .||.  .||.  '|  v1.2  
           .. |  
           ''
```

```
||||||||||||||||||||||||||||||||||||||||||||||||||||||||  
Your guide to the 8-bit NES game THE ADDAMS FAMILY  
||||||||||||||||||||||||||||||||||||||||||||||||||||||||
```

v1.2 - Completed 7/2/03

Written and maintained by Adam Lamontagne
Copyright ©2000,2002,2003 Adam Lamontagne (alamont1@maine.rr.com)

A Nintendo Entertainment System (NES) game by Ocean of America, Inc.

Table of Contents

- I. Revision History
- II. Introduction
- III. Story
- IV. Gameplay
- V. Controls
- VI. Main Characters

- VII. Items
- VIII. Walkthrough
- IX. Frequently Asked Questions
- X. Game Genie Codes
- XI. Acknowledgements
- XII. Disclaimer

I. REVISION HISTORY

7/2/03: v1.2

- Added a question to the Frequently Asked Questions segment.
- Made some cosmetic changes.
- Added the Note at the end of the Revision History section.

3/8/02: v1.1

- Added my current email address.
- Made a few cosmetic changes.
- Removed 2 of the sites that could host this FAQ.

7/7/00: v1.0

- Completed the Walkthrough section.
- Cleaned up other areas in the walkthrough.
- First version submitted online.

7/3/00: v0.5

- Added the Acknowledgements, Main Characters and Items sections.
- Added a couple questions to the FAQ section.

6/28/00: v0.3

- Started.
- Finished the following sections: Introduction, Story, Gameplay, Controls, Game Genie Codes and Disclaimer.
- Started the Frequently Asked Questions section.
- Put in a nice ASCII art title.

[NOTE: All of my revisions up to 1.0 are based roughly on about what percentage of the FAQ/Walkthrough I think is completed. When I finish all the sections and consider the FAQ/Walkthrough complete, that will be version 1.0. Any small updates after that will raise the version 0.1 points and any major update that really shakes things up will raise the version 1.0 points.]

II. INTRODUCTION

Honestly, I never thought I'd be doing a guide for this game. On the surface it looks like your typical platform game, just a game to breeze through in an hour or so. After a few frustrating hours of play I searched the net for the walkthrough and found a few scattered hints, but not much more. I checked out the request section of www.gamefaqs.com and found that somebody other than me had also been vexed by this thing, so my self-imposed break from writing walkthroughs comes to an end.

Usually I tend to write FAQs or walkthroughs on games that are somewhat obscure. I figure that nobody will ever get around to doing them (like Stanley: The Search for Dr. Livingston) and hell, who really wants a ton of e-mail from people asking you for the ROM anyway :) I guess The Addams Family is somewhat mainstream for me, but at least this time around I know I'm helping out at least one or two people.

The game is pretty difficult and to be honest with you, I did use the ROM along with its save-state features and some patch codes to beat it, but at least I finally got to see the dreadful ending...makes it all worthwhile, don't it?

So, without further ado, here's my guide to The Addams Family.

"*****"

III. Story

"*****"

Here's what the manual has to say:

"THE ADDAMS FAMILY has been evicted! To save their home from Tully Alford, the family attorney, who is after the family fortune--Morticia, Lurch, Granny, Pugsley and Wednesday have gone to the house to reason with him. But when Gomez arrives, his family is missing!"

"As Gomez, you must save your loved ones, your home and your loads of wealth. Freeing your family will take money, bags and bags of it; but fortunately, you'll find stashes of cash hidden all over the house. You'll have to watch out for scary obstacles like falling spikes, frightening monsters and ghosts. You'll need to look for clues and solve many mysterious puzzles as you search for your family. You may even need some Thing to help you--but you'll have to find him first!"

"Get a move on...'cause you're gonna make a call on THE ADDAMS FAMILY!"

"*****"

IV. GAMEPLAY

"*****"

You play as Gomez Addams, who is fairly easy to control. There is no weapon to use or throw...you basically kill or get past enemies by jumping on them or luring them into traps.

