

Nintendo

GAME BOY COLOR

CGB-BERE-USA

# ET.

THE EXTRA-TERRESTRIAL  
ESCAPE FROM  
PLANET EARTH



INSTRUCTION BOOKLET

NewKidCo

TM

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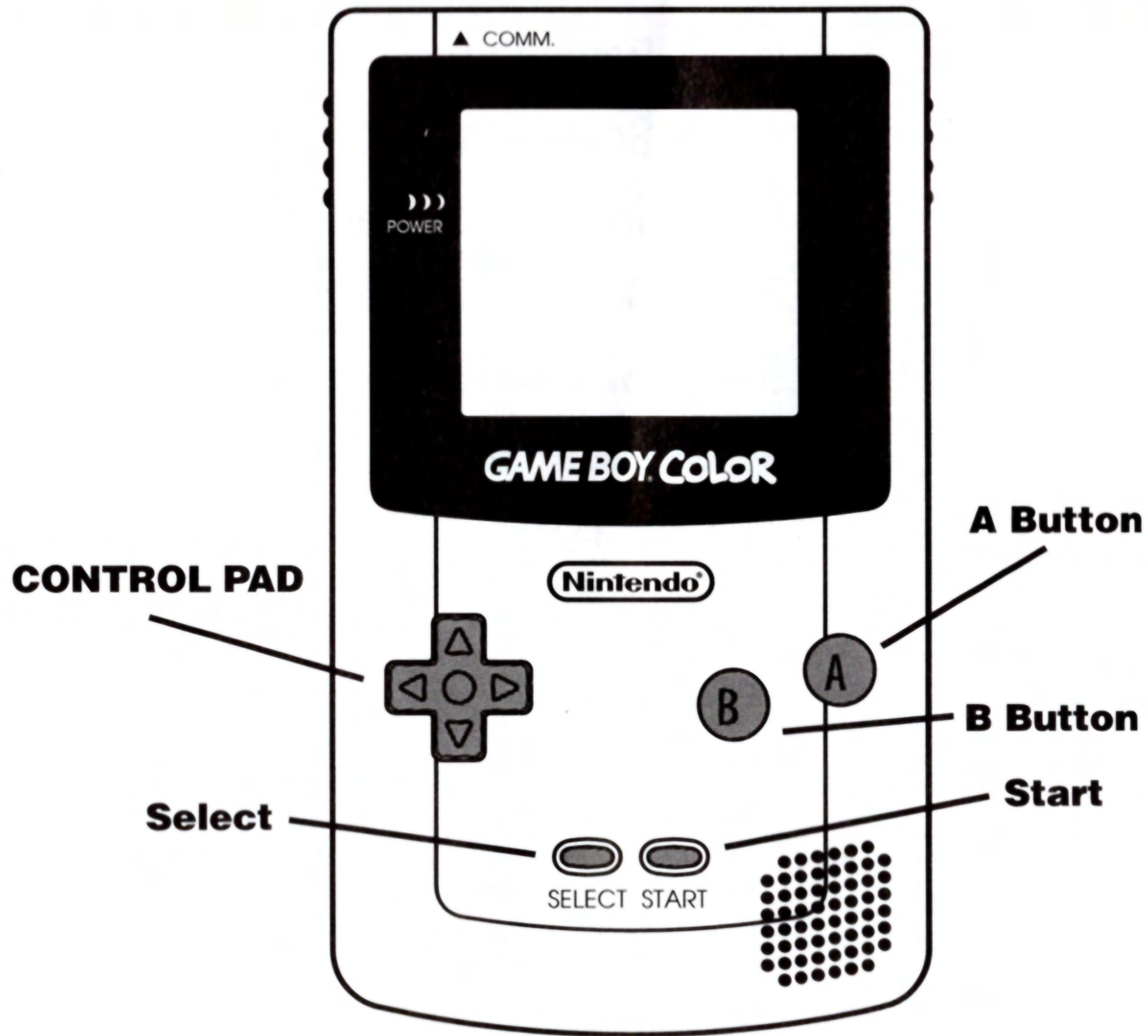
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# CONTROLS





