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E.T.* THE EXTRA-TERRESTRIAL

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ATARI® 2600™

E.T.* THE EXTRA-TERRESTRIAL



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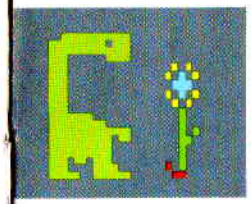


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1. HELP E.T. GET HOME!

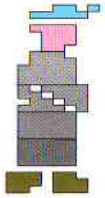


What kind of crazy planet is this, anyway? We came here to conduct a simple study of primitive planets, and look what happened! These... things...came and scared away my friends. Before I knew it, all my friends boarded our lightship and flew home.

What do I do now? The only one I can trust is that nice little alien—Elllleeott. He gives me those tasty energy pills (What did he call them? Reeessseess Peeesssesss?) But these other aliens! Every time I get ready to assemble my trans-galactic communicator, they come and take me away. The one with the white coat sticks that temperature measuring device in my mouth (I wonder why he was so upset when it melted?), and the other one in the trench coat keeps muttering those strange sounds (Naaashaaannaall Seeeccuuuu-reeetteee?) I just want to go home! I hope Elllleeott and I can assemble all the pieces of my communicator before my energy runs out.

Oh, oh. Here come those crazy aliens again. Help me, Elllleeott! Help me get home!

2. GAME PLAY



Scientist

Your mission is to help E.T. find the three pieces of his interplanetary telephone, call his ship, and guide him to the landing pad in time to be rescued. Do this before E.T.'s energy runs out, and you'll win the round and score points! E.T. traverses six sites on Planet Earth. Four of these are full of pitfalls— they are dotted with deep wells (**Figure 1**) into which E.T. can fall (**Figure 2**). A fifth site (**Figure 3**) shows Elliott's house, the Institute of Science, and the FBI building. Here, E.T. is taken by the scientist to be studied. The sixth site (**Figure 4**) is a forest setting where E.T. first lands and where the ship will land to pick him up.

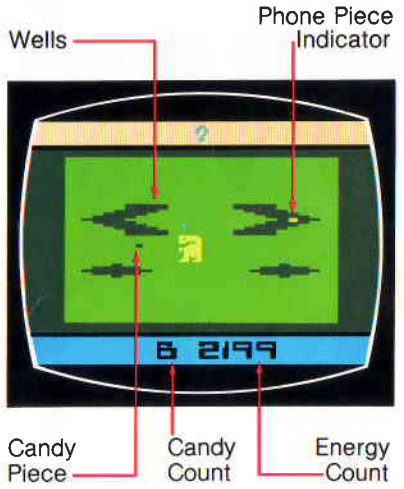


Figure 1—Well-Pocked Surface



Figure 2—E.T. Falls Into a Well

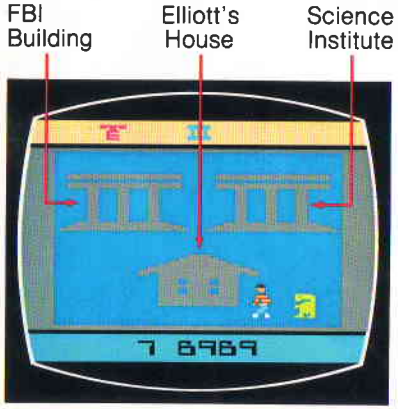


Figure 3

A round ends when E.T. boards the spaceship. At the end of each round, all your bonus points are displayed. If you want to play another round, simply press the controller button. E.T.'s telephone pieces and the Candy will be redistributed for him to find again. You can play as many rounds as you like, since your bonus points will accumulate.



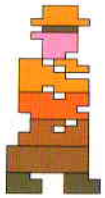
Elliott

A game ends when E.T. runs out of energy or when you decide to quit playing.

On each site E.T. moves through various power zones. While in a power zone, E.T. can execute only one of his extraordinary powers. For example, if E.T. is ready to call his spaceship, he must be in a "call ship" zone. As E.T. stands in a power zone, the symbol for that zone appears at the top center of the screen (**Figure 4**). At the beginning of each new round, the power zones are redistributed on each site.



E.T.



FBI Agent



Figure 4—E.T.'s Landing Site

The power zones are as follows:

Find phone piece zone—



Power executed in this zone will reveal to E.T. whether a part of his interplanetary telephone is hidden on the current screen. (*The part will blink as shown in* **Figure 1.**) E.T. must go to the telephone piece and touch it. Then, via telekinesis, it will move to the telephone construction site at the top of the screen (*see* **Figure 4**).

Send humans back zone—



E.T. can send the FBI agent, Elliott, and the Scientist back to their respective buildings in Washington, D.C.

Eat Candy zone—



E.T. eats one of the Candy pieces he's carrying, and converts it into energy. **Figure 1** shows what the Candy pieces look like. **Note:** When E.T. eats a piece of Candy, the Candy count goes down one point and E.T.'s energy increases.

Call Elliott zone—



Elliott will go to E.T.'s rescue when E.T. calls from this zone. If E.T. has nine Candy pieces, Elliott will take the Candy, chase away dangerous humans, and leave to find a missing phone piece. Elliott will then bring the phone piece to E.T. If E.T. has less than nine Candy pieces, Elliott will take the Candy and go back home. You score points for every Candy piece that Elliott takes back home (*see section 5,* **SCORING**).

Move to a new site zone—



Executing power in any of these four zones will cause E.T. to immediately move to a new site in the direction indicated by the arrow.

