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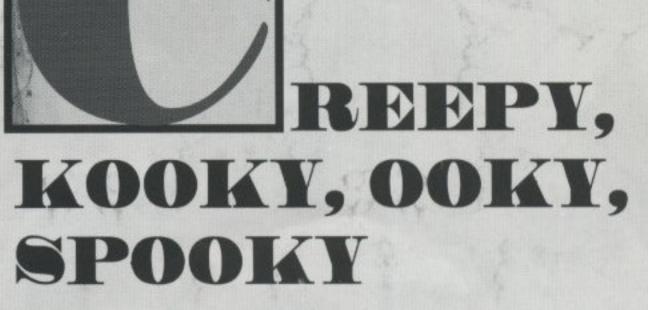
This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ SYSTEM.

HANDLING YOUR CARTRIDGE

- This Cartridge is intended exclusively for the Sega™ Game Gear™ System.
- · Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.



Morticia Has Been Kidnapped:

Uncle Fester has lost his memory and has fallen under the spell of Abigail Craven, a conniving character who is anxious to lay her greedy hands on the Addams' hidden fortune. Having recruited a misled Uncle Fester, and assisted by her cohorts, Tuly and The Judge, she manages to capture and imprison the other members of the Addams Family within the huge Addams Mansion!

Only Gomez can save the day by freeing his son, Pugsley, his daughter, Wednesday, and Granny; and by restoring Uncle Fester's memory. Accomplishing these tasks is daunting enough - but then Gomez must seek out Morticia in the Underground vaults of the Addams mansion and confront the evil Judge in a kooky and spooky climax.



GETTING STARTED

Set up your Sega™ Game Gear™ as described in its instruction manual.

Make sure the power switch is OFF. Then insert the Sega cartridge into the console.

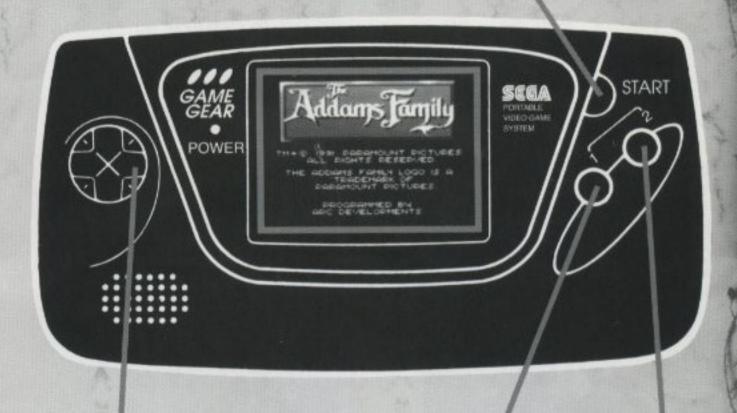
Turn the power switch ON. In a few moments, the Title screen appears.

If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure that the Console is turned OFF when inserting or removing your Cartridge.

CONTROLS

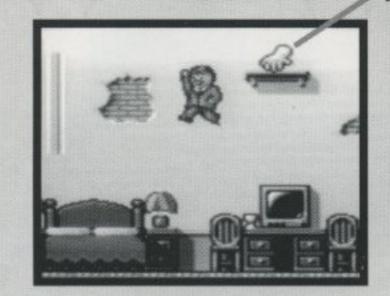
START: PRESS START TO BEGIN PLAYING ADDAMS FAMILY. PRESSING THE START BUTTON DURING THE GAME WILL PAUSE THE GAME AND DISPLAY THE INVENTORY SCREEN. PRESSING IT AGAIN WILL UNPAUSE THE GAME.



JOYPAD: PRESS THIS UP, DOWN, LEFT OR RIGHT TO MOVE IN THE APPROPRIATE DIRECTION.

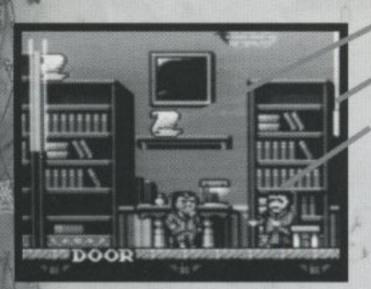
BUTTON 2: BUTTON 2 IS USED TO ENTER AND EXIT ROOMS.

BUTTON 1: BUTTON 1 IS USED TO JUMP



THING

Thing, once rescued, can help you three times by acting as a shield against enemies, but only for a limited time. Thing can be used by pressing BUTTON 1 whilst the game is paused.



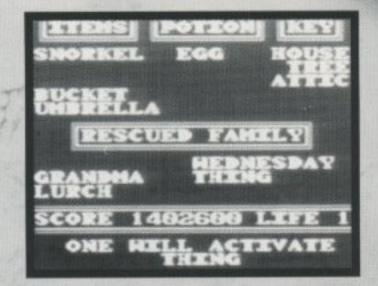
SHEET MUSIC

ROPE

LURCH

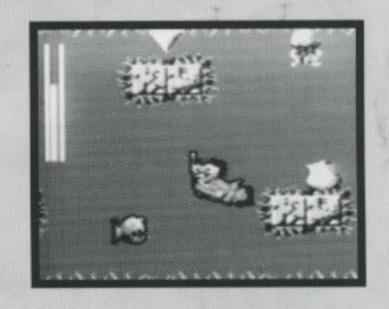
SUMMONING LURCH

There are three pieces of sheet music which may be found in the library. Collect one and jump on the rope to ring the bell. Lurch will then appear. Give it to him and he will go to the piano and start to play. Each piece of music will help you in some way, but you must figure out how!