**A BUTTON** use pods (E.T.)/jump (Elliott)/previous text

**B BUTTON** fly bike (E.T. & Elliott)/advance text

**SELECT** Inventory Menu

**START** Pause/Save Game Menu

### ***Elliott on His Bike***

You can move Elliott and E.T. through the world by using the **CONTROL PAD**. E.T. can temporarily make the bike fly by pressing **B BUTTON**. This allows you take shortcuts and fly over some blocked areas. If you land on rocks, trees, or anything else you cannot ride on, the bike will flash and you will be returned to the takeoff location.





## ***E.T.***

Once in a “bottle cap” puzzle, move E.T. with the **CONTROL PAD**. E.T. can use special powers if he collects one of the green icons. E.T. will flash green when he has the ability to use his special power. The special power is different depending on which icon you collect. There are five special power icons:



*This allows E.T. to permanently freeze one square of water or any other liquid.*



*This allows E.T. to float rocks over one square to activate switches or divert enemies.*



*This allows E.T. to drop an icon that puts enemies to sleep.*



*This allows E.T. to float over one square of water, a section of wall, or anything else that might be in his way.*



*This allows E.T. to temporarily disappear. E.T. will blink while invisible. As an indication that the effect is wearing off, E.T. will begin to blink quickly.*





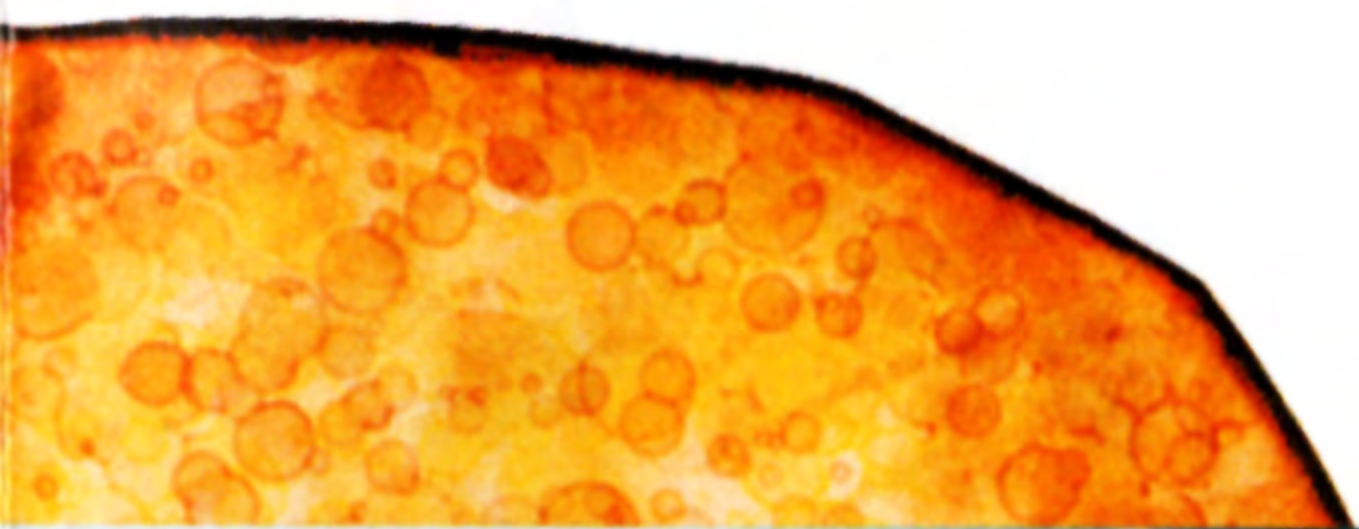


### ***Elliott***

Elliott can be used in a “question mark” puzzle. To switch between controlling Elliott and E.T., press **B BUTTON**.

Elliott can jump over objects by pressing **A BUTTON**. Elliott can also push rocks by walking into them.