The object of the game is to explore the entire mansion and the areas outside of it and locate your fellow family members. For some reason, Fester is nowhere to be found in this game until the very end, though you do get to search his bedroom (if you really want to see Fester, try Fester's Quest by Sunsoft).

Collecting money is your second object. Scattered throughout the game are dollar bills, diamonds and gold bars. Grabbing these earns you money, which is tallied up on your status display at the bottom left of the screen. You must collect \$1 Million to be able to finish the game.

Also on your status display is a life meter, which keeps track of your energy, which will be spent quickly in this game, unless you learn where all the traps are (don't worry, the walkthrough will help too). The number next to the heart

icon tells you how many lives you have left and below the lives is the number telling you how many Things you have left, but you have to find those first. The last thing in the status display is a box telling you what area of the game you are in. I have Game Genie codes in Section X if any of this stuff concerns you.

Like I said, it's a hard game, but I'm here to make it easier for you. Like most games, practice and repetition will make things a lot easier. There is a sequel to this game called Pugsley's Scavenger Hunt. It is very similar to this one, in fact, I think it uses the exact same game engine.

"*"*"*"*"*"*"*"*"

V. CONTROLS

"*"*"*"*"*"*"*"*"

```
-----  
|                                     |  
|      +                             |  
|    +++++      (*)  (*)           |  
|      +      ==  ==   B   A       |  
|                SE  ST              |  
|                                     |  
-----
```

START

Press to begin the game. Press it during gameplay to see the Inventory Screen.

SELECT

Press to activate Thing (once you find him).

A

Press to jump and to swim when in the water.

B

Press to enter and exit rooms and to paddle the gondola.

CONTROL PAD

Press this up, down, left or right to move in that direction. Pressing Down will also make Gomez crouch.

"*"*"*"*"*"*"*"*"*"*"*"*"*"

VI. MAIN CHARACTERS

"*"*"*"*"*"*"*"*"*"*"*"*"*"

Here are all the family members and villains you will find in the game:

GOMEZ

This guy's the patriarch of the Addams Family. You control him in your quest to find all your family members and collect the \$1 Million.

MORTICIA

She's been kidnapped by the family attorney, Tully Alford. Hopefully you'll find her before any harm comes to her.

TULLY ALFORD

The family's attorney. He's after the family fortune and has taken over the Addams' household.

FESTER

You won't see him until the end of the game...sort of. You do get to explore his room though.

WEDNESDAY

The daughter of Gomez and Morticia. You'll find her chillin' out somewhere in the mansion.

PUGSLEY

The son of Gomez and Morticia. You'll see his legs kicking out of a window in the side of the house. You have to find a way to get him out of there.

LURCH

Just about everyone knows someone who looks like Lurch (I always thought Kevin McHale did). He's a good pianist and knows how to open a few doors.

GRANNY

This old bird will aid you, in a round-about way, in freeing Pugsley. She can be found in the Furnace.

THING

Thing will lend a hand in his own special way. Once you find him, hit select (you only get 3 tries at this) to have him form a shield around you.

"*"*"*"*"*"

VII. ITEMS

"*"*"*"*"*"

The following are useful things you will need to collect along the way. Press Start to see your Inventory Screen, which shows you all the Items you have collected as well as all the family members you have found.

FRONT DOOR KEY

Get this by defeating the Skeleton in the Crypt. It will open the front door to the mansion and let you explore the house.

BONE

This is one of 3 items needed to make the Potion that will shrink Pugsley and get him out of the window. Find it in the Bone Room by going through the upper right door in the Crypt.

BUCKET

You will find this seemingly useless item in the Kitchen. You must fill this with water from the shower to put out a fire somewhere, which leads to a Secret Room.

EXTRA LIFE (1-UP)

There are a couple of these in the game. Check the Freezer and a Secret Room.

ATTIC KEY

Wednesday will give this to you once you thaw her out.

UMBRELLA

A really useful item, found in the Conservatory. It will allow you to float as you fall.

MUSIC SCORES (or MUSIC MANUSCRIPTS)

There are 3 of these in the Library. Give them to Lurch and he will head off to the Ballroom and play it on the piano. I'll explain more in the Walkthrough section.

