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Pinball addams family ios

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Help improve this article by applying more detailed citations. (July 2012) (Learn how and when to delete this sample message) Addams FamilyManufacturerWMS IndustriesRelease dateMar. Larry DeMarProgrammingLarry DeMar, Mike BoonArtworkJohn YoussiMechanicsJohn KruttschMusicChris GrammerSoundChris GrammerVoicesRaul Julia (Gomez)Anjelica Huston (Morticia)Released in March 1992. The Addams Family is the best-selling pinball machine of all time. Designed by Pat Lawlor and Larry DeMar and made by WMS Industries (as Bally), it is a solid state electronic pinball arcade game. Based on the film of the same name in 1991, it has a adapted speech by the film's stars Raul Julia and Anjelica Huston (mostly derived from the film). More than 20,000 units were sold in 2008. [1] Overview The machine's playing card describes the game as an objective to explore the strange world of the Addams family. From now on, there is no single player goal, although there are two key goals: Tour the Mansion: The Addams Family mansion is located in the middle of a playground and has 12 rooms, each offering a different award. Once each prize is collected, a wizarding space called Tour the Mansion becomes available (see below). Vault Multiball: In the upper right corner of the playing field is a blue bookshelf representing the bookshelf Gomez shows Uncle Fester in the movie, hiding the entrance to the family vault. Hits on bookcase prize letters with the word GREED; When the word is ready, the bookshelf turns to reveal the entrance to the vault. A shot in the vault locks the ball for an upcoming multi-ball game or starts a multi-ball if two balls are previously locked. The bookshelf also opens to certain other game formats. If the ball enters the vault while the bookshelf is still closed, it will open immediately and the player will be credited Other less goals include: Bear Kicks: ramp at the top of playground awards bear kicks (referring to a movie scene where a bearskin mat comes alive), awarding points or mansion rooms, and lighting extra balls. Under certain circumstances, a shot into this ramp triggers Thing Flips, where the plane takes control of the left top flip and tries to shoot the ball into the swamp to sink into the center to the right for extra points. Staircase ramp: a left-hand ramp that rewards more and more millions, starting with a million each new ball and letters with the word THING (see ASIA below). Cemetery: a series of five buffers that increases the value of the Cemetery collected from the Swamp. Train wreckage: a dead end in the upper left corner that divides points, helps the cemetery score and ignites extra balls. Five items around the field that grant letters with the word Tomb, which, when completed, will allocate more and more millions. ASIA: When the word THING is ready (see staircase ramp above), a bucket in the top center rewards bonus points. Skill Shot: When the ball is initially launched, dropping it to a plate in front of thing's box just past the prize points on the launch ramp, starting at 2 million and increasing by a million successful shots to a maximum of 5 million. A successful skill shot also collects other benefits or rewards currently lit in Thing's scoops (e.g. extra ball, Quick Multiball, THING award, locking the ball for multi-ball). The electric chair is placed above the sinkhole in the middle of the playground. At the beginning of each ball it is illuminated and currently allows the flashing mansion room (bumpers to rotate) if hit. The player will then have to shoot one of the ramps to re-ignite the chair. The swamp propeller hole also admits to flashing the room if it is shot while the chair is lit. Under the middle of the playing field is installed the Force, a group of spinning magnets that can change the path of the ball. Flashing lights in this area indicate when the power is active. A summary of the rules Mansion Mansion rooms are awarded by shooting the electric chair while on fire, shooting the Swamp kickhole while the chair is illuminated or reaching the bear kicks of the set threshold numbers. Once the mansion room is granted, the electric chair light goes out until it is illuminated with a shot on either ramp (some other switches temporarily turn it on again). A player can get more than one manor room scoring space activated at the same time, which is often considered a good strategy. Rooms/facilities are: 3 Million, 6 Million, 9 Million: Separate rooms that award