

The Addams Family House Map

by Rydain

Updated to v2.1 on May 24, 2016

The Addams Family (SNES) House Map v2.0
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1) Introduction	[INTRO]
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This is my attempt to map the Addams manse. More precisely, it's a collection of diagrams that shows how the rooms connect to one another. Why did I bother making this thing, you ask? Well, after all these years, this is still one of my all-time favorite games. One of the reasons I like it so much is that it has an unusually huge, expansive map. Writing it out is fun for me and possibly useful to someone who wants to explore without getting confused as all hell.

To simplify the map, I've split the house into sections. It's essentially a bunch of areas that branch from a central hub. Though some of these areas

connect to each other, they can be described and diagrammed separately.

Each map section includes notes on how to get to the hidden rooms in that area - that is, rooms whose entrances are not readily visible. All of the others can be found by looking for doors or holes in the walls, floor, and ceiling. If you want to locate the secrets yourself, I recommend skipping over these notes.

This map contains all rooms listed in the game's data. You can verify by opening the ROM in a hex editor and reading the plain text list of rooms.

=====
2) Legend [LEGEND]
=====

o-----o
| | Room in the current section of the map.
o-----o

: - - - - :
| | Room in a different section of the map.
: - - - - :

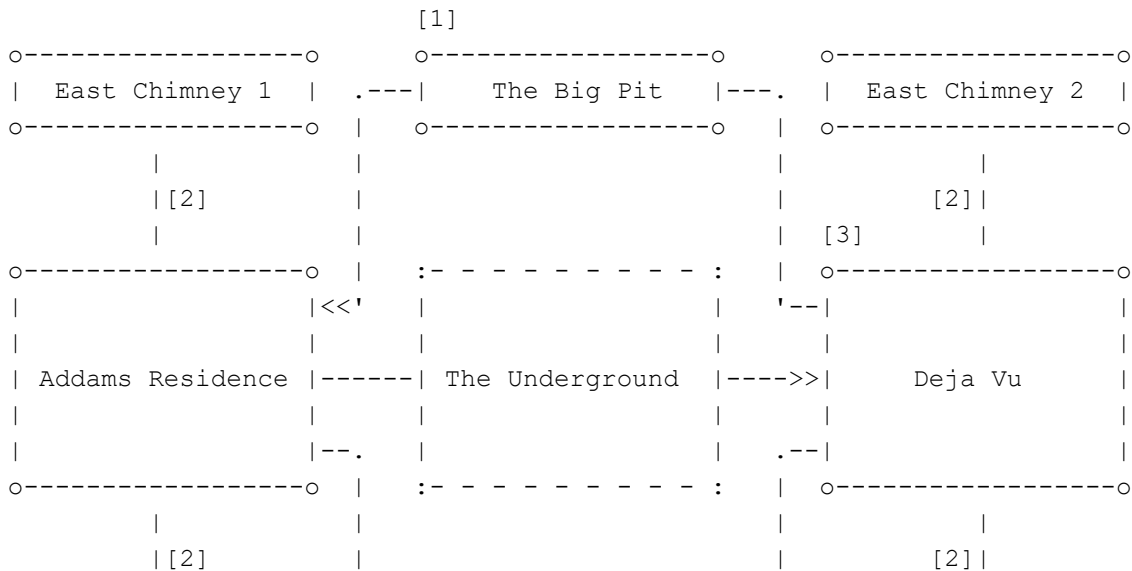
----- Standard passage between rooms.

