

E.T. THE EXTRA-TERRESTRIAL

CARD GAME

OBJECT:

Be the first to collect E.T.'s four adventure cards: SHHH, OUCH, PHONE HOME, and STAY.

EQUIPMENT:

A deck of 36 cards: 6 SHHH, 6 OUCH, 6 PHONE HOME, 6 STAY, 6 FLY, 5 DANGER, 1 rules card.

SET UP:

1. Shuffle all the cards and place them face down in a pile onto the middle of the table. This is the draw pile.
2. Choose a player to go first. Play continues, in turn, to the first player's left.

PLAYING:

1. On your turn, take two cards from the top of the draw pile. Without looking at them, place one in each hand and hold them up to your forehead for the rest of the players to see. Don't peek!
2. Your opponents will tell you what the cards say, but not which card is which. Example: They will say, "Ouch and Phone Home".
3. Next, pick either the card in your left hand or the card in your right hand. Ask if it is the one or the other of the cards called out by your opponents. Example: Hold out the right card away from your forehead (keep the left card against your forehead), and say, "Is this Ouch?" The other players then will either tell you the truth or try to mislead you. That's because they want you to guess incorrectly!
4. Decide which card you think is in the hand you've indicated. Call it out and lay the card face up onto the table:
 - a) If your guess is correct, you may--if you wish--keep both cards. Place them face up in front of you. You cannot collect more than one of any card. So if you do, place any duplicates face up beside the draw pile. This is the discard pile.

- b) If your guess is incorrect, you must discard both cards face up.

There is, however, one exception to this rule: If your guess is incorrect, and one of the cards in your hand is DANGER, you must keep it. Too bad, because DANGER is the one card you want to avoid. (You may never have more than one DANGER card at a time, so discard any duplicates.)

5. After you've made your guess and have either kept or discarded the cards in your hand, end your turn. Then the next player plays:

NOTE: If the draw pile runs out, shuffle the discard pile to form a new draw pile.

GETTING OUT OF DANGER:

THE FLY CARD: As long as a DANGER card is showing in front of you, you cannot win the game--even if you've collected all four adventure cards. (Even while a DANGER card is showing, you still may collect adventure cards.)

To escape DANGER, you must get a FLY card. To get a FLY card, you must make a correct guess on your turn while a FLY card is in one of your hands. As soon as you collect a FLY card, discard both the FLY and DANGER cards.

If you've already collected a FLY card when you get a DANGER card, you're immediately out of trouble. Discard both cards.

WINNING:

The winner is the first player to collect the four adventure cards without a DANGER card showing.