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Printed in Japan

Nintendo

GAME BOY

DMG-AF-USA

The  
**Addams Family**<sup>TM</sup>



INSTRUCTION  
BOOKLET



This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.



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### *Cautions During Use*

- 1) If you play for long periods, take a 10 to 15 minute break every hour or so.
- 2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
- 3) Do not touch the connectors or let them come into contact with water, as this may cause malfunction.
- 4) Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
- 5) Store the Game Pak in its protective case when not in use.

## Creepy, Kooky, Ooky, Spooky.

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. You'll have to watch out for scary obstacles like falling spikes, frightening monsters and ghosts, and you'll need to look for clues as you search for your family.

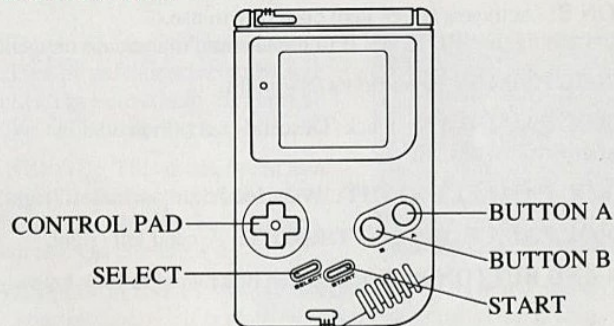
Get a move on... 'cause you're gonna make a call on THE ADDAMS FAMILY!

## Getting Started

To Start THE ADDAMS FAMILY —

- 1) Make sure that your Game Boy is turned off.
- 2) Insert THE ADDAMS FAMILY Game Pak into the cartridge slot.
- 3) Turn on the Game Boy.
- 4) After the copyright notice appears, press START to begin the game.

## Controls



**START:** Press START to begin play. Pressing START during play will pause the game; press again to resume play.

**SELECT:** Press SELECT to change item during play (if you have collected any).

**BUTTON A:** Jump.

**BUTTON B:** Activates / Fires item currently in use.  
When swimming, use **BUTTON B** to breathe and to increase oxygen.

**CONTROL PAD UP:** Enter doors / Swim up.

**CONTROL PAD DOWN:** Duck / Descend stairs (indicated by diagonal downward arrow).

**CONTROL PAD LEFT/RIGHT:** Walk left / right, swim left / right.

**CONTROL PAD UP AND LEFT/RIGHT:** Ascend left / right.

**DOWN AND BUTTON B:** Scroll screen downward to look below.

## Status Display

Different numbers of points are gained by defeating creatures and collecting treasures in the form of coins and money bags.

**ENERGY:** This is displayed as a row of hearts on the bottom left of the screen. The number of hearts decreases as Gomez is hit.

**WEAPON ITEM IN POSSESSION:** If you have a weapon or item in your possession, it is displayed in the window at the bottom center of the screen.

**WEAPON / POWER:** This is shown as a bar at the bottom right of the screen. This decreases as Gomez uses the weapon or item in his possession. Each item has its own power; when all of that power is used, it cannot be reused until it is replenished by a power capsule.



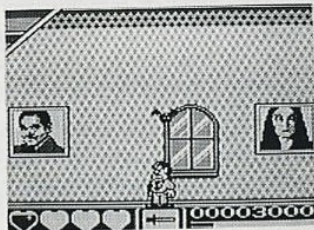
## How To Play

Gomez must rescue all the members of his family from various locations within the Addams Family house and the surrounding grounds.

You start outside the Addams Family house at the front door. You must work your way around the house and the surrounding grounds of the family estate.

You will acquire various items along your route that will assist you throughout the game. These will enable you to negotiate areas that previously appeared to be impassable.

The game is complete when Tully is defeated and all family members have been rescued.



## Potions

Pugsley has left Gomez potions in certain areas of the map, to assist you during the game. These are as follows:

- Ⓜ **WOLFMAN POTION:** This transforms Gomez into a superhuman Wolfman. This enables him to travel more quickly and make large jumps while moving.
- ⓕ **FRANKIE POTION:** This transforms Gomez into a "level-headed" invincible character for 10 collisions with enemy creatures.
- Ⓢ **SEA MONSTER:** This transforms Gomez into an amphibious creature that can swim under water.
- ⓓ **DRAC POTION:** This transforms Gomez into a flying Vampire. To fly, press **BUTTON A** repeatedly.

These potions last until Gomez loses a life (except in the case of the sea monster).