so many points. In normal difficulty settings, collecting either 3 million or 6 million prizes immediately locates another. Cemetery at Max: Raises all five shower buffers to its maximum value (30,000 added to Graveyard Value per hit). Mamushka: Add a million to the final bonus plus 250,000 for each the player strikes in 20 seconds. Hit Cousin It: Add \$1 million to the ballhead bonus plus 200,000 for each switch a player hits in 20 seconds. Each hit on the cousin's IT target behind the electric chair adds 2 million and increases the clutch value by 50,000. Quick Multiball: Lights Quick Multiball, which allows a player to start a two-ball multi-ball by shooting a Thing bucket. The vault opens, and its value starts at 5 million and increases by 1 million each time it is collected or the average ramp is shot, up to a maximum of 10 million. Fester's Tunnel Hunt: Awards 5, 10 and 15 million points after hitting a swamp, electric chair and vault. This round ends in 20 seconds or when all three shots are made, whichever comes first. Seance: Prizes of 5, 10 and 15 million points for each shot on either ramp. This lap ends after 20 seconds or three ramp shots, whichever comes first. Power magnets are activated during this mode. Get Ball to Thing: a hurry-up mode with a point value drop from \$15 million to \$3 million. If a player shoots Thing's rink before that timeout, the rest of the points are awarded and the two-ball multi-ball starts, and shots into the vault admit the same value again. Raise the Dead: Add \$2 million to the ballhead bonus, plus 100,000 for each bumper hit or \$3 million for hitting the bumper four times. The lap ends in 30 seconds or when all five bumpers hit four times either, whichever comes first. Lite Extra Ball: An extra ball becomes available with Thing's bucket. If a player earns a total of five extra balls in one game, everyone will then award a points bonus. After collecting all 12 Mansion rooms, the game's wizard mode becomes available and starts with the next shot in the electric chair: Tour the Mansion: Rewards the player with 50 million points, lights an extra ball, lights a special (free game) at the outside limits, maximizes five shower buffers, and starts each of the six timed modes automatically , one after the other. After the last space, the player cannot collect any more Mansion rooms before the start of the next ball; losing the current ball during the Tour the Mansion will end it immediately. Vault Multiball Player can add letters to the word GREED by hitting the vault from the bookshelf in front. Spelling GREED opens the bookshelf, revealing a shot in the vault that can be used to lock (hold) multi-ball balls; during the first multi-ball, balls can also be locked in the swamp. The force is triggered by the player's attempt to lock the third and final ball. The multi-ball can be started from the vault or the first multi-ball, electric chair. When the multi-ball starts, the Power stays active and the Trainree shot lights up against the jackpot. The staircase ramp lights up for the Super Jackpot (doubles with the first multi-ball, triple for everyone else). The jackpot starts at \$10 million, and \$1 million for every shot or shot fired by Bear Kicks vault during multi-ball (up to 25 million). Once either jackpot is scored, the vault reopens, and a successful shot at it only reignits the staircase ramp. The player can continue to do this as long as there are two balls on the field of play. If two balls are drained without a jackpot, the player is given 20 seconds to shoot Thing's bucket and restart the multi-ball, but with two balls instead of three. The jackpot continues its previous value, and no second reboot taste is given if the player does not receive the jackpot until one ball is emptied. Special Collectors Edition In October 1994, Bally produced the so-called Special Collectors Edition, often referred to as Addams Family Gold. Towards the end of addams family's original production run, some machines had been produced with golden features to celebrate the machine's sales record. The Special Collectors Edition also had specially designed gold accents in the playground/closet and updated software. The game also included some game improvements, as stated below[2] The Seance Mansion Award could be randomly named Super Seance, with ramp values of 10/15/20 million. Some rooms randomly award an item belonging to Cousin Se, such as his hat or car keys, and a bonus consisting of points, an illuminated extra ball or an illuminated special offer. The item was given in addition to the flashing room award. The \$3 million room not only awarded points, but allowed the player to travel through Pugsley and Wednesday's Trap Door to collect another, randomly selected Mansion Award. 