SNORKEL

This is in the Toy Room and will enable you to swim in the Pond without suffering any damage.

WOODEN KEY

Located in Wednesday's Room. You will be able to use it to get into the Tree where you started the game.

BLUE EGG

This thing is in the Tree. This item is another part of the Potion to shrink Pugsley.

WRENCH

You will find this in the Pond. When you get it, Granny will appear and tell you that she is fixing the Fog Machine.

FOG

The last of the items needed to make the Potion. Get to the Fog Machine on the Roof to get a sample.

There are also diamonds, gold and bags of money to collect in your effort to amass \$1 Million as well as Blocks of Cheese to refill your energy.

"*"*"*"*"*"*"*"*"*"

VIII. WALKTHROUGH

"*"*"*"*"*"*"*"*"*"

You either skipped right to this part or were patient enough to read through everything above. The following walkthrough will present you with the quickest, shortest, most direct route I could find to reach the conclusion of your quest. If you find a short cut or something I left out, email me at alamont1@maine.rr.com and I will happily place you in my Acknowledgements section. So...here is The Addams Family walkthrough:

THE GARDEN

You start the game in the Garden. You'll get a hint about pressing B on one of the tombstones to enter. This tombstone will be at the far right area of the Garden. Grab the Money in the tree and work your way right. You can jump on most of the enemies, including the flowers, to get rid of them. Remember to collect every single bit of gold, money, diamonds, etc. along the way, as you will need every bit of money you can scrounge up in the end.

Work your way past the mansion, where you will see a pair of legs hanging out of the side of the house. Ignore them for now and keep going right. Some guy will keep popping his head out of the windows in the mansion. When the window opens, quickly take a step back in the direction you came from to avoid his projectiles.

Keep going right, collecting loot along the way, until you reach the graves with ghosts floating around them. To get up to the Cheese and the Diamond you will have to jump off of a ghost's head to thrust yourself up to those tombstones.

Continue right, using skeleton heads to cross a couple spike pits until you reach the tombstone at the end. Stand on it and press B to enter the Crypt.

THE CRYPT

Jump on the Skeleton's head 3 times to get the FRONT DOOR KEY.

There are 4 doors in the Crypt. The bottom right one leads to the pit of instant death, so grab the 3 money bags and enter the upper right door first to enter the first Bone Room.

BONE ROOM #1

Jump on the moving bone platform going left (be careful, it will hurt you if it hits you from the side) and work your way carefully up to the top to get A BONE. Exit back down the way you came.

THE CRYPT

When you get back to the Crypt, just avoid the Skeleton, since you already got what you wanted from it. The upper and lower left doors lead to Bone Rooms with money in them. You will need to enter both of them and collect the money bags within. Just take them slowly and memorize the patterns of the platforms and where the spikes are and you should have no problem.

THE GARDEN

Exit the Crypt up the rope and go left until you are at the front door to the mansion. Press B to enter, then quickly press B to exit to avoid the falling chandelier. Now you can enter the house again and the chandelier will no longer be there.

THE HALLWAY

The main Hallway leads to just about everywhere in the game. You'll be coming through here many times throughout the game. Start by entering the door to your immediate right.

THE KITCHEN

You'll have rats and all kinds of kitchen utensils coming at you here. Before you go anywhere, drop down to the floor and enter the door to the Freezer.

THE FREEZER

Work your way to the right, but be careful of the falling icicles. You'll get to an area where snowballs roll at you. Hide in the narrow openings, jump over a snowball and run to the next opening, repeating this procedure until you

reach the water.

You'll see an ice block appear and disappear out of the water. Time it so you land on the ice block right as it comes out of the water because you need to quickly jump on another ice block to the right, then over to a 1-UP. Now jump up to the platform to rescue the frozen WEDNESDAY. You have to thaw her out somewhere, so head back left to the door to the kitchen.

THE KITCHEN

Go all the way right, then climb the pipe to grab the EMPTY BUCKET. Climb back down the pipe and stand in front of the blue furnace to enter...