INVENTORY

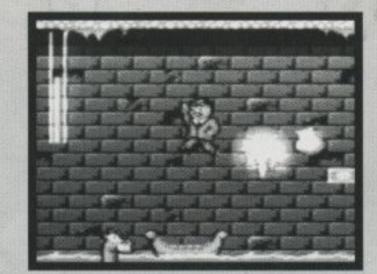
All objects collected and family members rescued are displayed on the Inventory screen along with Gomez's score and lives remaining. Press START to access the inventory.



SWIMMING

Once in the water, Button 1 will cause Gomez to move his arms and legs. Press the joypad UP, DOWN, LEFT or RIGHT to move in the appropriate direction.

GONDOLA



The Gondola moves when you jump on it. Press the joypad to move in the appropriate direction.



STATUS DISPLAY

The status panel displays the following information:

THIS IS DISPLAYED IN THE FORM OF A BAR. WHEN GOMEZ IS HIT BY BALLS, GHOSTS ETC., THE ENERGY BAR WILL GO DOWN.





GAMEPLAY

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

You start at the base of the big tree to the left of the Addam's house.

As well as great arcade action, there are many puzzles to solve, for instance:-

Inside the tree is the Blue Egg, one part of the potion needed to shrink Pugsley and rescue him from the chute at the side of the house. (Pugsley's legs are just visible as you pass the house).

The key to the tree is in Wednesday's room but the house is locked.

The key to the front door is located in the crypt underneath the furthest tombstone to the right of the house. Defeat the skeleton by bouncing on his head and collect the key.

Once you have the front door key you must enter the house. Inside the house you will be given clues as to your family's whereabouts and hints as to their usefulness in your quest.

The house is littered with money bags and Dollar bills which must be collected. Food can also be found to replenish your energy.

All the members of your family must be rescued and one Million Dollars collected to free Morticia and successfully complete the game.



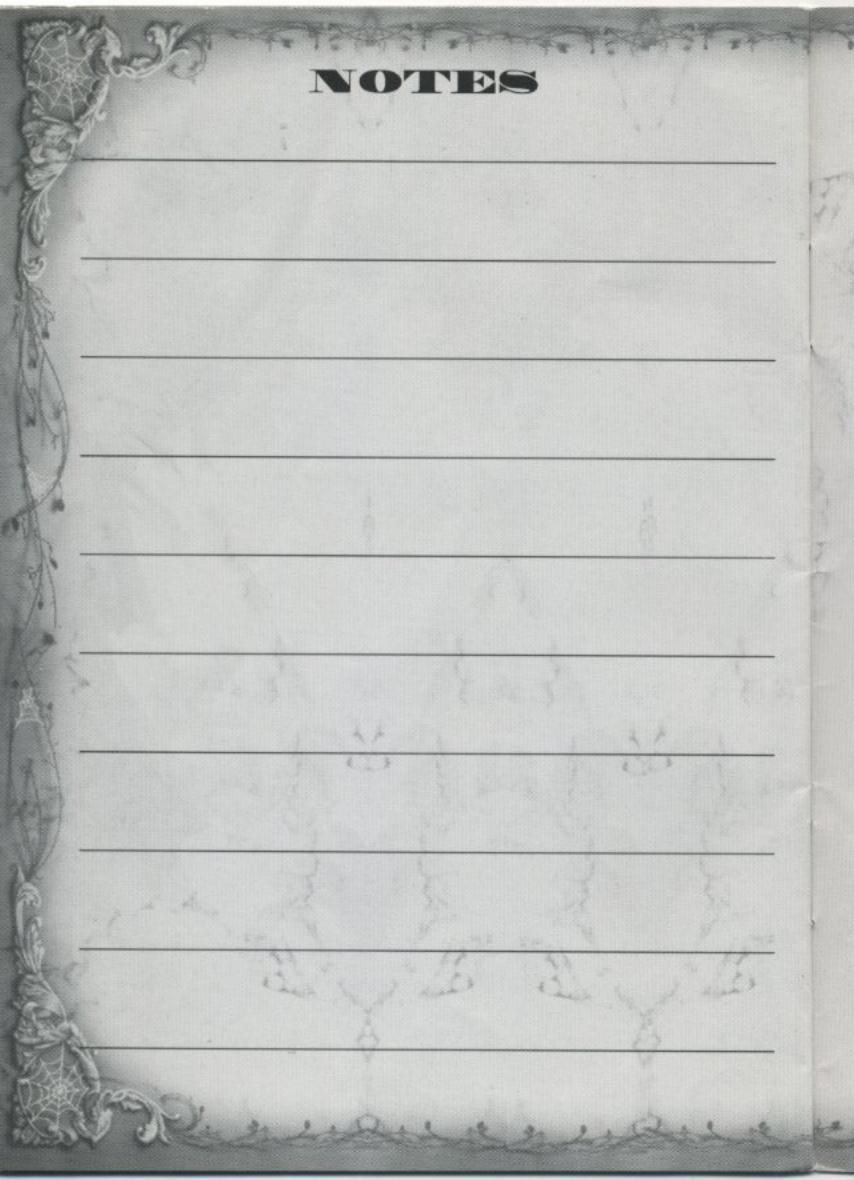


Jumping on skulls and ghosts will kill them and also enable Gomez to jump higher to collect money.

Save 'THINGS' for harder screens, i.e. the roof.

Ensure that you collect all money and objects.

Try jumping and climbing on scenery - this may help you to collect objects.



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This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the Flying Edge software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE FLYING EDGE. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL FLYING EDGE BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS FLYING EDGE SOFTWARE PRODUCT.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

REPAIRS / SERVICE AFTER EXPIRATION OF WARRANTY - If your cartridge requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Flying Edge Hotline/Consumer Service Dept. (516) 624-9300 71 Audrey Avenue, Oyster Bay, NY 11771 Marketed by Flying Edge, Distributed by Acclaim Distribution, Inc.

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