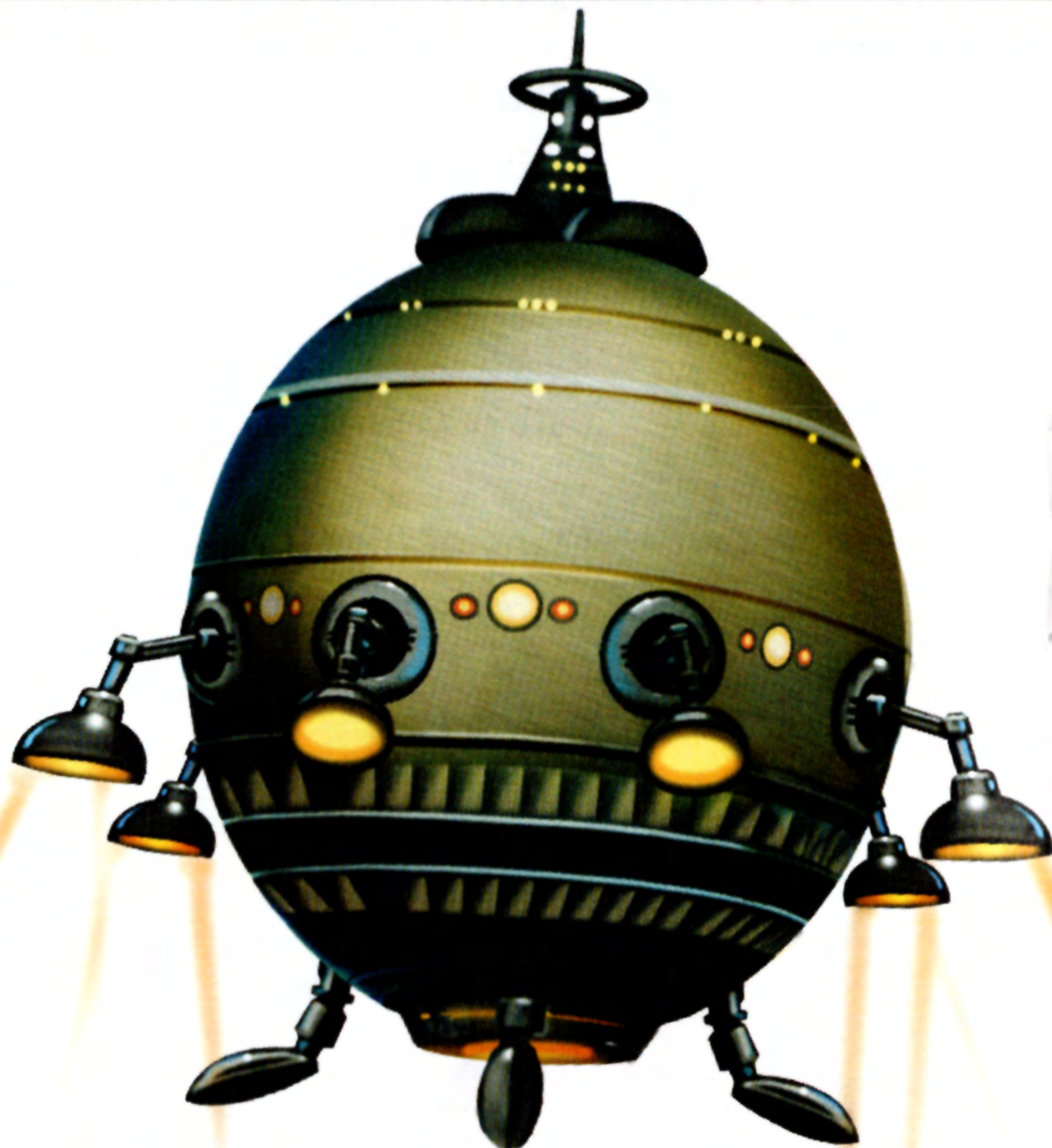
Many of the “question mark” puzzles require you to use a combination of Elliott’s and E.T.’s abilities. Remember, both Elliott and E.T. must exit the puzzle for you to successfully complete it.