## *Energy Hearts*

These replenish Gomez's energy when collected. There are two types of hearts:

**SMALL HEART:** Increases Gomez's energy by one unit.

**LARGE HEART:** Increases Gomez's energy by two units.

## *Power Vials*

These replenish the power of the weapon/item Gomez is currently using. To replenish an item select the item, (by using SELECT), then collect the vial.

There are two types of power vial:

**TEST TUBE:** Increases item power by a small amount.

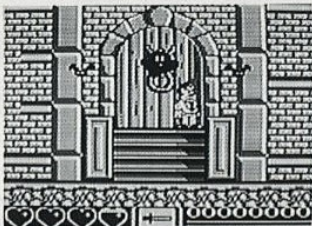
**FLASK:** Increase item power by a large amount.

## **Playing Tips**

- Experiment with all the items to find out what they can do, because you will have to use the appropriate item to negotiate obstacles.
- There are a few secret surprises hidden in the game – a foolish move may reveal a shortcut!
- Certain weapons may defeat creatures more efficiently than others.
- Certain baddies can be stunned by jumping on them; others need to be shot with weapons.

## Game Scenes

You start at the front door of the house. To the far left is the graveyard; to the far right are the woods. If you push up in front of the front door of the house, you will enter the house.



### *The House*

You enter the house on the ground floor. Use the staircase to move to different floors. In the basement there is an entrance to the boiler room, and a secret entrance that will only be revealed when Fester is overcome.

### *The Ground Floor*

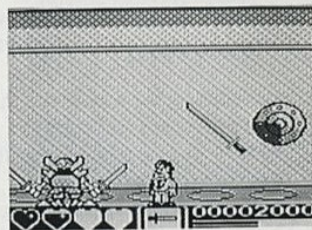
This is a hallway with stairs leading up and down.

### *The First Floor*

The kitchen is located to the far right. The entrance to the ice box is here; to enter, stand in front of the fridge door and push up.

### *The Second Floor*

To the far right, the armory is located. There are some items to be collected here.



### *The Third Floor*

To the far left is the entrance to the river. The door to this is closed until Wednesday is rescued from the graveyard.

### *The Fourth Floor*

Pugsley's room is located to the far right. The entrance to the toy box is here. Stand on it and push up to enter. Also on this floor is the door to the attic. This will only open when four of the family members have been rescued.

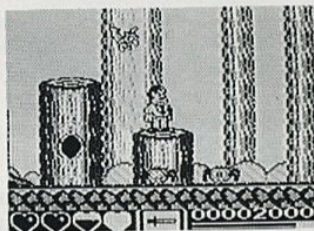
### *The Graveyard*

You must make your way to the far left of the graveyard and enter the crypt. You will face a large guardian that must be overcome to rescue Wednesday. To enter the crypt, push up. To defeat the guardian, shoot it a number of times in a certain spot.



### *The Woods*

The woods are located to the right of the house. Make your way to the far right, using a certain item that you will obtain during the game when a particular member of the family has been rescued. The last tree stump on the far right of the woods is the entrance to the beehive. Stand on top of this stump and push down to enter. This level contains useful items to collect.



### *The Boiler Room*

This level is a maze of pipes that you must negotiate in order to find the entrance to the room where a guardian is holding Granny captive. This guardian can only be overcome by attacking when he stops moving.



### *The Ice Box*

This is a slippery ice kingdom, in which you must make your way to the top right to collect a weapon to help you. You must negotiate icy cold pools of water – one of the items you have collected will help you.

### *The River*

You must swim to the far right of the level, avoiding fish and watching your oxygen level. At the end of this level is a door where Lurch is held captive. You must overcome a large guardian to save him. This guardian has only one weak point that will flash when you hit the right place.

### *The Toy Box*

Make your way to the far right and down to reach the entrance to the guardian who is holding Pugsley captive. There are collapsing blocks that cannot be stood on for long and a secret short cut. If you find it, push up and you will enter a bonus room where you must collect coins for as long as possible. The guardian holding Pugsley captive has only one weak spot that will flash, but be warned – you need a lot of weapon power to defeat it.



### *The Attic*

Make your way to the top of the level and out onto the roof to confront Uncle Fester. Using certain weapons, you must force Fester into the lightning a number of times, so he can regain his memory and reveal the secret basement room where Morticia is being held.

## *The Dungeons*

To rescue Morticia, you must negotiate the dungeons. You will have to be careful of hidden traps to enter the room where you must face Tully to save the day.

## *Torture Chamber*

Having successfully negotiated the dungeons, you must enter the torture chamber where you will face Tully. You must defeat him to rescue Morticia and complete the game!

## Limited Warranty

Ocean of America, Inc. warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Ocean of America, Inc. or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

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