

VIDEO GAME CARTRIDGE  
ATARI® 2600 VCSTM

ATARI 2600

# E.T. BOOK CART

by Charles F. Gray and Michael Rideout  
2007



Gray Games is a radically different video game company. We specialize in the hack and homebrew market, making extreme and advanced games for the Atari 2600 system that could have never been created or even conceptualized back when the Atari 2600 was a current game system.

So if you are looking for a different kind of game, look to Gray Games for your gaming needs.

Gray Games

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Special Thanks to:

[www.BeepBoopBop.com](http://www.BeepBoopBop.com)

[www.AtariAge.com](http://www.AtariAge.com)

[www.onceuponatari.com](http://www.onceuponatari.com)

[www.randomterrain.com](http://www.randomterrain.com)

The various philosophers both living and dead.

Anyone who directly or indirectly contributed to this project.

And of course, E.T.

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## INTRODUCTION

AtariAge, in conjunction with Gray Games, brings you one of the most revolutionary modern technologies-- known as the e-book-- retrograded for the Atari 2600, simply and concisely known as the "E.T. Book Cart."

"E.T. The Extra-Terrestrial" for the Atari 2600-- the game that some say brought down an industry-- is looked at through various means, and is immortalized even further by a cartridge book focused on the game that helped bring about the video game crash.

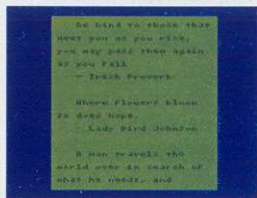
Use your joystick to choose from the chapters you wish to read or the game you wish to play. Go from page to page with ease as you learn more and more about what the world of E.T. is all about.

## CONTENTS



1. The Wisdom of E.T.
2. Interview with HSW
  3. Ode to HSW
4. Secrets of E.T.
5. E.T.'s Transmission
6. Alamogordo Landfill

Hear the Ancient Wisdom of E.T. through various philosophers both past and present from around the world. Read how Howard Scott Warshaw explains E.T. Pit Theory in the follow-up interview to his infamous first interview (featured on BeepBopBoop.com).



Read the poem that almost won an E.T. Sweater. E.T. Historian Random Terrain reveals Secrets of the E.T. game and describes how E.T. transcends the Adventure Template. Listen to the actual E.T. signal that E.T. used to call the mothership. Play the highly addictive game Alamogordo Landfill and help send buried E.T. cartridges back to the future to AtariAge Headquarters.

What are the secrets of E.T.?

And is there really an E.T. Prototype in Paris, France?

## INSTRUCTIONS

This cartridge uses the LEFT JOYSTICK controller.

From the Title Screen, press the FIRE button on your joystick to advance to the Table of Contents screen. *Note: You may return to the Title Screen at any time while reading the book (but not while playing the game) by pressing the GAME RESET switch on your Atari 2600.*

On the Table of Contents screen, move your joystick UP or DOWN to highlight a selection, and then press the FIRE button on your joystick to go to that selection. *Note: You may return to the Table of Contents screen at any time by pressing the GAME SELECT switch on your Atari 2600.*

While reading a chapter, move your joystick RIGHT to advance to the next page, or move your joystick LEFT to return to the previous page. Advancing beyond the last page of a chapter, or returning beyond the first page of a chapter, will take you back to the Table of Contents screen.

# ALAMOGORDO LANDFILL

*BY*

*GRAY GAMES*

## **INTRODUCTION**

For 1 player using the LEFT JOYSTICK controller.

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You are Random Terrain, Evil Otto's son, and have been magically transported back in time to stop Atari's E.T. and his family from burying overstocked "E.T.: The Extra-Terrestrial" game cartridges in the Alamogordo, New Mexico Landfill. You are equipped with a supply of Reeses Pieces that you can shoot at E.T. and his carts. Do you love E.T. enough to try and save the cartridges from being buried forever in the Alamogordo landfill?

## **GETTING STARTED**

- \* Turn off your Atari 2600 game console.
- \* Insert the "E.T. Book Cart" game cartridge.
- \* Make sure the LEFT JOYSTICK controller is firmly connected to your Atari 2600 console (this is the only controller used).
- \* Turn on your Atari 2600 game console.

✦ Press the FIRE button on your joystick to advance to the Table of Contents screen.

✦ Move your joystick UP or DOWN to highlight the "Alamogordo Landfill" selection.

✦ Choose the game skill level by setting the console difficulty switches as described below. (Note: On the Sears Tele-Game console, the difficulty switches are called "skill switches." The "a" position is called "expert," and the "b" position is called "novice.")

Elliott: Set both difficulty switches to "b." This is the easiest game skill level.

Tramiel: Set the left difficulty switch to "a," and set the right difficulty switch to "b."