THE FURNACE

Damn, there's a whole room in this thing! Upon entering, Wednesday is thawed out automatically and proceeds to give you the ATTIC KEY. Work your way right past all the flames and you'll reach GRANNY. Apparently she's lost her Wrench. You'll find it later on. Go left to leave the Furnace.

THE KITCHEN

Go left and take the upper door to go back to the Hallway.

HALLWAY

From the door you just came out of, go right into the Dining Room.

THE DINING ROOM

You'll see a fireplace here. Keep it in mind for later. A Green Monster comes at you. Jump up on the fireplace, then over to the chandelier to make it fall on him.

Continue right, where you'll meet up with 3 Killer Plants. You cannot kill them, so avoid their shots and grab the UMBRELLA in the corner against the wall, then go back left to the Hallway.

THE HALLWAY

Climb up the main set of stairs, then up the staircase to the right and walk out the upper right path to...

THE LANDING

The moment you enter the Landing, tap left to avoid a falling sword. See the

window to the right of the candles? Stand under it, then jump straight up and press Up at the height of your jump to enter...

A SECRET ROOM (#1)

Whoa! This must be one of Gomez's secret stashes! Collect the money bags and return to the Landing through the door.

THE LANDING

Keep going right and you will enter the Master Bedroom. Grab the money bags on the bed then climb up to the upper left platform. Jump so you land in the middle of the bed and when you land you will spring up to the platform on the right, where you'll find THING. Press Select during gameplay if you want to use him as a shield, but remember you can only use him 3 times in the game (unless you are using a Game Genie).

Continue right to the Balcony, where money is falling from the sky. Collect as much as you can while avoiding the spider. Don't worry about getting all of it. Once the money stops falling, go all the way back left to the Hallway.

THE HALLWAY

Now go climb the stairs at the left and walk out the upper left side of the Hallway.

THE LANDING

The Landing is where most of the family member's rooms are. Enter the first door you see.

THE TOY ROOM

The first door leads to the Toy Room. Avoid the little Teddy Bear with the sword and approach the lower left face block. You have to jump on it right as it begins to smile and quickly work your way right across the other blocks, up, then left to get to the SNORKEL. You have to be quick because if a block frowns while you are on it, it will spring open and throw you back to the floor.

This takes a lot of patience, but you need the Snorkel for later in the game. When you get it, exit back to the landing.

THE LANDING

Go left past the Knight and press B over the "DOOR" sign to enter Fester's Room.

FESTER'S ROOM

The only thing I've found of interest here is a money bag. Email me if you discover anything else in here. The manual says, "There must be something worthwhile in here," but I have yet to find it. Grab the money bag and head back to the Landing.

THE LANDING

Keep going left until you get to another "DOOR" sign and press B to enter.

THE BATHROOM

See that rope in the upper left corner? You must touch it to get the shower running so you can fill your Empty Bucket with water. To get there, jump on top of the door, then jump to the left platform. If the soap hits you, you'll fall down to the floor.

From this platform, jump up to the second platform from the left. You can actually stand on the very left edge of that platform so it looks like you are barely on it and not get hit by the soap.

Now time it so you can jump over to the left platform and immediately jump again to the rope, starting the shower. Now go stand under the shower and you will have a FULL BUCKET. All that work to get the shower going...no wonder they probably stink. Exit to the Landing.

THE LANDING

Continue left to the next brown door and enter it.

WEDNESDAY'S ROOM

Be quick in here to avoid the attacking dresses. One of them moves in a set pattern while the other one moves according to where you move. Grab the money and the WOODEN KEY then exit.

THE LANDING

Go left to the last "DOOR" sign and press B to enter (ignore the stairs going up to your left...we'll get to these later in the quest).

PUGSLEY'S ROOM

Grab the 3 money items, avoiding the killer fish, then jump into the gap in the floor on the right. You will find that those legs you saw sticking out of the

side of the house belong to Pugsley, who got stuck there somehow. He tells you that you can find ingredients for a Shrinking Potion to shrink him and get him out. You already have a Bone, so only 2 more are needed.

THE GARDEN

You land in the Garden. Walk left to the Tree where you started the game and enter the door (since you now have the Wooden Key) at the top.