Call ship zone—



E.T. can use this zone to call his rescue ship after the phone is assembled. Once E.T. executes his "call ship" power, a clock will appear at the top right of the screen (*as shown in* **Figure 4**). The clock will count down the time E.T. has to arrive at the landing

zone. In most cases, E.T. cannot call his ship when a human is present. (*See Section 4,* **CONSOLE CONTROLS** *for exceptions*).

Landing zone—



E.T. must be on the Landing zone to be rescued. If a human is on the screen when the rescue ship appears, the ship will leave without E.T. and he will be left stranded once again.

NOTE: Sometimes the ship will still land when Elliott is present. (*See Section 4,* **CONSOLE CONTROLS** *for details.)*

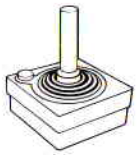
While trying to get home, E.T. encounters many hindrances. He might fall into a well, the FBI agent can take away his phone pieces and Candy by touching him, the scientist can detain him for scientific studies, or E.T. can simply run out of energy.

NOTE: If E.T. has any phone pieces when the FBI agent touches him, the FBI agent will take one of the pieces and hide it in a well. If E.T. has no phone pieces, the FBI agent will take all the Candy pieces that E.T. is holding.

E.T. uses energy when he seeks phone pieces, executes special powers, or when he's escaping from dangerous humans. Although E.T. can replenish his energy with Candy pieces, the supply is limited so they should only be used for energy in an emergency.

If E.T.'s energy expires before he is rescued, Elliott will appear on screen to save the waning E.T. by merging with him. This "emergency measure" results in a revived E.T. carrying 1500 energy units. Elliott can merge with E.T. three times per game. Once during a round, however, E.T. can encounter a wilted flower hidden in the bottom of a well. If E.T. revives the flower, Elliott is given the ability to merge with E.T. one extra time. If E.T. runs out of energy after the last "emergency measure," E.T. goes into hibernation to await the next rescue attempt.

3. USING THE CONTROLLER



Use your Joystick Controller with this ATARI® Game Program™ cartridge. Be sure the controller cables are firmly plugged into the jacks at the back of your ATARI 2600™ Video Computer System™ game. Hold the Joystick with the red button to your upper left, toward the television screen. Use the **LEFT CONTROLLER** jack for this one-player game. (*See Section 3 of your Owner's Manual for further details.*)

STARTING THE GAME

Press the **RESET** switch on your console or press the red button on your Joystick Controller to start the game.

E.T. moves up, down, right, left, and diagonally in the same direction you move your Joystick. To help E.T. levitate out of a well, press the controller button and push your Joystick forward. To help E.T. make a speedy escape from the FBI agent and the scientist, move your Joystick in the desired direction and press the controller button. Remember, the faster you move, the more energy you'll use!

Press the controller button to execute a power while in a power zone. E.T.'s head will elevate whenever he executes a power.



4. CONSOLE CONTROLS

GAME SELECT SWITCH

Press the **GAME SELECT** switch to select a game variation. The variations are:

Game 1—All humans present in game.

Game 2—Elliott and FBI agent present, no scientist.

Game 3—Only Elliott present in game.

GAME RESET SWITCH

Press the **GAME RESET** switch to start the game. Each time **GAME RESET** is pressed, the game starts over.

DIFFICULTY SWITCHES

The **RIGHT DIFFICULTY** switch controls the speed of the humans. In the **A** position, the humans move faster than in the **B** position. The **LEFT DIFFICULTY** switch determines the landing conditions for the rescue ship. If the switch is in position A, Elliott cannot be present on the landing field when the rescue ship arrives. If the switch is in the B position, Elliott can be present when E.T. calls the ship and when it lands.

TV TYPE SWITCH

On a color television set, the game will appear in color. On a black and white TV, the game will appear in black and white. The TV TYPE switch is not used in this game.

5. SCORING

There are four ways to earn special points in the game: by keeping E.T.'s energy count up, by carrying Candy onto the rescue ship, by giving Elliott pieces of Candy, and by collecting more than 31 Candy pieces in a round. Your score is displayed on the screen at the end of a game, or when E.T. boards the rescue ship.

PENALTY

After E.T. collects 31 Candy pieces, he loses 700 energy units for each new Candy piece he picks up. The energy units are subtracted from E.T.'s energy count in the *next* round played.

Bonus points are scored as follows:

Candy Pieces carried onto Rescue Ship	490 points each
Candy Pieces given to Elliott	770 points each
Candy Pieces after the 31st piece	1000 points each
Remaining energy	1 point per unit

6. HELPFUL HINTS

This game manual provides the basic information you'll need in order to rescue E.T. But remember, E.T. is an adventure game and adventure games are full of surprises. So, keep your eyes and mind open, experiment with various techniques, and expect the unexpected! The following are just a few hints to help you get E.T. rescued before his energy runs out. As you play the game, you'll discover other strategies.

1. Use the wells as escape zones. Since humans can't go into the wells, E.T. can deliberately fall into one if a threatening human approaches. Remember, floating in and out of wells costs energy.

2. Since the game is set up so that only one human at a time can be on the screen with E.T., you may occasionally want to let the scientist capture E.T. This way, the FBI agent can't get to our hero and take away precious phone pieces.

3. Give Elliott as many pieces of Candy as possible. The more you give him, the more bonus points you score at the end of the game.

4. To pause play, allow E.T. to fall into a well. You can leave him there as long as you like without endangering E.T. or subtracting from his energy. When you're ready to play again, levitate E.T. out of the well and resume the game.

5. Sometimes E.T. will fall back into a well after he has levitated up to the planet surface. To prevent this, move E.T. right or left immediately after the scene changes from the well interior to the planet surface. E.T. will move from the well onto solid ground, in the same direction you move your Joystick.

