The ADDAMS FAMILY

OBJECT: Explore the strange rooms in the Addams Family mansion and open the secret bookcase  
to steal their treasure.

MULTI-BALL: Spell G-R-E-E-D to open the bookcase that leads to the VAULT. LOCK (3) balls by  
shooting at the flashing LOCK lamps or shooting into the VAULT.

JACKPOT: While in MULTI-BALL shoot at the jackpot arrow (Train Wreck). Jackpot score = 10  
million plus 1 million for each bookcase hit while in multiball.

SUPER JACKPOT: Shoot the LEFT SIDE RAMP while in MULTI- BALL. SUPER JACKPOT = 2X or  
3X JACKPOT value. After JACKPOT is awarded shoot ball into open bookcase to restart JACKPOT.

MANSION AWARDS: The Currently lit Mansion award window is CHANGED by the jet bumpers.  
COLLECT the current award by shooting into the electric chair when the yellow lamp on the chair is lit.  
RE-LITE the yellow lamp by passing through the right flipper lane.

SWAMP: Any ball falling into the SWAMP collects the current GRAVEYARD VALUE from the jet  
bumpers. Shooting the ball into the SWAMP from the LEFT MINI-FLIPPER awards 5 times the  
GRAVEYARD VALUE.

SKILL-SHOT: From the plunger shoot the ball to THINGS Eject Hole.

HINT: BEWARE of THE POWER of THE ADDAMS FAMILY!!

16-20017-1A

The ADDAMS FAMILY SPECIAL COLLECTORS EDITION

OBJECT: Explore the strange rooms in the Addams Family mansion and open the secret bookcase  
to steal their treasure.

MULTI-BALL: Spell G-R-E-E-D to open the bookcase that leads to the VAULT. LOCK (3) balls by  
shooting at the flashing LOCK lamps or shooting into the VAULT.

JACKPOT: While in MULTI-BALL shoot at the jackpot arrow (Train Wreck). Jackpot score = 10  
million plus 1 million for each bookcase hit, or ramp shot while in multiball.

SUPER JACKPOT: Shoot the LEFT SIDE RAMP while in MULTI- BALL. SUPER JACKPOT = 2X or  
3X JACKPOT value. After JACKPOT is awarded shoot ball into open bookcase to restart JACKPOT.

MANSION AWARDS: The Currently lit Mansion award window is CHANGED by the jet bumpers.  
COLLECT the current award by shooting into the electric chair, or swamp kickout when the yellow  
lamp on the chair is lit. RE-LITE the yellow lamp by shooting either ramp.

COUSIN IT’S HIDEOUT: Cousin It has hidden valuable treasures randomly in the mansion  
rooms. Exploring the rooms awards these treasures.

SKILL-SHOT: From the plunger shoot the ball to THINGS Eject Hole.

HINT: BEWARE of THE POWER of THE ADDAMS FAMILY!!

16-50038-1

The ADDAMS FAMILY

DOEL: Doorzoek de vreemde kamers in het huis van de Addams Family en open de verborgen  
boekenkast (secret bookcase) om hun schat te stelen.

MULTIBAL: Spel G-R-E-E-D om de boekenkast te openen die naar de kluis (VAULT) leidt. LOCK  
drie (3) ballen door op de knipperende LOCK lampen of in de kluis (VAULT) te schieten.

JACKPOT: Schiet tijdens MULTIBAL op de jackpot pijl (Train Wreck). Jackpot score = 10 miljoen  
plus 1 miljoen voor elke geraakte boekenkast tijdens multibal.

SUPER JACKPOT: Schiet de linker helling tijdens multibal. SUPER JACKPOT = 2X of 3X JACKPOT  
waarde. Schiet de bal in de open boekenkast om JACKPOT opnieuw te starten nadat JACKPOT  
behaald is.

MANSION BELONING: De MANSION beloning wordt gewisseld door de jet bumpers. Haal de beloning op bij de elektrische stoel of in het moeras (swamp) zodra de gele lamp van de elektrische  
stoel verlicht is. De rechter flipperbaan zet de gele lamp van de stoel weer aan.

MOERAS (SWAMP): Elke bal in het moeras verdient de kerkhof (GRAVEYARD) beloning via de jet bumpers. Schiet de bal het moeras in via de linker MINI-FLIPPER om 5 keer de kerkhof beloning te krijgen.

SKILL-SHOT: Schiet de bal direct in het gat van THING.

HINT: PAS OP voor de KRACHT van de ADDAMS FAMILY!!

16-20017-1-Du

The ADDAMS FAMILY

OBJECT: Explore the strange rooms in the Addams Family mansion and open the secret bookcase  
to steal their treasure.

MULTI-BALL: Spell G-R-E-E-D to open the bookcase that leads to the VAULT. LOCK (3) balls by  
shooting at the flashing LOCK lamps or shooting into the VAULT.

