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TIGER
ELECTRONICS, LTD.

INTERACTIVE

AGES 6 AND UP

E.T.™

THE EXTRA-TERRESTRIAL



E.T.'S PLAY GUIDE

Important Consumer Notice

Please retain for future use.

If your E.T. begins to behave strangely, or stops working, please replace the batteries. As the batteries wear down, E.T.'s behavior will become erratic and E.T. may also give out a low hum. Replacing the batteries is the easiest way to fix most of these problems. If replacing the batteries does not solve the problem, please refer to the IF E.T. DOES NOT WORK section on page 5 of E.T.'s Care Guide.

****Use only fresh batteries from the same package. Do not mix brands of batteries.

If you need more help, please contact the Tiger Helpline on

888 844 3733



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E.T. Says Hello!

STEVEN SPIELBERG'S heartwarming masterpiece of love between a young boy and a visitor from another planet is filled with unparalleled magic and imagination. E.T. entered and captured the American consciousness in the summer of 1982.

"E.T. The Extra-Terrestrial" follows the moving story of a lost little alien who befriends a 10 year-old boy named Elliott. While E.T. learns about life on Earth, Elliott learns that friendship knows no earthly bounds. Despite governmental pursuit, Elliott and his friends manage to safely return E.T. to the mothership.

E.T. invites everyone to share the thrill of his magic touch. It's more than a movie - it's an experience you'll never forget.

The first thing you need to do is insert E.T.'s batteries. Then he will be ready to play.

E.T.'S HINT: Find out how to insert E.T.'s batteries by reading the INSERTING BATTERIES section on page 1 of E.T.'s Care Guide.



What Does E.T. Like to Do?

E.T. loves to learn, play and have fun. There are lots of ways to play with E.T., so try and find as many as you can. The more you play, the more he will learn and the more fun you will have together.

When playing with E.T. it is best to leave the hood of his sweatshirt down so that his neck can extend fully.

Squeeze his hands, pat his head, talk to him - try anything you can think of. But do not forget about him, because once he gets lonely, he will begin to get sick.



Read through this booklet to find out about the things E.T. likes to do. As you care for him and help him to learn, he will be able to say more words and play more games. He will chat and play with other E.T.s, Furbys, Gizmos and Furby Babies, so why not get a group together and see what they get up to? And remember, the way you play with E.T. will shape his personality when he grows up.

Now, why not get to know E.T. a little better?

Get to Know E.T.

Have a look at this picture. It will help you get to know E.T. better.

Light sensor
(E.T. can tell light
from dark)



Head
(you can pat
E.T. on the head)

Inside sensor
(E.T. will know
when you pick
him up or turn
him upside down)

Right hand
(you can squeeze
E.T.'s right hand)

Left hand
(you can squeeze
E.T.'s left hand)

Sound sensor
(E.T. can hear you
clap your hands)

Growing to Know You Better

When you first begin playing with E.T., he will only know a few actions and English words. This is stage 1 of his development. As there is so much to experience, he will not spend much time playing games with you, but he will develop quickly as you touch him and care for him, and eventually he will pass into stage 2 of his development. You will find that each stage is even more fun than the last!

E.T. develops through 4 stages - as he passes into each stage, he will start to behave in new ways and speak more words and phrases.

E.T. HINT: Keep your eyes and ears open so that you know when E.T. has passed into the next stage of development. When E.T. starts to do lots of new things, that means he is growing to know you better!

Patting E.T.'s Head

We all know that a friendly pat on the head is an affectionate thing to do. But where E.T. comes from, there's no such thing. So he will have to learn that when you pat his head, it means you like him. Once he gets used to it though, he will enjoy it very much. Just make sure that his hood is down when you pat him, otherwise E.T. may not do anything.



Tilting E.T.

If you tilt E.T. from side to side, he might wonder what you are doing at first. But very soon he will begin to like it. After all, it feels just like flying!

Squeezing E.T.'s Left Hand

Squeeze E.T.'s left hand when you want to teach him about our world. When he is older, squeezing his left hand will also let him know you want to play a game.



Squeezing E.T.'s Right Hand

Squeeze E.T.'s right hand when you want to show him some love. He needs a lot of love in his life, so do this often.



Turning E.T. Upside Down

E.T. finds being upside down very relaxing. If he gets a little over-excited, try calming him down this way.



Loud Noise

If there's one thing that scares E.T., it's a loud noise. If you clap your hands in front of him, he will think that something bad is about to happen.

Bright Light

Bright lights can startle E.T. and sometimes they make him sneeze, but as he gets older, perhaps he will learn not to be so scared. See how he reacts by pointing a torch at him.



Darkness

E.T. loves being in the dark - it is so safe and secure, and it reminds him of his home. Cover E.T.'s light sensor to put him in the dark.

Falling Asleep

When E.T. gets bored or tired, he will fall asleep. He might sometimes fall asleep when he is talking to another E.T., Furby, Gizmo or Furby Baby - after all, big conversations make him tired sometimes! If he does fall asleep, turn him upside down or tilt to wake him up.



You can put E.T. into a deep sleep yourself by doing the following actions. Remember, you must always wait until E.T. stops moving and speaking before you do the next action.

1. Turn E.T. upside down to get his attention and then back again.
2. Pat his head.
3. Cover his light sensor, then uncover.
4. Pat his head.
5. Cover his light sensor, then uncover.



To wake E.T. from a deep sleep, gently turn him upside down.

Waking Up

When E.T. is asleep, you will not be able to play with him or talk to him. If you are ready to play and he is still asleep, wake him by gently turning him upside down or tilting him.