THE TREE

Inside the Tree you will want to work your way to the top, but don't stand on any platform too long or it might fall out from under you.

At the top you will find the BLUE EGG, the second ingredient for the Shrinking Potion. Go back down to exit the Tree.

THE GARDEN

Walk back to the main entrance and enter the mansion again.

THE HALLWAY

Go right and exit to the Dining Room again.

DINING ROOM

Stand in front of that fireplace I mentioned earlier in the walkthrough. Since your Bucket is full of water now, the fire will disappear. Press B to enter another Secret Room.

SECRET ROOM #2

Grab all the loot in here and exit back to the Dining Room, then go left, back to the Hallway.

THE HALLWAY

Try to enter the left door on the bottom floor. It stays locked through the whole game. If anyone figures out how to open it, email me. Ignore it and continue straight to the left to...

THE GALLERY

See that weird looking black thing to the left of Pugsley's portrait? It's a bear trap. Slowly go left until you are close enough to the bear-skin rug. It will come to life and chase after you. Run back to the right and when you get near the bear trap, jump and bounce off of the bear's head so you spring up to the trap. It will fall to the floor and trap the bear for the remainder of the game.

You'll want to collect all the money in the Gallery. Climb up the platforms on the left and walk on the portraits, repeating until you have it all, then exit to the left.

THE STUDY

The moment you enter the Study, hold left to avoid the falling sword. Avoiding the other swords, grab the money and enter the door to...

THE LIBRARY

Upon entering the Library, you'll see three MUSIC SCORES in the room. Two of these are of any use. For now, grab the one on the shelf beneath the window. Now stand on the stool and jump straight up. At the height of your jump, press B to hit the rope. The screen will shake and LURCH will appear.

After he says, "You Rang?", walk up to him and he will take the Music Score to the Ballroom and play it on the piano.

Quickly exit the Library, go right out of the Study, all the way right through the Gallery and into the main Hallway. Head up the stairs and press B in front of the big door to enter the Ballroom.

THE BALLROOM

If you made it in time you can walk to the left and see an odd couple standing in front of a door. When Lurch gets to the piano and starts playing the Music Score that you gave him, the couple will start flying/dancing around the room. Ignore all the money in the Ballroom for now and enter the door that the couple was standing in front of by pressing B.

THE WOOD

You will end up in The Wood. Work your way left, carefully avoiding falling objects. You can stomp on the Green Monsters here. Keep going left and you'll get to some water. To get to the money on the other side of the water you will have to lure the frog over and bounce off of him to get over to the other side. Otherwise, jump into the water to enter...

THE POND

Maneuvering through the Pond is tough and you will suffer some damage. The controls seem a bit sluggish, but keep working your way to the right,

collecting valuables along the way, until you get to the WRENCH.

When you grab the Wrench, Granny tells you she will fix the Fog Machine. You'll see why this is important later on.

To the right of the Wrench area is a small gap in the right wall. The Jellyfish guarding it cannot be defeated, even by Thing, so carefully go by him into the gap to enter...

SECRET ROOM #3

There's \$100,000 in money bags here, so you kind of have to get here and scrounge it all up. After getting it all, go back left through the Pond and back up to the Wood.

THE WOOD

Make sure you get the money to the left of the water (by hopping off the frog) before going right and exiting the Wood.

THE BALLROOM

Grab all the money bags in the Ballroom by climbing up the curtains, then exit to the Hallway.

THE HALLWAY

Exit through the upper right passage to the Landing.

THE LANDING

Go all the way to the left until you reach a staircase and climb it to reach the Attic.

THE ATTIC

You'll find all kinds of money here. Cautiously go all the way to the right until you reach a Cabinet and a door in the lower right corner. Jump so you land on the Cabinet...not on the level above it, but right on the Cabinet itself. Press B to enter...

SECRET ROOM #4

Collect all the money and exit. You will end up back in the Landing. Work your way back left and up the stairs to the Attic again.

THE ATTIC

Work your way all the way right to the door near the Cabinet and enter the door.

