

>> Addams Family Gold Game ROM Versions

Rom Version	Date	Release Notes
H-3	Aug 24, 1994?	(Unofficial) Changes from revision L-3: - Does not display "Free Play" when set to Free Play mode.
L-3	Oct 4, 1994	L-3A = USA/Canada, L-3X = Export Changes from revision L-2: - Fixed a display bug that occurred under the following conditions: . Player completes the mansion. . The previous mansion room contained one of Cousin It's items. In this case, the display would show that Cousin It's Hideout was awarded on every mansion room completed during Tour the Mansion, but this is incorrect: It was only awarded once; Just the display was incorrect. - Fixed a glitch in the Tour the Mansion display effect. - When the 3 million mansion room awards Pugsley's and Wednesday's trap door, it now always picks an unlit room to award. (Unless all the rooms are already lit.) - Bad switch reporting deactivated on the buy-in button.
L-2	Apr 12, 1994	L-2A = USA/Canada, L-2X = Export Changes from revision L-1: - Fixed a problem with 3 or 4 player games. If the 2nd, 3rd, or 4th player canceled buy-in, the game would reset.
L-1	Jul 18, 1994	L-1A = USA/Canada, L-1X = Export Initial release to production.

>> Addams Family Gold Sound ROM Versions

Rom Version	Date	Release Notes
L-1	Aug 23, 1994	Initial release to production. - U18 is a 4meg chip - U15 is a 2meg chip.