

GAMEBOY ADVANCE

AGB-AETE-USA

ET.

THE EXTRA-TERRESTRIAL



INSTRUCTION BOOKLET



TM

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

 WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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STARTING THE GAME

Make sure **POWER** switch is **OFF**.

Insert the E.T.: The Extra-Terrestrial Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.

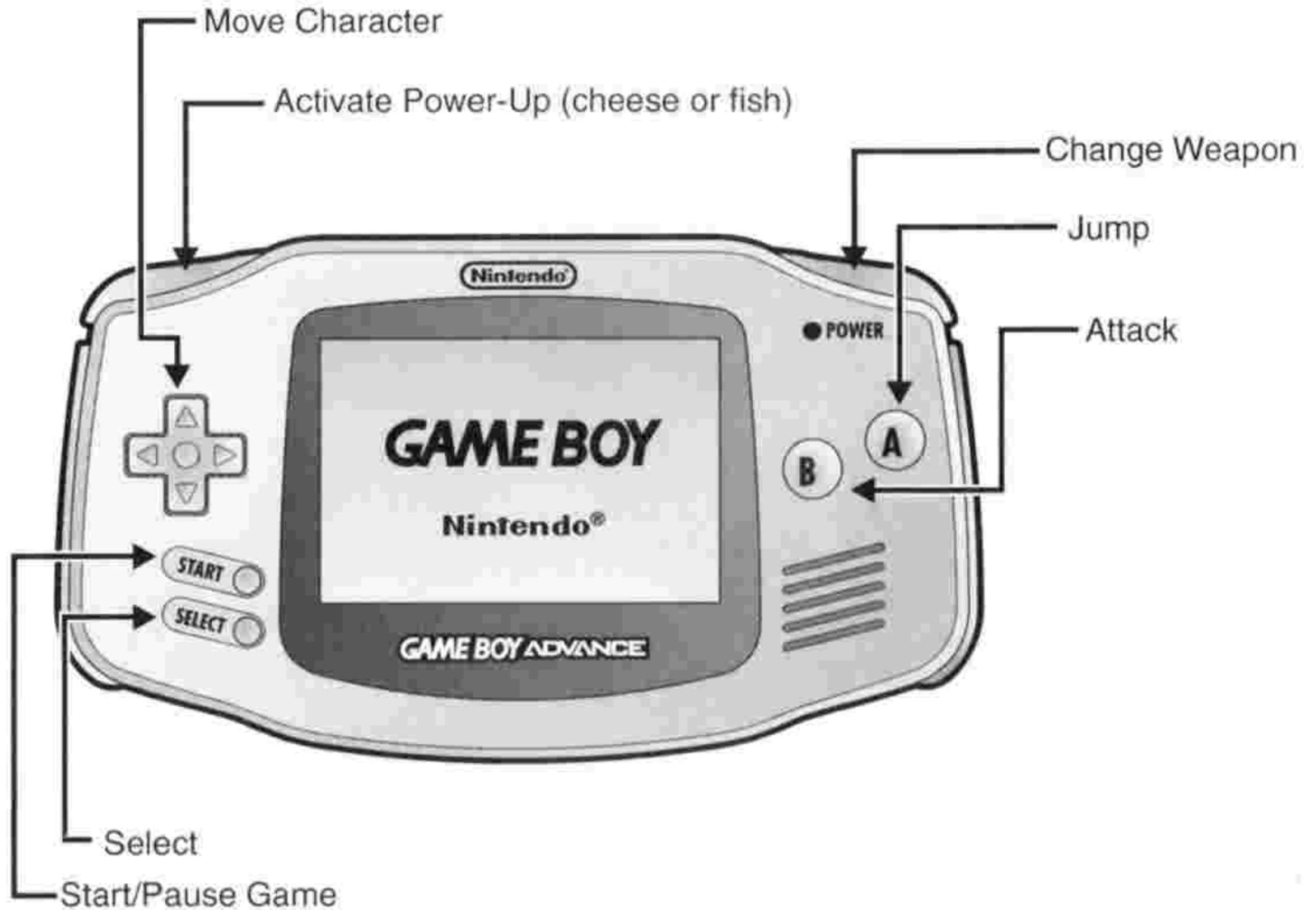
Turn **POWER** switch **ON**.

Note: The E.T.: The Extra-Terrestrial Game Pak is for Game Boy® Advance only.





CONTROLS





Control Pad Move Elliott or E.T.