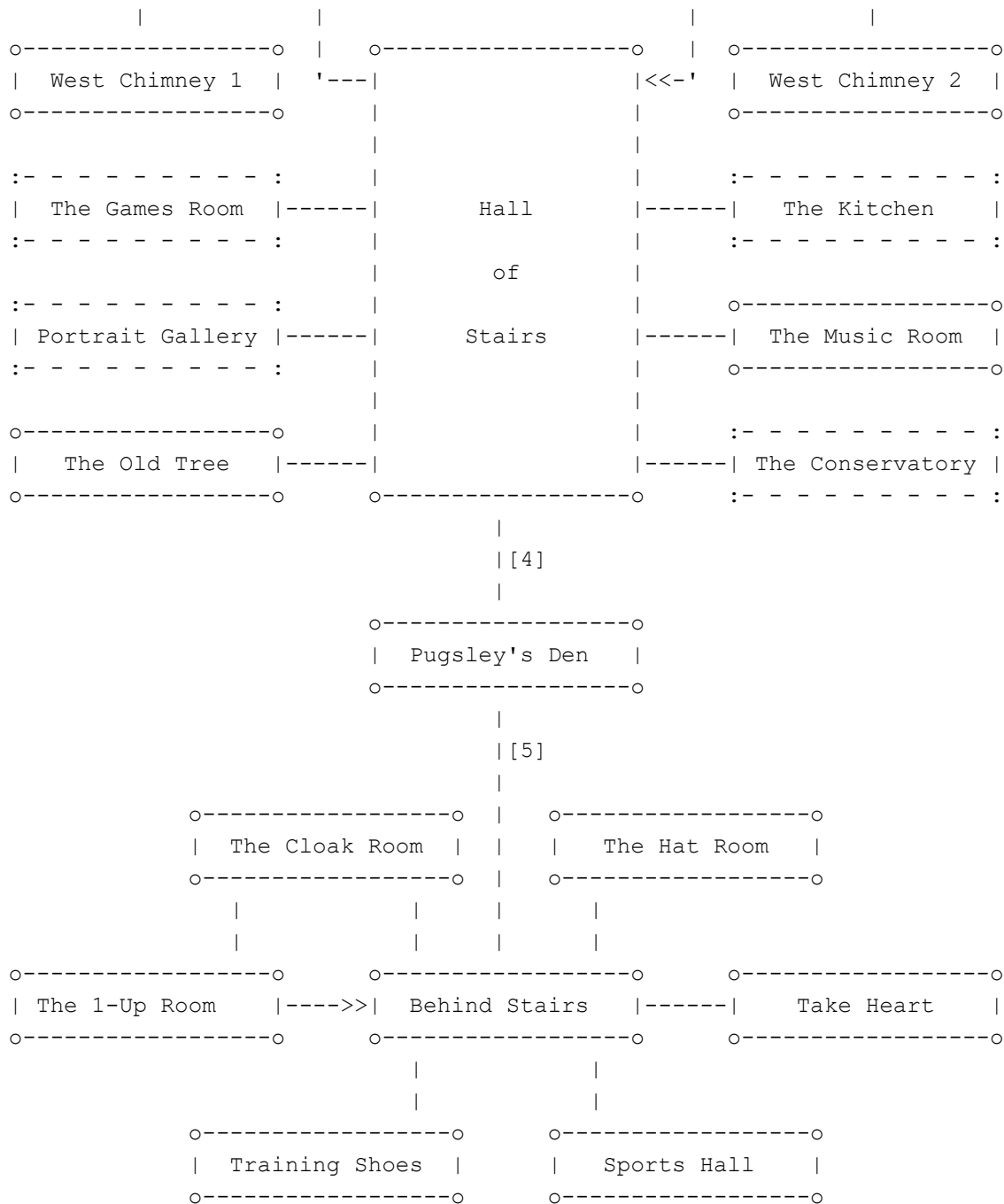
----->> One-way passage between rooms. In this case, it is physically impossible to go back the way you came. There may not be a return entrance, or the entrance may lead to a different area.

Some normal passages are one-way in a sense because you can't jump back through the hole you fell down. However, it's possible to return with a Fezi-copter.

[0] Note explaining a hidden passage, unusual room connection, or other item of interest.