THE ROOF

You are now on the Roof of the Addams Mansion. Before moving an inch, read on. As you go left, tiles will fall and knock you back down to the Garden. To prevent this, either proceed very, very slowly so you can dodge the tiles and avoid the enemies or activate Thing and run like hell. Keep in mind that Thing's power only lasts about 9-10 seconds, so when you see him start flashing, prepare to either slow down or use another Thing. I saved all my Things for the Roof, but if you're patient you might not have to use any.

Moving left, you will eventually reach the Fog Machine that Granny said she was going to fix. True to her word, the thing is puffing out small clouds of fog. Stand in front of the Machine and jump to collect some FOG, the third and last ingredient needed for the Shrinking Potion.

Now climb the stairs and stand on the black part of the Chimney. Press B to enter...

[NOTE: There is another Chimney at the far right side of the Roof, but you cannot enter that one]

THE CHIMNEY

You'll slowly fall down the Chimney, collecting money (and a 1-UP) along the way. It's almost impossible to get it all, so stay to either the left or right side and collect everything on that side and if you need to return later you will only need to fall down the other side to collect the rest.

IF you've managed to collect all the money you've seen in the game to this point, try to get as much as you can here while falling down the Chimney. Even if you don't get it all, you might not need to make a second trip all the way back up.

[NOTE: As of writing this walkthrough, at this point in the game I have \$1,013,700, so I have already met the \$1 Million quota and won't have to return to the Chimney.]

Exit the Chimney to enter the Study.

THE STUDY

From the Study, exit right to the Gallery and proceed all the way right to the main Hallway.

THE HALLWAY

Go up the 2 sets of stairs and take the upper left exit to the Landing.

THE LANDING

Go all the way left until you get to the "DOOR" sign right before the staircase and press B to enter...

PUGSLEY'S ROOM

Back in Pugsley's Room, jump back into the gap in the floor. You'll automatically shrink Pugsley and rescue him. He is now small enough to climb through keyholes.

[NOTE: The little bugga still can't climb through that locked door in the main Hallway though]

THE GARDEN

You land in the Garden next to Pugsley. Head to the main entrance to enter the mansion.

THE HALLWAY

Exit the Hallway through the bottom left passage to enter the Gallery.

THE GALLERY

Go through the Gallery again, then through the Study and back to the Library.

THE LIBRARY

Jump on the stool then jump again and press B to ring the bell that summons Lurch. Now get to the right of the stool and push it all the way to the left so you can use it to get the MUSIC SCORE on the far left. Show it to Lurch, then just wait as he exits. About 15-20 seconds later you will hear Lurch playing the piano and a Secret Door will open in the right bookcase. Enter it to go to...

THE CHAIN ROOM

A nasty little room put here by the programmers at Ocean. There are 5 chains here. Choose the wrong one and you will either plummet to your doom or be back in an area of the game you were in previously. Luckily, you don't have to suffer any of these fates. Go over to the one on the far left and jump at it, hitting B. The floor will open and you will be at...

THE SECRET RIVER

Jump into the Gondola and press B to get it moving. If you have over \$1 Million, ignore the gold and money and concentrate on avoiding the falling stalactites and the enemies in the water.

When you reach the shore on the right side, you will see a big grey door. Now that you have Pugsley, press B while standing in front of the door and it will open.

THE TREASURY

You are now in the Addams Family Treasury Room. If you've managed to collect \$1 Million or more, stand on the scale and a door will open which leads to...

GOMEZ'S ROOM

This is the final room in the game!

The evil Fester imposter attacks you right off the bat. Avoid his shots and either stomp on him 3 times to dispose of him or run to the right, where Tully Alford, your crooked attorney, awaits.

Just like you did with Fester, either jump on Tully 3 times OR climb past him (if you have enough energy) up the stairs to Morticia and hit the rope to her left to save her.

Congratulations! You've rescued Morticia and restored the family treasure.

[End of Walkthrough Section]

IX. FREQUENTLY ASKED QUESTIONS

Q: What's up with that locked door at the bottom left of the screen in the main hallway of the mansion?

A: I wish I knew for certain. Matt Hull (matthull@netdirect.net) mentions that it is probably the door to the last room where Morticia is being held, which is why you have to take the Secret River to get there.