A Button Throw baseball (Elliott)/Run (E.T. when travelling at full walk)

B Button Use E.T. power to levitate objects and heal plants

L Button/R Button Switch characters

BASIC CONTROLS

START

- At any point in the game, **START** button pauses the game.

L Button/R Button

- With the game paused, **L BUTTON** and **R BUTTON** lighten and darken the screen, respectively.

Passwords

- With the exception of Level 1, you will receive a password at the start of each level, so you can resume your progress. At the title screen, use the control pad to scroll down to the "Password" line and enter the password given, using the following buttons:

- ▲ – Control Pad Up
- ▼ – Control Pad Down
- ▶ – Control Pad Right
- ◀ – Control Pad Left

- L** – L Button
- R** – R Button
- A** – A Button
- B** – B Button



LEVEL 1 – Arrival

In this level, you play as E.T. You are an alien botanist, travelling to different worlds to study their plant life. Having just arrived on a small planet, you must begin your study and collect samples. When you have collected all your samples, return to the ship.

CONTROLS

- | | |
|-------------------|--------------------------------------|
| Control Pad Up | - Move E.T. Up |
| Control Pad Down | - Move E.T. Down |
| Control Pad Left | - Move E.T. Left |
| Control Pad Right | - Move E.T. Right |
| A Button | - Run (When travelling at full walk) |
| B Button | - Use E.T. Power |



LIFE FORCE INDICATOR

FLOWERS LEFT TO COLLECT

LEVEL 2 – Stranded and Alone

In this level, you play as E.T. While collecting the samples, your crew were disturbed and the ship has taken off leaving you stranded. You must now find a safe path out of the forest and find somewhere to hide. Collecting various items around you will renew your energy level, but avoid any Agents.

CONTROLS

- | | |
|-------------------|--------------------------------------|
| Control Pad Up | - Move E.T. Up |
| Control Pad Down | - Move E.T. Down |
| Control Pad Left | - Move E.T. Left |
| Control Pad Right | - Move E.T. Right |
| A Button | - Run (When travelling at full walk) |
| B Button | - Use E.T. Power |



LEVEL 3 – A New Found Friend

In this level, you play as both E.T. and Elliott. Having befriended E.T., you must find all the parts to build a transmitter and help E.T. 'Phone Home.' Transfer control between E.T. and Elliott in order to collect all the parts needed. These parts are shown as tokens of which 16 must be collected to complete the transmitter. When you have all the parts return to the bike.

CONTROLS

	<u>Playing E.T.</u>	<u>Playing Elliott</u>
Control Pad Up	- Move E.T. Up	Move Elliott Up
Control Pad Down	- Move E.T. Down	Move Elliott Down
Control Pad Left	- Move E.T. Left	Move Elliott Left
Control Pad Right	- Move E.T. Right	Move Elliott Right
A Button	- Run (When travelling at full walk)	Throw Baseball
B Button	- Use E.T. Power	N/A
L/R Button	- Switch Character	Switch Character



KEYS COLLECTED

TOKEN

BASEBALLS COLLECTED

TOKENS LEFT TO COLLECT

LEVEL 4 – Phone Home

In this level, you play as E.T. Now that you found all the parts, you must build the transmitter. However, the parts must be assembled in the proper order. Using E.T.'s power, levitate the transmitter parts into the correct place.

CONTROLS

- | | | |
|-------------------|---|------------------------|
| Control Pad Up | - | Move E.T.'s hand Up |
| Control Pad Down | - | Move E.T.'s hand Down |
| Control Pad Left | - | Move E.T.'s hand Left |
| Control Pad Right | - | Move E.T.'s hand Right |
| A Button | - | Levitate Object |
| B Button | - | Drop Object. |

TIME LEFT



TRANSMITTER PARTS

LEVEL 5 – Return to the Forest

In this level, you play as Elliott. With the transmitter complete, cycle to the forest where E.T.'s ship first landed. Agents are in the area and must be avoided. Be careful...

CONTROLS

Control Pad Up	-	N/A
Control Pad Down	-	N/A
Control Pad Left	-	Rotate Bicycle Left
Control Pad Right	-	Rotate Bicycle Right
A Button	-	Pedal
B Button	-	Jump

