

TIPS ON GETTING E.T.[™] HOME FAST!



START WITH GAME 3

Learn to play E.T. by playing Game 3 — the easiest game variation — first. Set both DIFFICULTY switches to the B position. After you've mastered Game 3, move on to the more difficult game variations. Check your game manual for more information about game variations.

Press GAME SELECT until a 3 appears at the top of your screen. Then press GAME RESET to start the game. You're ready to go!



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HOW TO CONTROL E.T.[™]

Help E.T. find three hidden pieces of his inter-planetary telephone. The phone pieces are concealed inside deep wells — use E.T.'s special powers to find the right wells. A **?** will appear when E.T. is in the right power zone to find a phone piece. Once E.T. has collected all three pieces, he must make his long-distance call and arrive safely at the landing zone, where a rescue ship will come to pick him up.

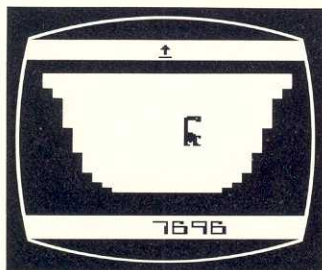


Figure 1 — Levitating out of a Well

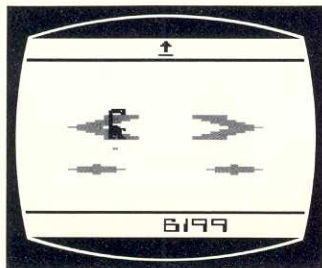


Figure 2 — Levitating onto the Planet Surface



LEVITATING OUT OF WELLS

Even experienced extraterrestrials sometimes have difficulty levitating out of wells. Start to levitate E.T. by first pressing the controller button and then pushing your Joystick forward. E.T.'s neck will stretch as he rises to the top of the well (see E.T. levitating in Figure 1). Just when he reaches the top of the well and the scene changes to the planet surface (see Figure 2), STOP! Do not try to keep moving

up. Instead, move your Joystick right, left, or to the bottom. Do not try to move up, or E.T. might fall back into the well.

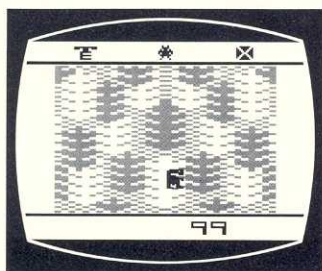


Figure 3 — Calling E.T.'s Spaceship

E.T. moves in the same direction you move your Joystick. To move E.T. fast, press the red button on your controller while he is moving — but watch out for wells! To make E.T. use one of his special powers, press the controller button while E.T. is standing still. E.T. will execute the power shown in the “power zone” indicator at the top center of the screen. (See pages 3-5 in your game manual for detailed information about power zones.)

CALLING THE SHIP

After you've assembled the telephone, you must call E.T.'s spaceship. Find the “call ship” zone  (it can be anywhere on the planet surface) and press the controller button. A countdown clock  will appear at the upper right corner of your screen (see Figure 3). Now hurry! E.T. must find his landing zone  on the forest screen and be waiting there when the countdown ends. You did it! You've won — E.T. has finally reached home!