



Atari Bee

TIPS ON GETTING E.T. HOME FAST!



START WITH GAME 3

Learn to play E.T. by playing Game 3—the easiest game variation in first. Set both DIFFICULTY switches to the 0 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.



Figure 1—Controlling E.T. with a joystick



Figure 2—Controlling E.T. with a joystick

Hold the E.T. joystick steady but responsive to the game. When E.T. is in the "power zone" at the top of the joystick's range, E.T. will respond quickly to your commands. To make E.T. "lose" the tractor beam, move the joystick right, left, or up. To make E.T. "win" the tractor beam, move the joystick down. When E.T. is in the "power zone" at the top of the joystick's range, E.T. will respond quickly to your commands. To make E.T. "lose" the tractor beam, move the joystick right, left, or up. To make E.T. "win" the tractor beam, move the joystick down.

E.T. responds to the joystick in three ways. To make E.T. "lose" the tractor beam, move the joystick right, left, or up. To make E.T. "win" the tractor beam, move the joystick down. When E.T. is in the "power zone" at the top of the joystick's range, E.T. will respond quickly to your commands. To make E.T. "lose" the tractor beam, move the joystick right, left, or up. To make E.T. "win" the tractor beam, move the joystick down.

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



Figure 3—Calling E.T.'s spaceship

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.

CALLING THE SHIP

After you've assembled the telephone, you must call E.T.'s spaceship. Press the "call ship" zone (see Figure 1) on the planet surface and press the controller button. A countdown clock (see Figure 3) will appear at the upper right corner of your screen (see Figure 3). Now, hurry! E.T. must find his levitating zone (see Figure 2) on the planet surface and be waiting there when the countdown ends. You did it! You've won—E.T. has finally reached home!

ATARI 2600

E.T.™ the ExtraTerrestrial™



Use with Joystick Controller
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Atari 26price Guide

Barry Thomas, Alan Thomas



Atari 26price Guide:

Byte ,1983 Popular Computing ,1983 *De Re Atari* Atari Software Development Support Group,1981 *The Complete Beginner's Guide to the Atari Portfolio* Barry Thomas,Alan Thomas,1989 **The Player's Strategy Guide to Atari** Arnie Katz,Bill Kunkel,1982 **Atari 2600 Unofficial / Unauthorized Reference Manual** Darrin Patterson,2017-01-17 Volume II offers more games that couldn't be covered in Volume I This Manual covers N Z of Atari 2600 North American Releases Inside you will find full color boxart screenshots cartridges and tech info on each title This is a visual reference guide that also includes articles about some interesting Atari history to complete the set Please see Volume I for more information Atari Basic Quick Reference Guide Held,1982 **De Le Atari** Atari,1982 *The Concise Atari ST Reference Guide* K. D. Peel,1988 **The Player's Strategy Guide to Atari Vcs Home Video Games** Arnie Katz,1982 **Atari BASIC** Gilbert Held,1982-01-01 **Player's Strategy Guide to Atari Vcs Home Video Games** Arnie Katz,Bill Kunkel,1982 **Atari Jaguar** Zach Meston,J. Douglas Arnold,1994-11-01 **A Compendium of Atari 2600 Games - Volume One** Kieren Hawken,2019-07-10 The Atari 2600 might not have been the first ever games console but it was certainly the first one to be successful and launched an entire industry in the process Originally known as the Video Computer System it went on to sell over thirty million units and still holds the record for being the longest officially supported console the first game arrived in 1977 with the last being released in 1992 an incredible 15 years later With such a long life the 2600 spawned a huge catalogue of cartridges that includes many of the gaming world's greatest classics This book takes you through the history of the much loved platform sampling a varied cross section of games featured titles include early releases modern retro classics and even originally unreleased prototypes Each entry features a screenshot review and publishing information along with the author's personal rating for the title With ten entries for each letter of the alphabet this is not supposed to be a list of the best or the worst games neither is it a complete guide to all that's available It is simply a meandering journey through some thirty years of home computing history and will interest dedicated fans and casual readers alike A Compendium of Atari 2600 Games is a celebration of the classic console filled with nostalgic memories new opinions interesting stories and so much more The Atari 800XL Thomas Blackadar,1984-01-01 *Video Computer System Retailer Confidential Price List* Atari, Inc,1981 **Atari ST** Andreas Cambeis,1987 **The Easy Guide to Your Atari 600XL/800XL** Thomas Blackadar,1984 **The Complete Guide to the Atari Portfolio** Mueller,1989 **InfoWorld's Essential Guide to Atari Computers** Scott Mace,1984-01-01 Provides Critical Reviews of Hardware Software Peripherals Available for Atari Computers

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