# INTRODUCTION

## **E.T. Escape From Planet Earth**

is a unique puzzle game in which you guide E.T. on a quest to “phone home” and escape planet Earth. You will have to outwit Earth creatures like bears, spiders, and scorpions, while keeping out of the sight of the FBI. It will be a difficult task, but with E.T.’s special powers and Elliott’s help, you’ll be able to save E.T. and get him home!



# STARTING THE GAME

Make sure your Game Boy® Color power switch is turned off. Then insert the “**E.T. Escape From Planet Earth**” Game Pak into your Game Boy® Color. Turn the power switch **ON** and wait until the “Title Screen” appears.



# MAIN MENU

## *Beginning a New Game*

If this is the first time you have played **E.T. Escape From Planet Earth**, the “Enter Name” screen appears after the “Title Screen.” Simply enter a name for the game, one character at a time, then select **OK** in the lower right corner.



If there is already a previously saved game on the Game Pak, the “Select Game” screen appears after the “Title Screen.” To start a new game from this screen, choose a game slot without a previously saved game. Enter the name for the game then select **OK** in the lower right corner.



### ***Continuing a previously Saved Game***

Use **CONTROL PAD UP** and **DOWN** to select a previously saved game on the “Select Game” screen. Highlight the desired previously saved game and push **A BUTTON**. Then select **LOAD** by pressing **A BUTTON**.

### ***Erasing a previously Saved Game***

To erase a previously saved game, select it from the menu by pressing **A BUTTON**. Use **CONTROL PAD** to highlight the **ERASE** option. Press **A BUTTON** to confirm that you want to erase the game. A menu will ask if you are sure you would like to erase the selected game. Highlight **YES** and press **A BUTTON** to confirm that you would like to erase the game.

