



## Family Reunion Game

For 2 to 6 players, ages 8 to adult

### OBJECT

Be the first player to collect the four party guests on your Invitation card AND the Food Token to win!

### CONTENTS

Game board, Thing spinner, Guest cards, Thing cards, Invitation cards, 6 Addams Family movers, 6 mover stands, One/Two Headed Coin, Food Token, Instructions.

### SET UP

Carefully remove the cards, the One/Two Headed Coin and the Food Token from the sheets. Shuffle the Thing cards and place them face down in the space marked on the board. Do the same with the Guest cards. Place the Food Token on Granny's space. Place the Coin in the center of the board.

Each player chooses an Addams Family member and puts them in a mover stand. Place the movers on start. Each player takes one Invitation card and places it face up in front of them. The Invitation card tells you which four guests you need to collect for the party.

### THE ADDAMS FAMILY MEMBERS

Gomez, Morticia, Uncle Fester, Lurch, Pugsley and Wednesday.

### THE FAMILY GUESTS

Donald & Dexter Addams, Cousin Lumpy, Cousin It, Long Arm Addams, Lois Addams and Cousin Ophelia.

### PLAYING

Each player spins the spinner. The player who spins the **LOWEST** number goes first by spinning and moving that many spaces **COUNTERCLOCKWISE** around the board. Follow the instructions on the space you land on (see SPACES) and play continues to the left.

### GUEST CARDS

Players are allowed to keep only the guest cards they **need** during the game. If a player gets a Guest card that he does not need or that he already has, it is always returned to the bottom of the Guest card pile.

### SPINNING LUCKY 13

Any time a player spins 13, he can either move 13 spaces on the board *or* take the Food Token. The Food Token may be taken from Granny's space or from the player who already has it.

### TWO'S A CROWD

When a player lands on a space occupied by another player (except on the Cellar Stair spaces), first follow the instructions on that space. Then, if that player has a Guest card that you need, you may take it from him - but *only* if you need it!

### SPACES

**Addams Family Members** - If you land on a Gomez, Morticia, Uncle Fester, Wednesday, Pugsley or Lurch space, take the top Guest card from the pile. If you need that guest, take it and put it face up in front of you. If you don't need it, put it on the bottom of the pile.

If you land on your own family member space (i.e. The player who has the Morticia mover lands on the Morticia space), you get to look through the Guest cards and take any *one* card that you need!

**Thing Space** - Take the top Thing card from the deck, read it aloud and follow the instructions.

**Graveyard** - There are six spaces in the Graveyard -- each of them shaped like a tombstone. Follow the directions for the space you land on. Any time a player passes the "Pick up 1 Guest..." space, that player takes the top card from the Guest pile. If you need it, keep it. If not, return it to the bottom of the pile.

**"Flip Coin to Draw One Guest or Two"** - Flip the Heads Coin. If you flip Head, take the top card from the Guest pile. If you flip Heads, take the top two cards. Place the card(s) you need face up in front of you. Return the card(s) that you don't need to the bottom of the pile.

**Granny Space** - Take the Food Token -- either from Granny's space or from the player who has it. If you already have the Food Token, don't do anything. The next player takes his turn.

**Trap Door** - Go to any space on the board and follow the instructions for that space.

**Lose One Guest** - Put any one of your guests on the bottom of the Guest card pile.

**Take The Food** - Take the Food Token from Granny's space or from the player who has it. If you already have the Food Token, play passes to the next player.

**Bed of Nails** - Lose a turn. Stay there until your next turn, then spin the spinner. If you spin 13, move ahead. If you don't spin 13, your turn is over. On your next turn, spin again and move that number of spaces - even if you don't spin 13.

**Go Through The Cards in The Cemetery** - Look through all the cards in the Guest pile and take any one card that you need.

**Bury A Guest -- Not Your Own** - Take a Guest card from any other player and put it on the bottom of the Guest card pile.

**Go To Stairs** - The player who lands on Go to Stairs or draws the Go to Stairs card picks one player to race down the stairs with him. Both players put their movers on the Stairs to Cellar starting space. The player who landed there (or drew the card) goes first. These two players take turns spinning the spinner and moving down the stairs that number of spaces. The first player to reach the Cellar takes the top three Guest cards, only keeping the ones that he needs. Both players start their next turn from the Cellar space at the bottom of the stairs. NOTE: The Stairs to Cellar and Cellar spaces count as one space each when players are just passing them on the board.

## **T** HORNY SITUATIONS

If there are any discrepancies during game play, flip the coin. -Two Heads wins!

## **W** INNING

The first player to have one of each of the four Guests on his Invitation card AND the Food Token wins!

## **M** EMOS FROM MORTICIA

If you have the opportunity to go through the Guest card pile and take any card, look around and see which Guests the other players have. If two other players have their Cousin It card and you also need Cousin It - that's the card you want since the odds of getting him are tougher than getting another Guest you may need.

And when choosing a player to race down the stairs with you, do pick the one who has the least amount of Guests.

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We appreciate your comments and questions concerning The Addams Family™ Family Reunion Game. Please send all correspondence to:

Pressman Toy Corp.  
Dept. AF  
745 Joyce Kilmer Ave.  
New Brunswick, NJ 08901



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