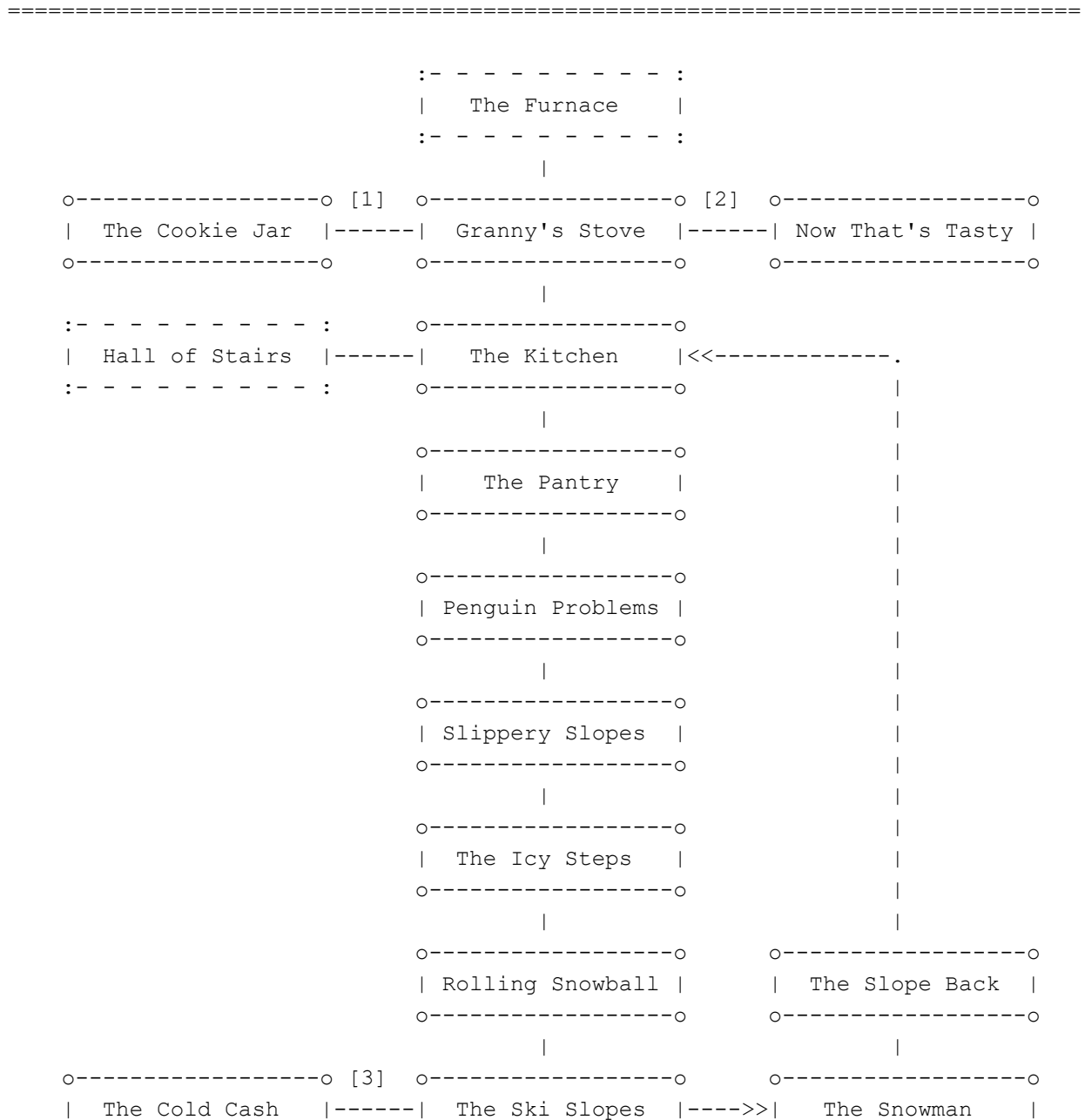
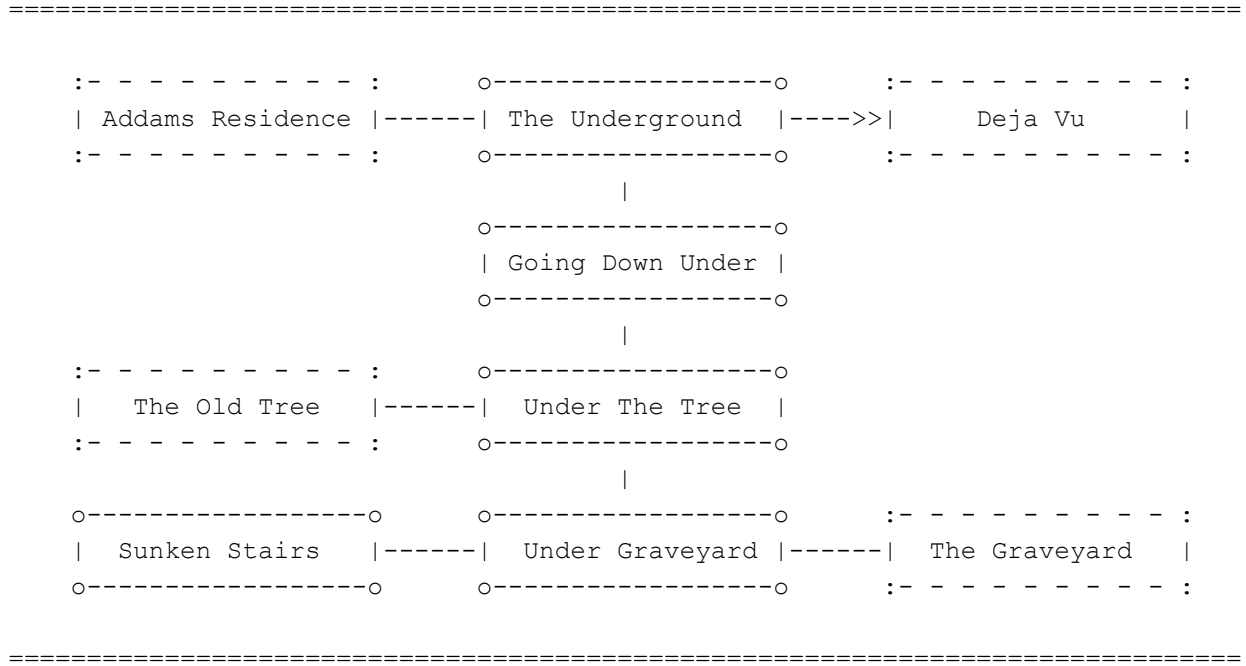
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3) Main Mansion [MANSION]
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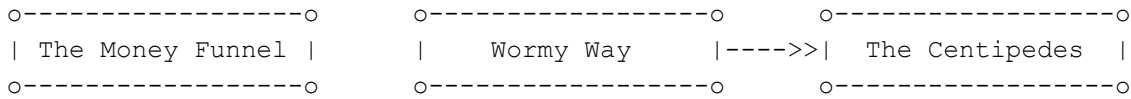