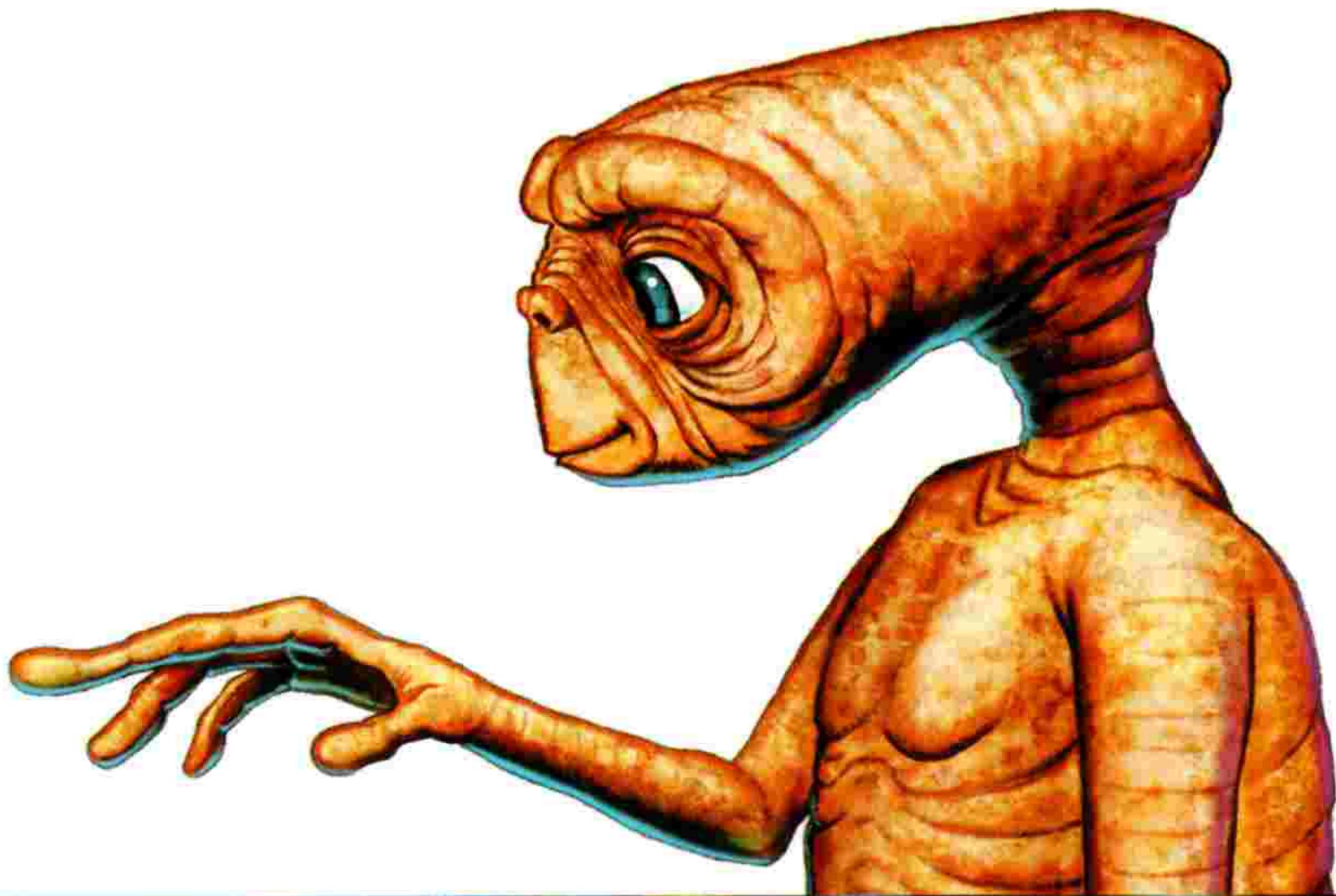


LEVEL 6 – Over the Trees

In this level, you play as Elliott. As E.T. levitates the bike, now you must fly through the trees to reach the landing site of E.T.'s ship. By moving in and out of the trees and over other obstacles, collect sweets to keep up E.T.'s energy.

CONTROLS

Control Pad Up	-	Move Bike Up
Control Pad Down	-	Move Down
Control Pad Left	-	Move Bike Left
Control Pad Right	-	Move Bike Right
A Button	-	Move out of screen
B Button	-	Move into screen
L Button		Turn around and move Into screen
R Button		Turn around and move Out of screen



LEVEL 7 – Over the Trees

In this level, you play as Elliott. After setting up the transmitter and beaming a signal to E.T.'s ship, both you and E.T. fall asleep. Upon waking, you find E.T. has disappeared. He has been captured by the Agents and taken back to your home, which has been turned into a quarantine area. Rescue E.T. before he can be taken away. When you have found E.T., return to the bike to escape.