JACKPOT: While in MULTI-BALL shoot at the jackpot arrow (Train Wreck). Jackpot score = 10  
million plus 1 million for each bookcase hit, or ramp shot while in multiball.

SUPER JACKPOT: Shoot the LEFT SIDE RAMP while in MULTI- BALL. SUPER JACKPOT = 2X or  
3X JACKPOT value. After JACKPOT is awarded shoot ball into open bookcase to restart JACKPOT.

MANSION AWARDS: The Currently lit Mansion award window is CHANGED by the jet bumpers.  
COLLECT the current award by shooting into the electric chair, or swamp kickout when the yellow  
lamp on the chair is lit. RE-LITE the yellow lamp by shooting either ramp.

SWAMP: Any ball falling into the SWAMP collects the current GRAVEYARD VALUE from the jet  
bumpers. Shooting the ball into the SWAMP from the LEFT MINI-FLIPPER awards 5 times the  
GRAVEYARD VALUE.

SKILL-SHOT: From the plunger shoot the ball to THINGS Eject Hole.

HINT: BEWARE of THE POWER of THE ADDAMS FAMILY!!

16-20017-1-FR

The ADDAMS FAMILY

**OBJET:** Explorez les **Chambres du Manoir** de la **Famille ADDAMS** et ouvrez la Bibliothèque  
secrète pour dérober son Trésor.

**MULTIBILLE:** Faites le mot **G-R-E-E-D** pour ouvrir la Bibliothèque qui mène au **Caveau (VAULT).**  
Bloquez 2 Billes en les envoyant dans les **“LOCK”** clignotants, les lumières vertes ou dans le  
**Caveau** puis envoyez la 3èrne dans le **Caveau** ou le **Siège Electrique.**

**JACKPOT:** En **Multibille**, envoyez la bille dans le couloir de la **flèche Jackpot (Train déraillé).**  
**Le Jackpot** donne **1 Million**, plus 1 Million pour chaque tir dans la Bibliothèque ou passage sur la  
rampe pendant le jeu en multibille.

**SUPER JACKPOT:** En multibille, passez sur la Rampe Gauche. Le **Super Jackpot** vous donne la  
valeur du **Jackpot X2 ou X3.** Apres avoir gagné le Jackpot, envoyez une bille dans la Bibliothèque  
pour recommencer.

**GAINS MANOIR:** La fenêtre allumée du Manoir change par les **Bumpers.** Pour gagner la valeur  
de la fenêtre allumée, envoyez la bille dans le **Siège Electrique** ou dans le renvoi du **Marécage**  
quand la lumière jaune de Siège est allumée. Pour ré-allumer la lampe jaune passez sur une des  
deux Rampes.

**MARECAGE:** Chaque bille qui tombe dans le **Marécage** marque la valeur de **Cimetière.** Si vous  
envoyez la bille dans le Marécage par le biais du **Mini Flipper** Gauche, Vous gagnez **5 fois** la Valeur  
**Cimetière.**

16-20017-1-FR

The ADDAMS FAMILY

**OBJETIVO:** Explora las extrañas salas de la mansión de la Familia Addams y abre su Biblioteca  
secreta para robar su tesoro.

**MULTI-BALL:** Deletrea G-R-E-E-D para abrir la Biblioteca que conduce a la CRIPTA. BLOQUEA las  
(3) bolas disparando a las luces intermitentes LOCK o entrando en la CRIPTA.

**JACKPOT:** Durante el MULTI-BALL dispara a la luz del Jackpot (Choque de Trenes). Puntuación del  
Jackpot = 10 millones mas 1 millón por cada vez que se acierte a la Biblioteca durante el multiball.

**SUPER JACKPOT:** Dispara a la RAMPA IZQUIERDA durante el Multiball. SUPER JACKPOT = valor  
de JACKPOT x2 ó x3. Una vez obtenido el JACKPOT dispara la bola a la Biblioteca abierta para  
reactivar el JACKPOT.

**PREMIOS MANSIÓN:** La ventana iluminada de la Mansión CAMBIA con los rebotes de los Bumpers.  
CONSIGUE el premio correspondiente disparando a la Silla Eléctrica cuando esté iluminada su  
bombilla amarilla. VUELVE A ENCENDER la luz pasando por el pasillo del flipper derecho.

**CIÉNAGA:** Cualquier bola que caiga en la CIÉNAGA obtiene el valor actual del CEMENTERIO que  
se incrementa con cada rebote de los Bumpers. Metiendo la bola en el CIENAGA usando el MINI-  
FLIPPER IZQUIERDO puntúa 5 veces el valor del CEMENTERIO.