Notes

- [1] The Big Pit resembles rooms in the underground region, but it is not actually part of the underground. It only connects to both faces of the Addams mansion.
 - [2] East/West Chimney - Stand on a chimney and duck. Each face of the mansion has a different version of these rooms.
 - [3] Deja Vu is the other face of the mansion. The front door leads to the Hall of Stairs. If you backtrack, you'll wind up in Addams Residence.
 - [4] Pugsley's Den - Press UP underneath the lower left handing in Hall of Stairs.
 - [5] Behind Stairs - Press UP on the top landing in Pugsley's Den.
-



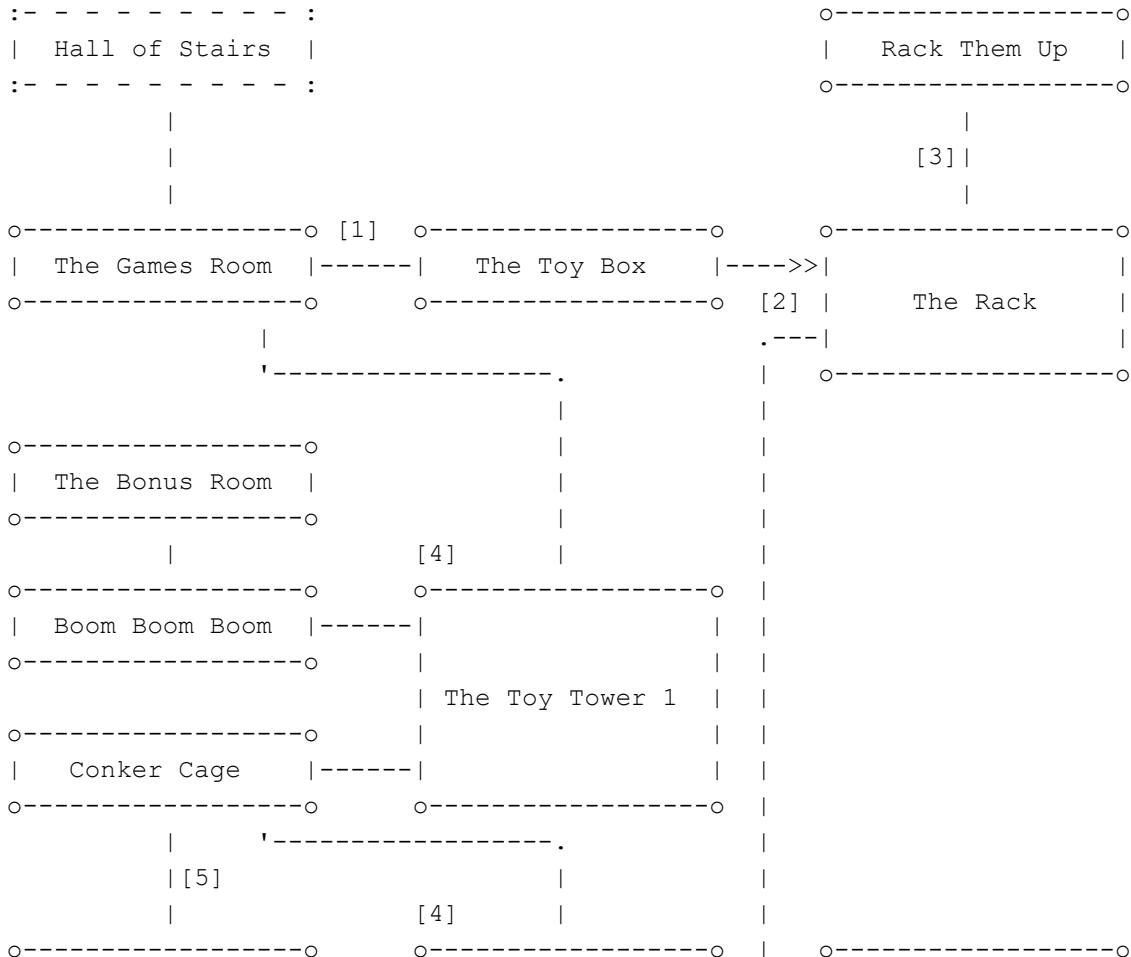


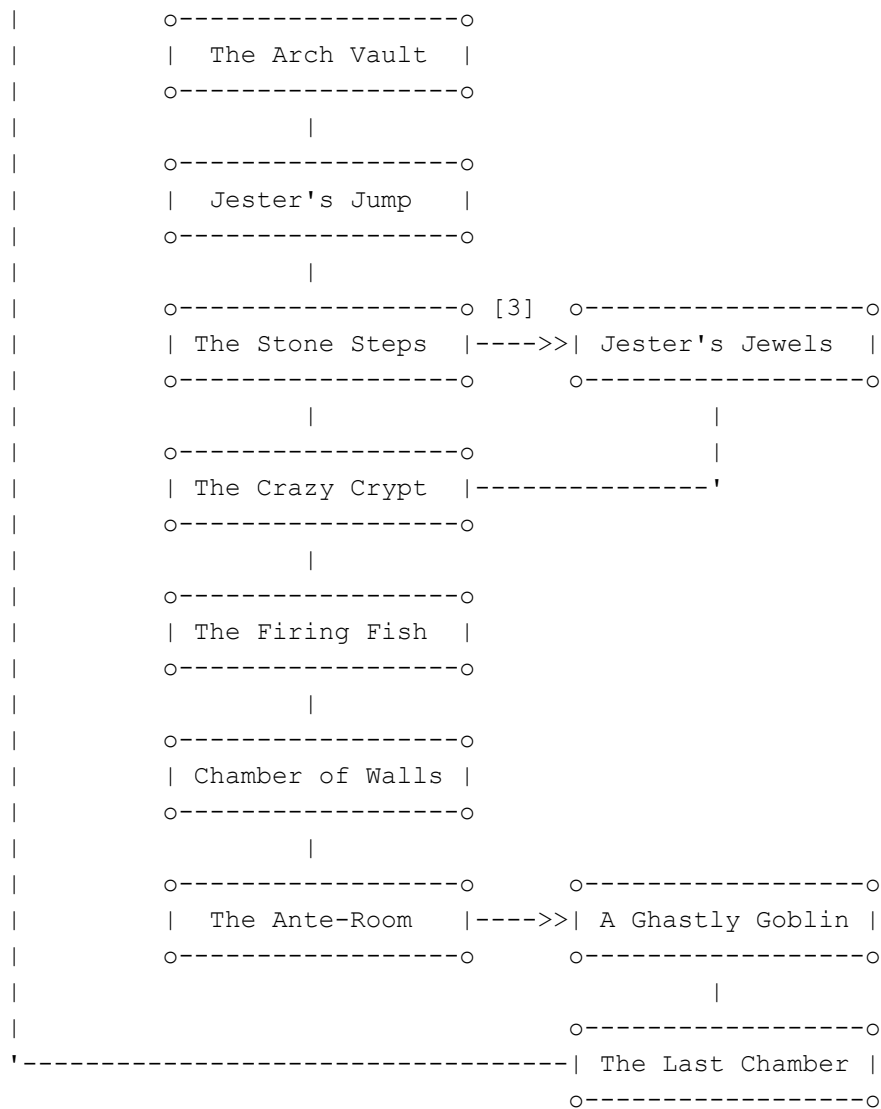
Notes

- [1] At each end of The Conservatory are hidden doors to the other end of the level, located underneath the platforms with the exit doors.
- [2] The Plant Plot (helloooo typo) - Find the first group of pots in the left end of The Conservatory. Duck into the rightmost pot.
- [3] The Privet - Walk left into a pillar with a shoe floating to its right.
- [4] The Spider's Den - At the top of The Money Spider, jump into the right wall above the spike.
- [5] Secret Garden - Near the top of Poison Ivy, look for a short ledge on the right wall with a longer ledge below it. Walk into the wall between those two ledges.
- [6] The lower door at the end of Thorn Pass leads to The Long Garden. If you backtrack, you wind up in Poison Ivy. You can walk back and forth between Poison Ivy and The Long Garden.