CONTROLS

Control Pad Up	-	Move Elliott Up
Control Pad Down	-	Move Elliott Down
Control Pad Left	-	Move Elliott Left
Control Pad Right	-	Move Elliott Right
A Button	-	Throw Baseball
B Button	-	N/A
L/R Button		Switch Character



LEVEL 8 – The Friend's Escape

In this level, you play as Elliott. Hurry back to the landing area in the forest. Be careful though, as the Agents are now on full alert and will try to stop you any way they can.

CONTROLS

Control Pad Up	-	N/A
Control Pad Down	-	N/A
Control Pad Left	-	Rotate Bicycle Left
Control Pad Right	-	Rotate Bicycle Right
A Button	-	Pedal
B Button	-	Jump



LEVEL 9 – Flight to the Forest

In this level, you play as Elliott. In order to avoid the Agents, E.T. must once again use his powers to levitate the bike through the forest. Now there are even more Agents waiting for you in the trees and on the rooftops. Avoid these, yet still collect the sweets that E.T. needs to keep the bike flying so you can reach the landing area.

CONTROLS

Control Pad Up	-	Move Bike Up
Control Pad Down	-	Move Down
Control Pad Left	-	Move Bike Left
Control Pad Right	-	Move Bike Right
A Button	-	Move out of screen
B Button	-	Move into screen
L Button		Turn around and move Into screen
R Button		Turn around and move Out of screen



LEVEL 10 – The Spaceship Returns

In this level, you control E.T.'s spaceship. You have successfully reached the landing area, and E.T.'s spaceship is coming in. Agents are on their way here and time is short. Guide the spaceship softly down onto the center of the landing pad where E.T. and Elliott are waiting. If you land too hard or are moving sideways too fast, you'll have to re-attempt the landing.

CONTROLS

Control Pad Up		N/A
Control Pad Down		N/A
Control Pad Left		Thrust Right (Move Left)
Control Pad Right	-	Thrust Left (Move Right)
A Button	-	Thrust Up
B Button	-	N/A

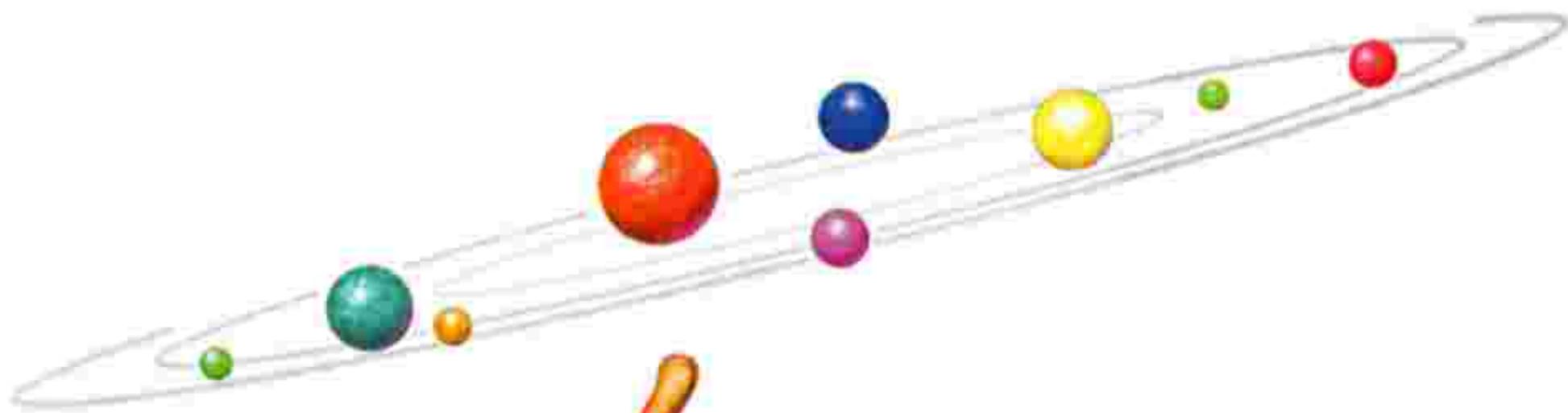


TIME
LEFT

LANDING
ZONE

HINTS AND TIPS

- Don't use E.T.'s Run too much, it uses up energy.
- When you're outdoors and low on energy, look for flowers to heal with E.T.'s special powers.
- In Level 3, use Elliott's baseballs to knock down hanging tokens, and use E.T.'s powers to levitate objects tokens might be hidden under, such as brick piles and teddy bears. While E.T. levitates the object, use Elliott to pick up the token.
- In Levels 5 and 8, press the B Button at the top of your jumps for maximum height.
- In Level 10, small thrusts work better than big ones.



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