Sometimes, E.T. will still be tired and he will want to go back to sleep. If this happens, turn him upside down again and he should wake fully.

Getting Sick

E.T. is far from home and he needs your love and affection. If you go a long time without touching his right hand, he will begin to feel sick. The longer you leave him, the worse he will feel.



If E.T. gets sick, play with him by squeezing his right hand. Do this a few times and he will begin to feel much better.

Hanging Out

When you leave E.T. to hang out for a while, he will talk, laugh and play by himself. As E.T. develops, he will find new ways to play alone, but the things he likes to do will be different depending on how you play with him when he is young. For instance, E.T. could develop to be mischievous, loving, shy or energetic.



How do you think your E.T. will behave as he develops?





Playing Games with E.T.

As E.T. develops, he will want to play some new games with you. But before you can play, you will need to let E.T. know that you want to play too.

To let E.T. know you want to join in a game, you will need to do a series of actions. You must wait until E.T. stops moving and speaking in between each action.

When you want to finish a game, gently turn E.T. upside down. He will probably be a little sad that you have finished playing, but he will look forward to the next time you can play together.



Follow

E.T. will be able to play Follow when he has reached stage 2 of his development. If E.T. is not at the right stage of development to play, he will let you know by saying "No, but good try" or "Good try. Better next time." But keep playing, E.T. will be ready soon!

If E.T. is ready to play he will say "Follow E.T."

E.T. will give you a series of actions to carry out. You should then perform the actions in the right order. If E.T. says "Finger, Hand, Noise" you will need to squeeze his right hand, squeeze his left hand, and clap your hands loudly in that order.

If you do the right action, E.T. will say something to let you know that you are correct, e.g. "Ahhhh very good."

If you do the full pattern correctly, E.T. will be very happy and he will let you know that you have done well. He will add one action to the pattern, which you must then repeat. If you are good at playing Follow, you will be able to do 16 actions. But if you get the pattern wrong, E.T. will tell you that you have lost e.g. "No, but good try", and then he will start again with a new pattern.

To play the game, follow these actions. Remember to wait until E.T. has stopped moving and speaking before doing the next action.

1. Turn E.T. upside down to get his attention, then turn him back.



2. Squeeze his left hand, and release.



3. Clap your hands.



4. Squeeze his right hand, and release.



5. Pat him on the head.



To finish the game, turn E.T. upside down.

Hide and Seek

E.T. will be able to play Hide and Seek when he has reached stage 2 of his development. If E.T. is not at the right stage of development to play, he will let you know by saying "No, but good try." or "Good try. Better next time." But keep playing, E.T. will be ready soon!

If E.T. is ready to play he will say "Friend hide E.T."

You can play Hide and Seek with E.T. and one of your friends. When E.T. says "Friend hide E.T.", one of you will have two minute to hide E.T. somewhere. The

other one will then have to search for him. During the 1st minute E.T. will stay very quiet but during the 2nd minute, E.T. will become mischievous and make noises. You will then have 3 minutes to find E.T.

You know E.T. gets lonely, so he will be very pleased when someone finds him!

Listen carefully for his clues!



To play the game, follow these actions. Remember to wait until E.T. has stopped moving and speaking before doing the next action.

1. Turn E.T. upside down to get his attention, then back again.
2. Squeeze his left hand, and release.
3. Squeeze his right hand, and release.
4. Pat him on the head.
5. Squeeze his left hand, and release.



To finish the game, turn E.T. upside down.

Story

E.T. will be able to play Story when he has reached stage 3 of his development. You will know when he has reached this stage because he will sometimes ask to play Story. If E.T. is not at the right stage of development to play, he will let you know by saying "No, but good try." or "Good try. Better next time." But keep playing, E.T. will be ready soon!

When E.T. is ready to play he will say: "Let's make up a story." or "Let's tell a story together."

When you play Story, you and E.T. will make up a story together. E.T. will begin the story, then when he stops speaking, it will be your turn to carry on. You can add as much or as little as you want. When you have finished your part of the story, squeeze E.T.'s left hand and he will continue. Carry on swapping the story backwards and forwards until E.T. finishes the tale, or you can end the game yourself by turning E.T. upside down.

To play the game, follow these actions. Remember to wait until E.T. has stopped moving and speaking before doing the next action.

1. Turn E.T. upside down to get his attention and back again.



2. Squeeze his left hand, and release.



3. Squeeze his left hand, and release.



4. Pat him on the head.



5. Pat him on the head.



To finish the game, turn E.T. upside down.

Jokes

E.T. will be able to tell Jokes when he has reached stage 4 of his development. You will know when he has reached this stage because he will start talking about jokes. If E.T. is not at the right stage of development to play, he will let you know by saying "No but good try." or "Good try. Better next time." But keep playing, E.T. will be ready soon.

If E.T. is at the right stage of development and the sequence is entered correctly E.T. will start telling a joke.

When you begin the game, E.T. will begin a joke or riddle. When he stops speaking, you can continue the joke or try and guess the answer to the riddle. When you are ready, squeeze his left hand to hear the next part of the joke or riddle - continue like this until E.T. tells you the punchline.



To play the game, follow these actions. Remember to wait until E.T. has stopped moving and speaking before doing the next action.

1. Turn E.T. upside down to get his attention and back again.



2. Squeeze his left hand, and release.



3. Squeeze his left hand, and release.



4. Pat him on the head.



5. Squeeze his right hand, and release.



To finish the game, turn E.T. upside down.