8) Games Room

[GAMESROOM]



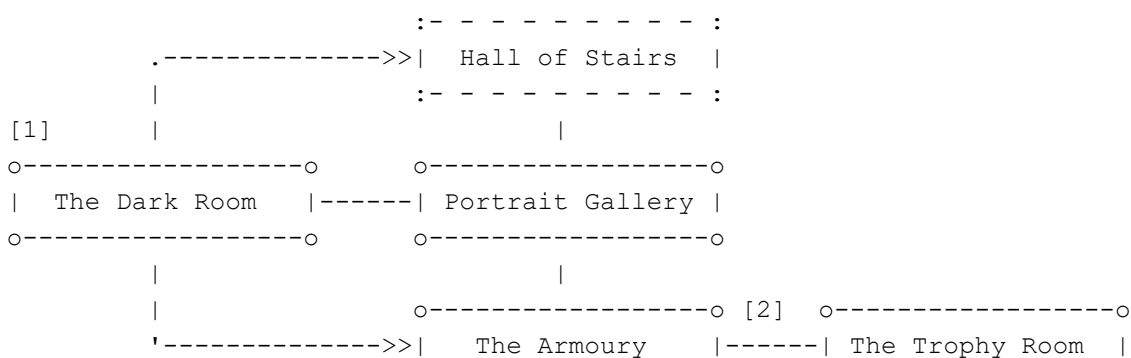


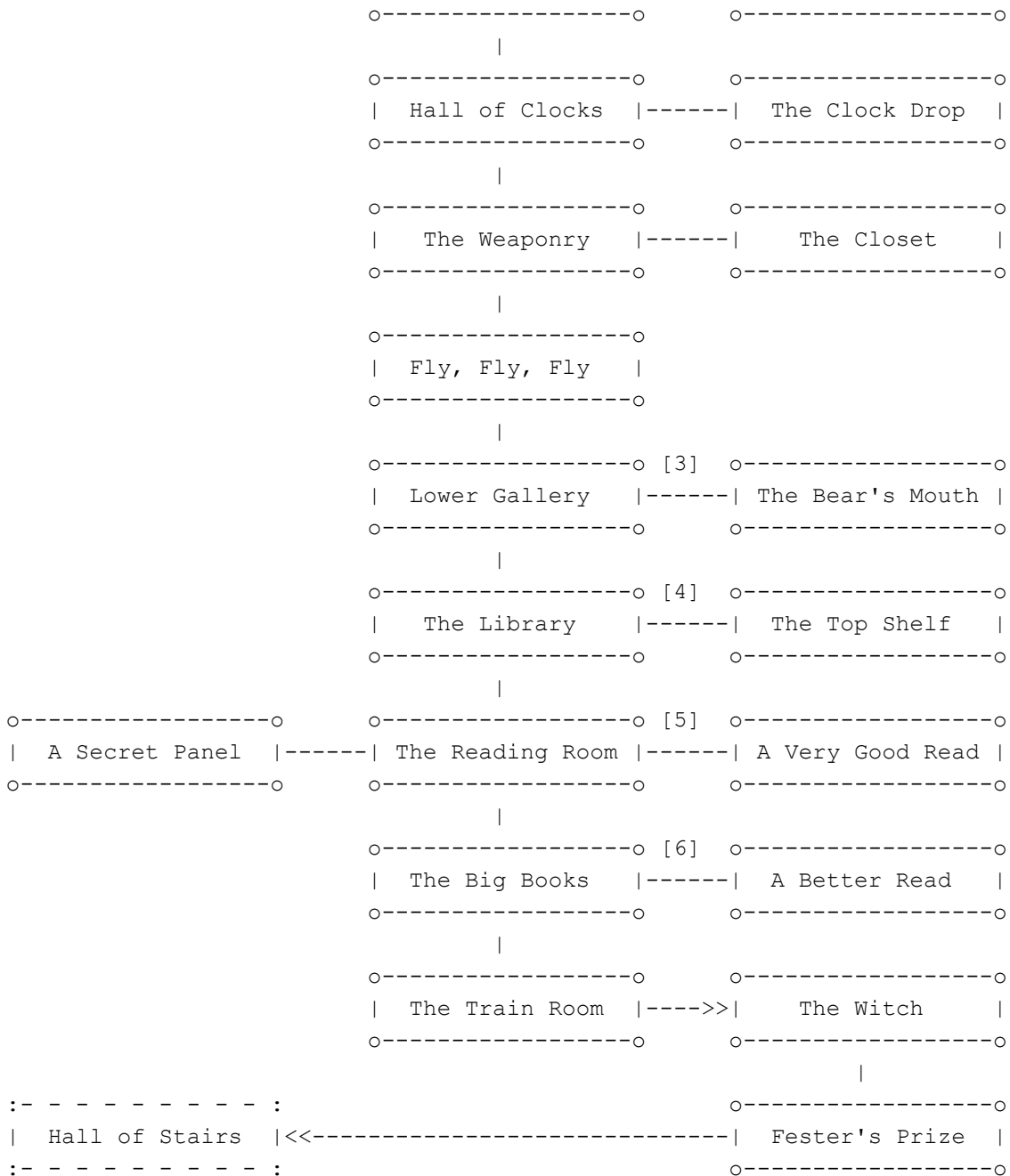
Notes

- [1] At the right edge of The Crypt, hidden stairs lead to the Upper Tomb.
- [2] Cryptic Climb - At the bottom of Spooky Drop, leave the room and return. Jump in the wall to your left and walk left off the screen.
- [3] This is an unusual type of one-way door. The hole back to The Stone Steps is sealed by bricks, and there is no way to switch them off.