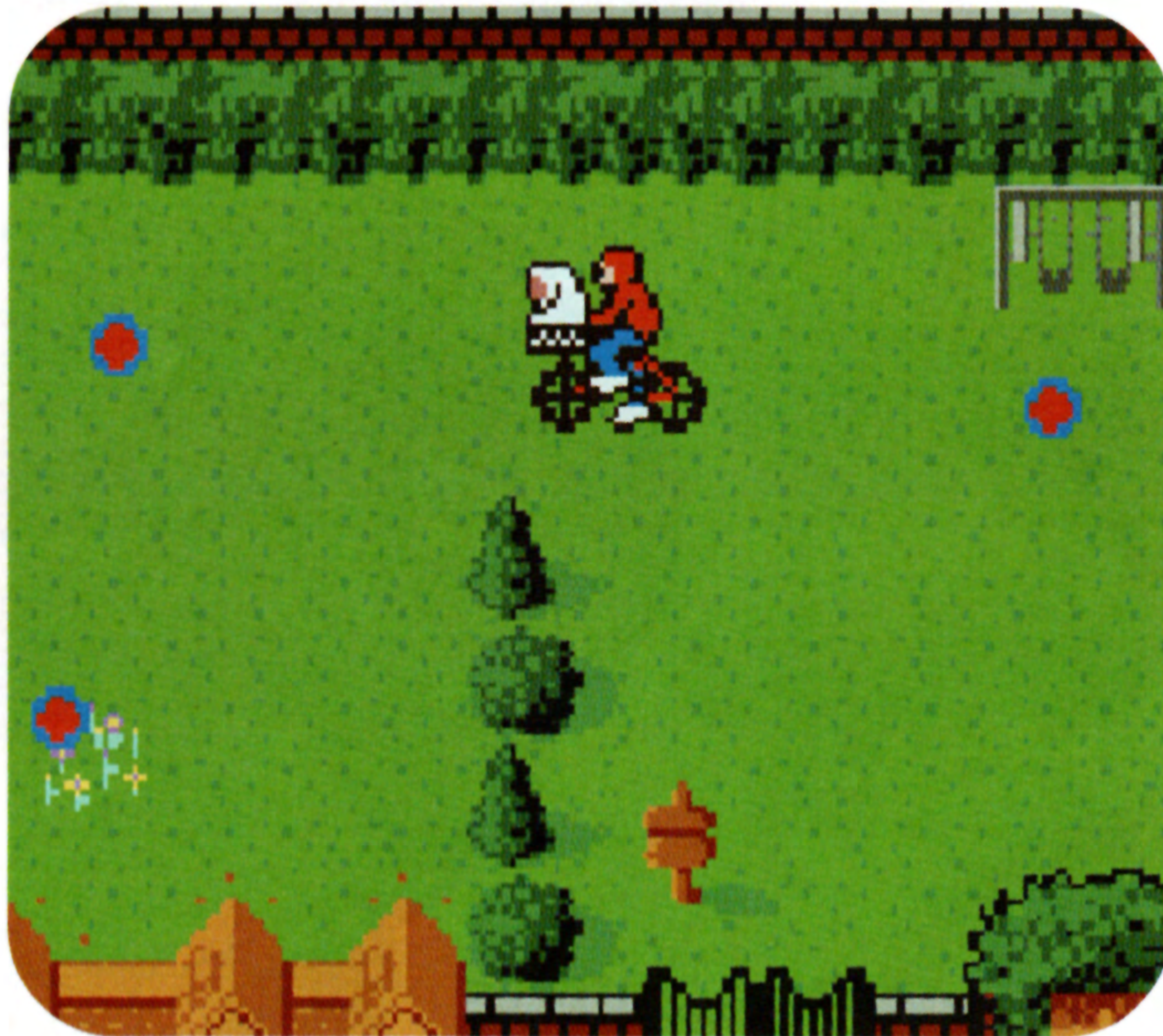


# INSTRUCTIONS

## ***Bottle Caps***

The object of **E.T. Escape From Planet Earth** is to collect enough bottle caps and other items to trade for the phone parts E.T. needs. To find a bottle cap, simply move Elliott's bike to a spinning bottle cap icon on the map. This spinning bottle cap icon represents a puzzle.

E.T. must collect bottle caps without Elliott's help. Once inside a puzzle, E.T. must find the spinning bottle cap