**TIRO DE HABILIDAD:** Acierta al agujero de LA MANO en cada lanzamiento a principio de bola.

**CONSEJO:** ¡¡Ten CUIDADO con EL PODER de LA FAMILIA ADDAMS!!

16-20017-1-SP

The ADDAMS FAMILY

OBJECT: Explore the strange rooms in the Addams Family mansion and open the secret bookcase  
to steal their treasure.

MULTI-BALL: Spell G-R-E-E-D to open the bookcase that leads to the VAULT. LOCK (3) balls by  
shooting at the flashing LOCK lamps or shooting into the VAULT.

JACKPOT: While in MULTI-BALL shoot at the jackpot arrow (Train Wreck). Jackpot score = 10  
million plus 1 million for each bookcase hit, or ramp shot while in multiball.

SUPER JACKPOT: Shoot the LEFT SIDE RAMP while in MULTI- BALL. SUPER JACKPOT = 2X or  
3X JACKPOT value. After JACKPOT is awarded shoot ball into open bookcase to restart JACKPOT.

MANSION AWARDS: The Currently lit Mansion award window is CHANGED by the jet bumpers.  
COLLECT the current award by shooting into the electric chair when the yellow lamp on the chair is lit.  
RE-LITE the yellow lamp by shooting either ramp.

SWAMP: Any ball falling into the SWAMP collects the current GRAVEYARD VALUE from the jet  
bumpers. Shooting the ball into the SWAMP from the LEFT MINI-FLIPPER awards 5 times the  
GRAVEYARD VALUE.

SKILL-SHOT: From the plunger shoot the ball to THINGS Eject Hole.

HINT: BEWARE of THE POWER of THE ADDAMS FAMILY!!

16-20017-1-GER

The ADDAMS FAMILY

**ZIEL:** Finde die Geheimräume im Anwesen der Addams Family und öffne den verborgenen  
Bücherschrank, um den Schatz zu stehlen.

**MULTIBALL:** Buchstabiere G-R-E-E-D. Damit öffnest Du den Bücherschrank, der zu VAULT  
(Schatzkammer) führt. 3 Kugeln einlochen durch Treffen der blinkenden LOCK-Lampen oder durch  
Schüsse in VAULT.

**JACKPOT:** Im Multiball auf den Jackpot-Pfeil zielen (Train Wreck). Jackpot-Punkte: 10 Mio.+1 Mio.  
für jeden in Multiball getroffenen Bücherschrank.

**SUPER JACKPOT:** Triff die LINKE SEITENRAMPE im MULTIBALL. SUPER JACKPOT=  
JACKPOT-WERT x2 oder 3. Nach JACKPOT-Vergabe Kugel in geöffneten Bücherschrank  
schießen, um JACKPOT nochmals zu starten.

**MANSION BELOHNUNG:** Momentanen Wert EINSAMMELN durch Schüsse auf den elektrischen  
Stuhl, wenn gelbes Licht am Stuhl aufleuchtet. Gelbe Lampe kann nach Durchrollen der rechten  
Flipperbahn WIEDER BELEUCHTET werden.

**SWAMP:** Jede in SWAMP gefallene Kugel sammelt den momentanen GRAVEYARD-Wert aus  
den Schlagtürmen ein. Wird die Kugel vom LINKEN MINI-FLIPPER aus in SWAMP geschossen,  
wird der GRAVEYARD-Wert 5x vergeben.

**SKILL-SHOT:** Kugel vom Plunger aus in THINGS Ausstoßloch schießen.

**ACHTUNG!** Achte auf den Einfluß der Addams Family!!!

16-20017-1-GER

**TO SERVICE "THING"**

REMOVE 2 UPPER SCREWS.

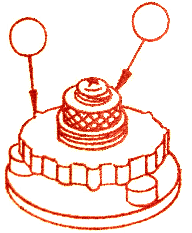
PULL BOX TOP BACK, THEN LIFT UP.

16-9329

TO ADJ WHEEL HEIGHT

1. LOOSEN PLASTIC  
   LOCK NUT (A).
2. ADJ. SCREW SHAFT  
   BY TURNING AS  
   NEC. (B).
3. RELOCK LOCKNUT  
   (A).

16-9305



B

A

Font used: Helvetica, Times New Roman, Helvetica CE, Segoe UI Semibold

**Cards status:**

16-20017-1A confirmed.

16-50038-1 confirmed.

16-20017-1-Du is my own Dutch translation.

16-20017-1-FR in English confirmed.

16-20017-1-FR in French confirmed.

16-20017-1-SP is a Spanish translation from Toni "PinballBreaker" Inacio.

16-20017-1-GER in English confirmed

16-20017-1-GER in German confirmed.

16-9329 label underside of the Thing box confirmed.

16-9305 label underside of the Bookcase confirmed.

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun,

Peter

[www.inkochnito.nl](http://www.inkochnito.nl)

If you like my work, please send me a donation via Paypal.