10) Gallery

[GALLERY]

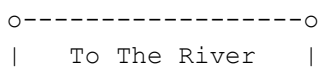
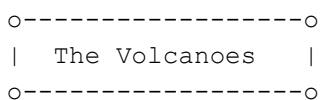
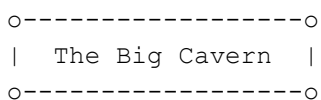
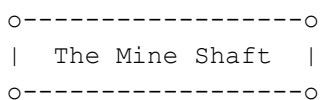
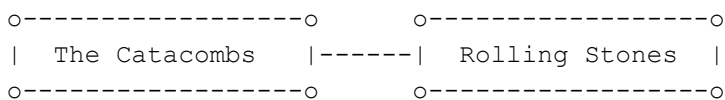
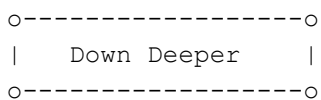
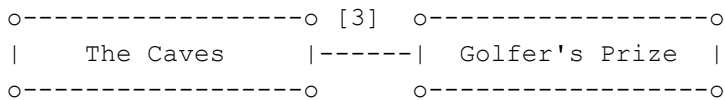
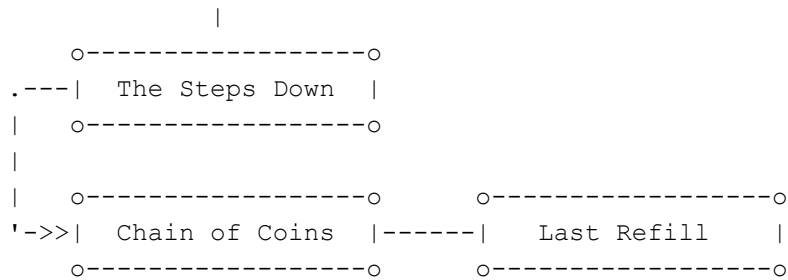
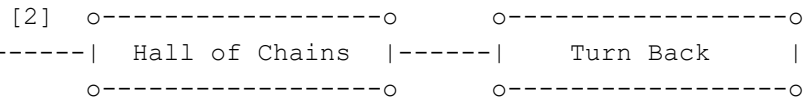
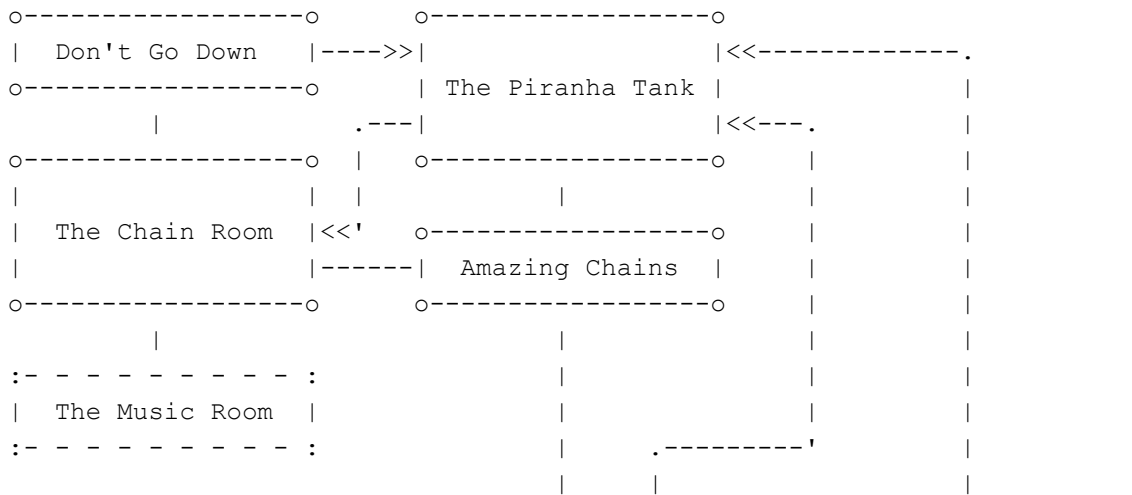