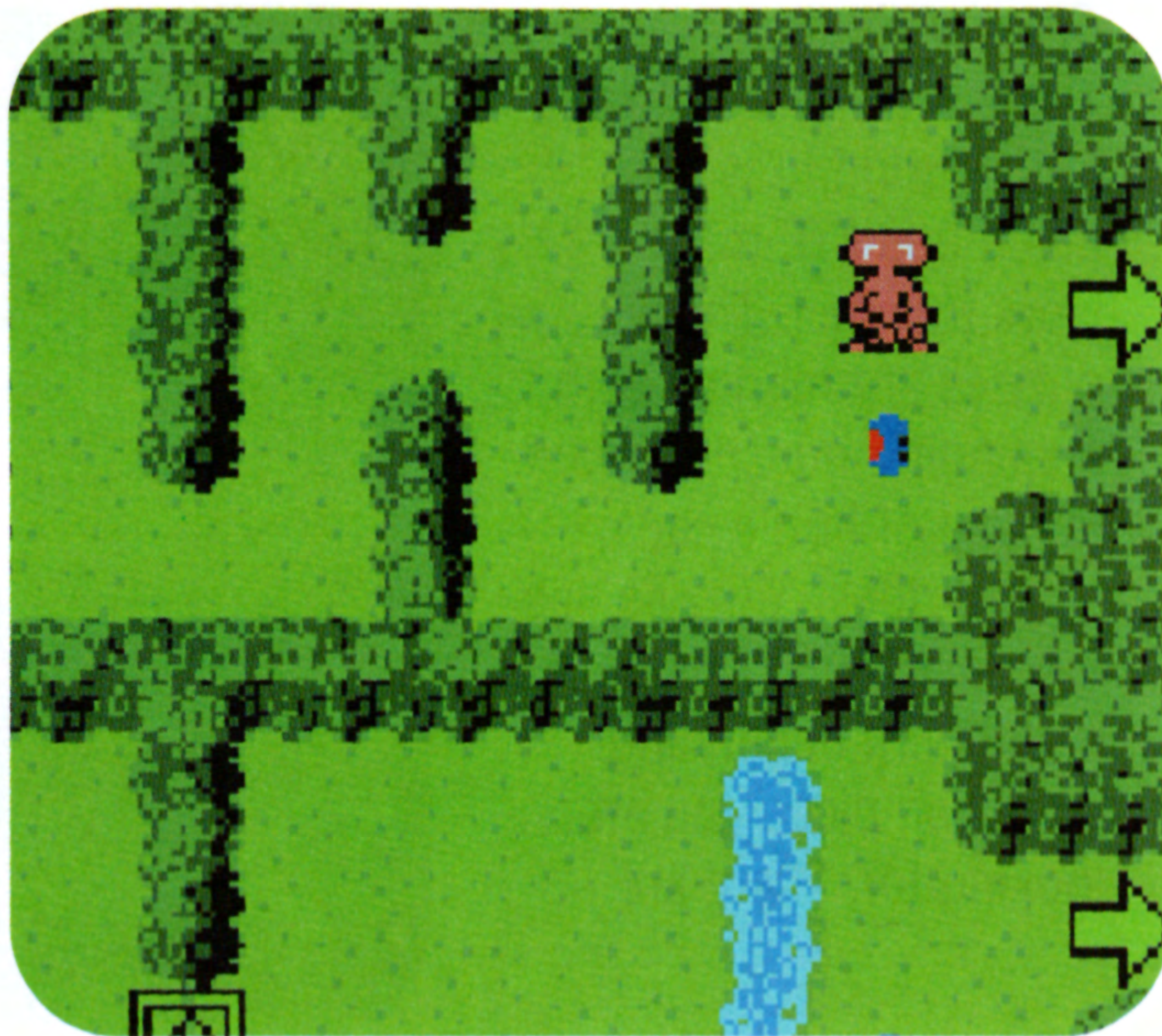




and exit at the green arrow. If you successfully complete the puzzle, the bottle cap will no longer spin on the map. You can retry a puzzle you have completed, but you do not get another bottle cap.

If you get stuck or cannot defeat a puzzle, you should press **START** and either **EXIT** the puzzle without the bottle cap, or **RETRY** the puzzle.

If E.T. is hit by an animal or caught by a human the puzzle automatically restarts.



## ***Special Items***

There are special puzzles in the world in which Elliott and E.T. must work together. These puzzles are marked with a spinning question mark. Instead of bottle caps, each of these puzzles has a special item. This item is different depending on which piece you are looking for. There are



baseball cards, comic books, glass bottles, tin cans, and even frogs. If you successfully complete a special puzzle, the question mark will no longer spin on the map. To check which items you have collected, press the **SELECT** while you control Elliott on his bike.






### ***Trading for the Phone Parts***

To find out how many bottle caps a phone part requires, visit the tree house in each area. The kid there is willing to trade his or her piece for a certain number of bottle caps and special items. There are five parts you need to get for the phone: a battery, a microphone, an antenna, a scanner, and a circuit board.

### ***Going to the Next Level***

After E.T. and Elliott have successfully traded for the piece they need, a signpost near the tree house begins to flash. If you ride the bike onto this signpost a menu will ask if you would like to go to the next level. Select **YES** or **NO** with the **CONTROL PAD** and then press **A BUTTON**.

To return to the previous level, use the signpost that appears near you as you begin the next level. If you ride onto this signpost a menu will appear that asks if you would like to go to the previous level. Select **YES** or **NO** with the **CONTROL PAD** and then press the **A BUTTON**.





# SAVING THE GAME

To save your progress, make sure you are in control of Elliott on his bike. Press **START**, highlight **YES**, then press **A BUTTON**. A new menu appears in which you may select **CONTINUE** or **QUIT**. Select either option by pressing **A BUTTON**. Selecting the **CONTINUE** option allows you to keep playing, and selecting the **QUIT** option returns you to the title screen.





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