

There's no rest for the wicked so they say, and where this bunch is concerned it couldn't be more true. Hell's most wholesome family are in quite a pickle, and for once it's not their fault. Abigail Craven is trying to get her hands on the family fortune, and with the assistance of her cohorts, Tully and The Judge, she has so far managed to lock up everyone apart from Gomez. Morticia is imprisoned somewhere in the lower vaults of the mansion, Uncle Fester has lost his memory and is suffering a bad case of demonic possession, and Granny and the kids have also become victims of Abigail's diabolical behaviour. So it's up to Gomez to hunt down Pugsley, Wednesday and Granny, restore the memory of Uncle Fester, and then see to the rescue of his wife.

With places to explore inside and outside the vast mansion, rooms which seem inordinately capacious, secret passages and doors which lead to anywhere and nowhere and lots of baddies desperate to make sure you stay right where you are, this really is a nightmare - even for the Addams Family!



GETTING HIGH

What happens when you cross party hats with food mixers? No idea? Well, Gomez has figured it out and he calls it the fezi-copter. While it is utterly useless at slicing carrots or folding pastry, it does allow Gomez to reach the otherwise unreachable. But be warned, once you enter a new door it is operative for only a few more seconds.

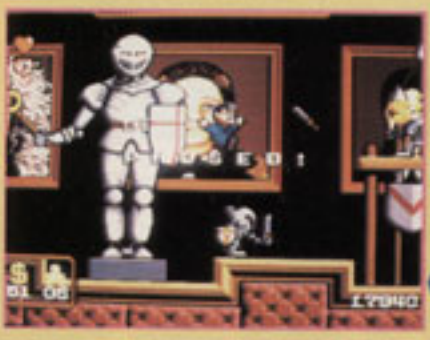


Gomez's Fezi-copter really comes in handy.



A VERY HANDY THING

Every now and then, when Gomez enters a room he's confronted by a box with the letter A printed on it. If he headbutts it, Thing pops up to reveal a clue which can prove very useful to him.



SECRET CENTRAL

The Addams Family is packed full of secret rooms! Nearly every screen has a hidden area full of bonuses - but the real biggie is very near the beginning. Inside this secret screen is a load of power-ups and ANOTHER secret screen containing no less than 27 extra lives! Great eh? The only problem is finding it...



Gomez Addams finds his way to the Old Tree rounds of the Addams mansion.

COMMENT



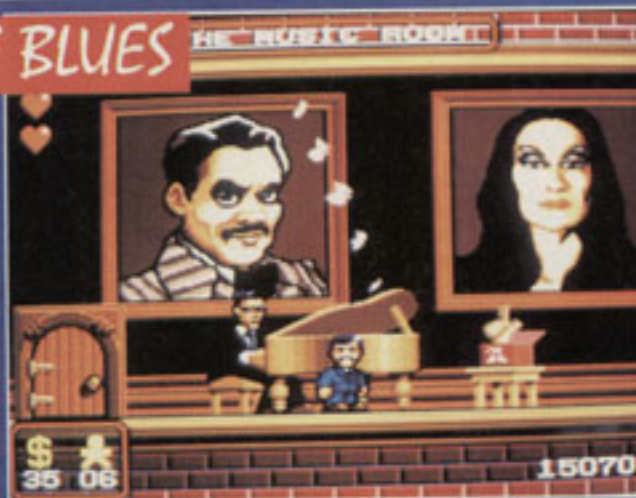
ROB

This game certainly has a lot going for it. To begin with the quality of the graphics are excellent, with well defined sprites and backdrops. Be prepared for a game that is fast and, at times, very difficult. In fact I was quite fearful that I might finish the game with a lot less hair than when I started it, such is the frustration it arouses! Don't expect to have tired of The Addams Family in a couple of days either. There are always new rooms, passages and puzzles to solve, and the password system ensures that your efforts are preserved. If I'm going to get grouchy about anything it's that this is yet another platform game, treading the same path as those before it with nothing particularly new to offer. But if you haven't bought a platform game for a while, The Addams Family should bring you some of the best graphics and most frantic gameplay you can expect these days.



LURCH PLAYS THE BLUES

Enter the Music Room and you find what looks like a decrepit Richard Stilgoe tinkling the ivories. When Gomez saves a member of the family from the clutches of an end of level bad guy, they are immediately transported to this room. When Granny, the kids and Uncle Fester are all present and correct, Gomez can set about the lengthy task of saving his Morticia.



Plenty of collectables await Gomez in this location.



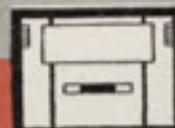
Gomez faces up to one of the game's lethal guardians! Jump on his head many times to see this icy demon off.



Some bizarre signs in the Sports Hall.



BY: OCEAN
 PRICE: £39.99
 RELEASE DATE: JULY
 GAME DIFFICULTY: MEDIUM
 LIVES: 5
 CONTINUES: INFINITE
 SKILL LEVELS: 1
 RESPONSIVENESS: VERY FAST



PRESENTATION 88%

All of the expected options are there, most notably a very useful password system.

GRAPHICS 90%

The stubby sprites are well animated and the backdrops are of excellent quality.

SOUND 89%

Plenty of eerie tunes as Gomez moves about the dark and dank mansion. Sound effects are spot on as well.

PLAYABILITY 90%

Controls are bouncy and responsive which is essential because this is a fast and tough game.

LASTABILITY 88%

Loads of rooms, secret doorways and passages make this no pushover, and platform fans will just keep on coming back.

OVERALL 89%

Nothing really new on offer, but the platform action is tough and enjoyable and fans of the genre should be in their element.

COMMENT

When I first played The Addams Family, I must admit to not being overly impressed. The graphics and sound are both superb, but the gameplay seemed a bit

bland. However, the more I played it the more I got into it. There's loads to discover, and there are more secret screens than even a Mario game! It's tough too and you really need to polish your platform skills to get anywhere - on later levels things get extremely tricky and the final level certainly takes some doing! If you're looking for a game with tough, 100% platform action, look no further than this.

JULIAN