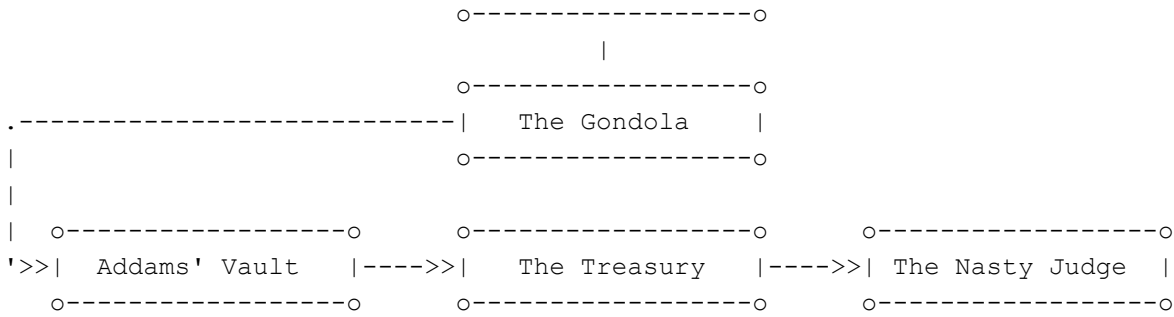


Notes

- [1] The Dark Room is the Portrait Gallery in reverse, with no enemies and some extra cash. Its exits lead to the same rooms as those from the Portrait Gallery exits. Those exits return you to the Portrait Gallery when you reenter.
- [2] The Trophy Room - Near the end of The Armoury, you'll hit a switch that produces a large square of blocks. Stand on that square and jump off to the left. Hit the correct spot to disappear into this secret room.
- [3] The Bear's Mouth - Walk left into the mouth of the only bear that isn't spitting smaller offspring.
- [4] The Top Shelf - Jump on the Thing box at the entrance to The Library to reach an alcove that you can walk through.
- [5] A Very Good Read - Press UP in front of the DOOR book.
- [6] A Better Read - Stand on the DROP IN book and duck.

[1]





Notes

[1] The Piranha Tank is a room with a one-way hole in the ceiling and two doors. Any hole in the floor of a chain room area here will drop you into that ceiling entrance.

The left door in the tank goes to The Chain Room. If you backtrack, it will take you to Amazing Chains. The right door is a standard passage to Amazing Chains.

[2] Golden Chain - Grab the chain almost directly above the Hall of Chains entrance. Climb up into the ceiling. Jump around and mash the D-pad until you disappear.

[3] Golfer's Prize - Look for three dollars that form an arch on the lower level of The Caves. Stand under them and press UP.

12) Revision History

[REVISIONS]

v2.1 5/23/2016 - Numbered the East and West Chimney rooms to clarify that they are different on each face of the mansion. Added a secret connection between The Crypt and Upper Tomb.

v2.0 6/14/2008 - Overhauled the map. Changed my email address.

v1.1 12/11/2002 - Added Golfer's Prize, Cryptic Climb, and a credits section and corrected a passage to The Big Pit. Added the lists of hidden rooms. Made some formatting changes to some of the area maps so that they look neater.

v1.0 6/22/2002 - Finished diagramming all the areas I was aware of.

13) Credits

[CREDITS]

DDCecil and Proto_K for helping me find the entrances to some pesky secret rooms: The Cold Cash, Cryptic Climb, and Golfer's Prize.

Billy Gregory for pointing out the stairs between The Crypt and Upper Tomb and suggesting some improvements to nomenclature.

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14) Legal Junk

[LEGAL]
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