Q: I rescued Pugsley and he tells me he can shrink to fit into small places. I finished the game, but never used him anywhere. Am I missing something?

A: This bothered me for awhile, but I figured out that the only way you can enter the large door at the end of the Secret River is by having Pugsley with you. If he is with you, you can open the door. If you haven't rescued him yet, the door will be locked.

Q: I'm in the balcony and money is falling from the sky. What happens if I miss some, will I not have enough by the end of the game to finish?

A: Don't worry about catching it all. I missed over half of them my first time through. If you follow the walkthrough and find all the secret rooms and collect all the \$\$\$ you find along the way, you should be fine.

Q: Why is Fester attacking me at the end of the game?

A: Although it is not mentioned in the manual, Matt Hull (matthull@netdirect.net) explains:

"That boggled me for a while (Fester attacking you) but I believe that the game is based on the Addams Family movie that was released in 1991. In that movie, Fester was actually dead and an imposter that looked like Fester tried to help steal the family's \$\$\$ right? That's probably why he attacks you in the game (some welcome committee after him being the hero of Fester's Quest eh?) "

Thanks for the help Matt!

Q: What happens if I don't rescue Morticia before the spikes crush her?

A: Nothing. I waited for about 5 minutes and once the spikes reach her they don't move any further. The spikes never harm her, I just think the programmers threw that in there to add more of a frantic feeling to the final battle. In fact, you don't even have to defeat the final boss if you can get up the ladder quick enough and get to Morticia, you'll see the ending.

Q: Are there multiple endings?

A: I've only seen one. You get a message screen, followed by Gomez and Morticia dancing in front of the house. Sometimes the message screen will be a different color, but that is only a glitch. If you find another ending, let me know.

Q: Stephanie sends in this question:

Hey. I keep doing the walkthrough of the NES Addams Family game that you have on GameFAQs, but I never end up with enough money at the end. The most I've ever had was around 970,000. I go back and check every secret room and everything, but I still never have enough. Do you have any suggestions?

A: ??? (if you know the answer, please email Stephanie at MyLuvlyWorld@aol.com)

X. GAME GENIE CODES

Hey, I used 'em. Give them a try if you get stuck or just want to cheat:

GAME GENIE CODES

PEVGGALA	Start with 1 life--1st game only
TEVGGALA	Start with 6 lives--1st game only
PEVGGALE	Start with 9 lives--1st game only
GXSVAUVK	Infinite lives
GXXKZSVK	Infinite life
GXEVLVVK	Infinite Things
PEKGTAAA	Start in the tree
ZEKGTAAA	Start in the crypt
LEKGTAAA	Start in the hallway
AEKGTAAE	Start in Fester's room
PEKGTAAE	Start in Pugsly's room
ZEKGTAAE	Start in the toy room
LEKGTAAE	Start in Wednesday's room
GEKGTAAE	Start in the attic
YEKGTAAE	Start in a secret room
AOKGTAAA	Start in a secret room
POKGTAAA	Start in a secret room
IOKGTAAE	Start in the bone room
PXKGTAAA	Start in the freezer
ZXKGTAAA	Start in the furnace
AXKGTAAA	Start in Gomez's room

XI. ACKNOWLEDGEMENTS

Matt Hull, for helping with a few questions I had about the end of the game and solving the whole "Fester mystery" for me.

Ocean of America, for releasing this game. Good work, though a password feature would have been nice.

To whoever it was at gamefaqs.com for requesting a Full FAQ for this game. Hopefully this answers all your questions.

To <http://www.surfplaza.com/figlet/> for creating the ASCII art title.

XII. DISCLAIMER

This walkthrough is not endorsed by Ocean of America, Inc., Paramount Pictures or Nintendo of America. The information contained within this document is provided without guarantee. All copyrights and trademarks are recognized.

This walkthrough may be reprinted, posted in newsgroups, or placed on web sites, as long as the proper credit is given to the author. The most recent version of this walkthrough can be found at:

www.gamefaqs.com

www.vgstrategies.about.com

©2000,2002,2003 Adam Lamontagne (alamont1@maine.rr.com)

This document is copyright AdamL and hosted by VGM with permission.