3 million and 6 million rooms were detached from each other and had to be made separately. New quotation marks and dot matrix graphics were added. Only 1,000 machines in the Special Collectors Edition were ever manufactured, each with a number (0001-1000) on the sable under the coin door. This version also had a unique certificate with a matching number and signatures from members of the production and development team. [3] Hidden Game Codes Addams Family pinball contains two known Easter eggs – as well as a third egg in the Special Collectors Edition – each of which can be accessed using a pinball machine and Start button code set specific to each egg. The results are only cosmetic; they do not change the actual gameplay in any way. Codes only work under the following conditions: The machine must be in its Attract or Game over mode (no game is currently running). There must also be no credits on board. (The Start button cannot flash to start a new game; thus, the codes will never work if the machine is set for free play.) Codes can also temporarily stop working if they are done too many times in a row. If you allow Attract mode displays to cycle all the way (at least 1 or 2 minutes) before retesting the code, fix this. Available and activating them.[4] When cows bow: This is a humorous dot matrix that appears on the screen for about three seconds. To see it, press the left flipper button 7 times, then the Start button once, then the right flipper button 14 times, the Start button once, the left button 20 times, and finally the Start button once. When Cows Dig for Gold (collectors' edition only): Another humorous yet. Press the left button 12 times, then start button once, right button 5 times, Start once, left 4 times and Start once. Design credits: A spectacular (and very noisy) nod to the game's designers at Bally. Left button 13 times, Start button once, right time, Start once, left 2 times, and Start once. Aftermarket changes Some machines may have aftermarket changes: a ColorDMD color display that replaces the original orange DMD. Uncle Fester is sitting in the electric chair. There's a lamp in his mouth that replaces the chair on the left side. A white bear above the bottom of the mid-staircase ramp, where one shoots the bear's kicks. A bronze vault on top of the vault shooting hole. The cousin.it models above his cousin. This change can capture balls. A bronze train near the train. A bronze phone near Thing's box. Bronze armor at the back in the middle. A miniature Tiffany-style lamp near thing's box. Digital versions A version of this table was being developed for the computer, and it was also going to be released on the Nintendo 64, and digital eclipse would develop it and qt Interactive would release it, but it was cancelled. [citation required] The game is also supported by Visual Pinball,[5], which some people can also make play through a homemade pinball cabinet, such as the original but digitally emulated. On July 11, 2014, Farsight Studios released Pinball Arcade Newsletter 29, in which it announced that it had agreed on terms with all major licenses and settlements necessary for the digital re-creation of this table. [6] [7] Kickstarter, which raised the \$97,640 needed for licensing, started on September 12, 2014 and was successfully funded at \$115,276 on its closing date October 12, 2014. On February 21, 2015, Farsight Studios released its digitized version of the table as part of the fourth package of The Pinball Arcade season on iOS, Android, Amazon, Steam (PC & Mac) and OUYA. [8] Christopher Lloyd's image was removed in this version due to licensing issues. [9] Special Collectors Gold Edition was one award for those who pledged more than \$100 during the Kickstarter campaign. [10] By June 30, 2018, the table will no longer be available due to the loss of the WMS license. References ^ Porges, Seth (August 4, 2008). The 8 most innovative pinball machines of all time. Popular mechanics. Retrieved 9 June 2015. ^ ^ ^ amp;amp;Easter.htm#A^ ^ ^ Pinball Arcade Fans Forum post. Pinball Arcade fans. July 12, 2014. Retrieved August 5, 2014. ^ The farsighted wants to bring creepy, kooky, mysterious and scary... And all in all, an Ooky table in the pinball hall!!! Pinball Arcade fans. July 12, 2014. Retrieved August 5, 2014. ^ Pinball Arcade News. February 21, 2015. 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