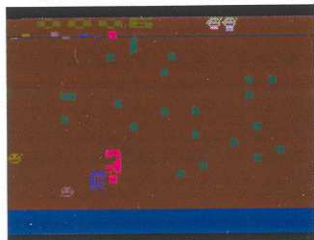
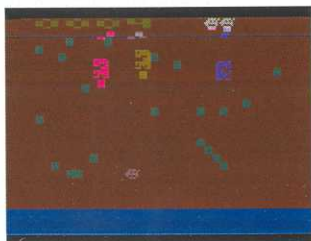
Domurat: Set the left difficulty switch to "b," and set the right difficulty switch to "a."

HSW: Set both difficulty switches to "a." This is the hardest game skill level.

✦ Hold the joystick controller so the red button is in the upper left corner.

✦ Start the game by pressing the GAME RESET switch.

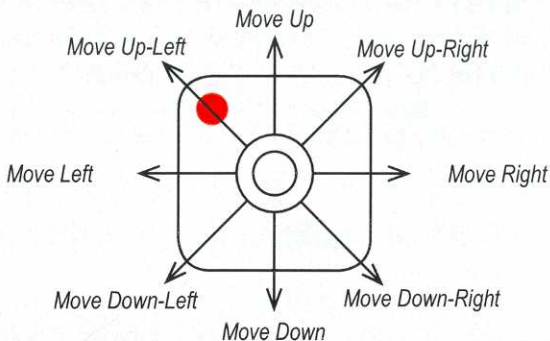
✦ After playing the game, you may return to the Table of Contents screen by pressing the GAME SELECT switch.



# CONTROLLING RANDOM TERRAIN, SON OF EVIL OTTO

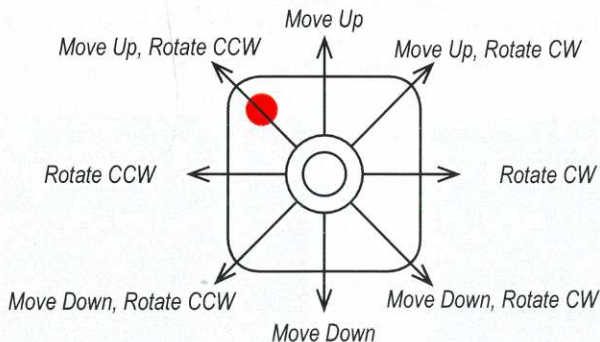
## RED FIRE BUTTON UP (NOT DEPRESSED)

When the red FIRE button is UP, pushing the joystick will move Random Terrain horizontally, vertically, or diagonally.



## RED FIRE BUTTON DOWN (DEPRESSED)

When the red FIRE button is held DOWN, pushing the joystick will move Random Terrain vertically, rotate the direction that he is aiming in, or move and rotate at the same time. Random Terrain's Reeses Pieces will fire when the red FIRE button is released. Only one Reeses Pieces can be in flight at a time. If a new Reeses Pieces is fired while an old one is still in flight, the old one will be destroyed.



CW = Clockwise  
CCW = Counter-Clockwise



## GAME PLAY

If Random Terrain touches an E.T., or any of the "E.T.: The Extra-Terrestrial" carts, he will be instantly destroyed. The E.T.s can be destroyed by hitting them with a Reeses Pieces. Dumped carts will stop Random Terrain's Reeses Pieces, but will not be destroyed unless they are energized (described later).

When the game begins, Random Terrain has three reserve lives, shown at the top of screen, to the right of the score. A new life is earned for every 100 points scored. Up to six Random Terrains can be held in reserve. When the last life is lost, the game ends.

Random Terrain must occasionally get more Reeses Pieces. An alert will sound when he is low on candies. Elliot will then travel slowly down and back up along the left or right edge of the screen, and Random Terrain must touch Elliot to get the Reeses Pieces that he is carrying.

Warning: The game will end if Random Terrain fails to get more Reeses Pieces from Elliot before he returns to the top of the screen, regardless of how many lives are in reserve!

### ENERGIZING THE DUMPED

#### "E.T.: THE EXTRA-TERRESTRIAL" CARTS

When an E.T. is carrying a cart, if Random Terrain fires a Reeses Pieces and hits the cart squarely on the bottom, both the E.T. and the cart it is carrying will be destroyed. All dumped carts will then turn from green to red, and the screen will turn from brown to black as a space-time warp is opened up. The dumped carts are now "energized," and Random Terrain can transport them back to AtariAge Headquarters in the year 2006 by hitting them with his Reeses Pieces.

However, if Random Terrain fires a Reeses Pieces and hits an E.T. or the cart it is carrying while the dumped carts are energized, both

# CREDITS

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