

Ages 10+
2-4 Players
30 Minutes

Funko
GAMES

E.T.

THE EXTRA-TERRESTRIAL

Light Years from Home Game

INSTRUCTIONS

CONTENTS: Game Board, 4 Kid Mats, 4 Kid Figures, Mothership Figure with Base, E.T. Figure, E.T. Heartlight Dial, 5 Agent Movers with Bases, 3 Cop Car Movers with Bases, 21 Item Tiles, 16 E.T. Power Cards, 6 Candy Tokens, 6 Dice, Reference Mat, Instructions

THE GAME BOARD

Before you begin setting up, unfold and familiarize yourself with the game board:



SPACES

The large white circles are spaces.

There are 36 spaces on the board. Kids, E.T., and Enemies move from space to space during the game. Spaces may also contain Ramps, as explained later.



ZONES

The areas between spaces are zones. There are 25 zones on the board. Zones may contain Item tiles and Device Dice.

Note: The five large areas are each **two separate zones**, even though they are not intersected by a Road.



ROADS

All up and down and side to side paths (gray) are Roads.

Kids, E.T., and Enemies may travel along Roads to move between spaces.



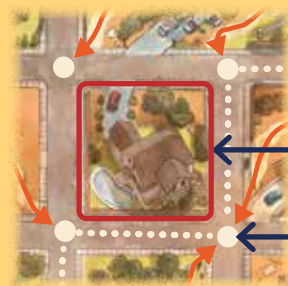
SHORTCUTS

All diagonal paths (orange) are Shortcuts.

Kids and E.T. may travel along Shortcuts to move between spaces. **Enemies may not use Shortcuts.**

NEARBY SPACES AND ZONES

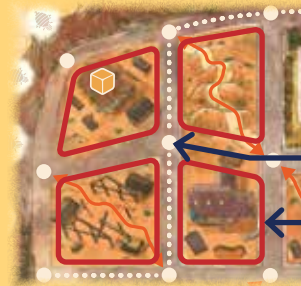
Every zone has a space at each corner, and those four spaces are “nearby” that zone. Some spaces are at the corner of four zones, and those four zones are “nearby” that space. Spaces on the edge of the game board are nearby only two zones, and the four spaces at the corners of the game board are nearby only one zone.



These four spaces (white) are nearby the zone highlighted in red.

Zone

Space



These four zones highlighted in red are nearby the space in the center.

Space

Zone

SETUP

- 1 Place the game board in the center of the play area.
- 2 Shuffle the E.T. Power Cards and place them face down next to the board to form a deck. Draw the top three cards and place them in a row face up.
- 3 Mix up the 21 Item tiles and place one **face down** in each zone, except for the three zones with    symbols and the zone with the  symbol, which is the **Forest Clearing**.
- 4 Attach the Mothership to its base and place it on its start space (furthest from the Forest Clearing).
- 5 Each player chooses a Kid and takes their figure, mat, and Assigned Agent mover (matching the Kid's mat color). Return any remaining Kids and Assigned Agents to the box—they won't be used this game.
- 6 Place the Assigned Agents and the Special Agent called "Keys" on the  space near the Forest Clearing.
- 7 Place the Cop Car movers on their matching start spaces (A, B, and C) on the other side of the board.
- 8 Place the Kids and E.T. on the  space near Elliott's house. (E.T. doesn't start in a Kid's basket.)
- 9 Set E.T.'s Heartlight Dial to 6 and place it next to the board.
- 10 Place the reference mat next to the board. Take three Candy tokens (it doesn't matter which colors) and place them next to the reference mat to form the Kids' shared Candy pool.
- 11 Place the other three Candy tokens and all six dice next to the board to form a supply. (The Device Dice do not start on the board—they need to be "built" first, as explained later.)



The player who most recently rode a bike takes the first turn!



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WINNING THE GAME

E.T. the Extra-Terrestrial was left behind on Earth, and the Kids must work together to get him back home! Ride around the neighborhood picking up Items that E.T. can use to build Device Dice. The dice are then rolled to communicate with the Mothership and lead it to the Forest Clearing. If the Mothership is at the Forest Clearing when E.T. is nearby, all the players win!

However, Enemies are chasing E.T. and the Kids! A squad of Cop Cars is heading to the Forest Clearing to block it off. If all three Cop Cars are nearby the Forest Clearing, the players lose. There's also one Agent assigned to find each Kid and the Special Agent known as "Keys" who is tracking E.T. Whenever E.T. or a Kid gets caught, E.T.'s Heartlight goes down. If it ever reaches 0, the players lose.

ON YOUR TURN

Each turn has three steps, completed in this order:

- 1 TAKE ACTIONS:** Take up to three Basic actions and any number of Free actions.
- 2 PHONE HOME:** Roll all the Device Dice in the Forest Clearing. (Skip if there are none.)
- 3 MOVE ENEMIES:** Roll the Enemy Dice.

Then it's the next player's turn.

REFERENCE

On the back of these instructions is a reference for the steps of the turn, the actions you can take, and the die symbols. If you want to jump into the game, read the back reference now and start playing! As you take each action or when questions come up, read the corresponding section in the instructions. Or you may continue reading the instructions and after you finish, leave the reference out as a reminder.

1 TAKE ACTIONS

Take up to three Basic actions, as well as any number of Free actions. You may take actions in any order and you may take the same action multiple times. **You must finish each Basic action before taking another one**, but a Free action may be taken any time during the Take Actions step, even in the middle of a Basic action.

Basic actions and Free actions are explained in detail on the following pages.

BASIC ACTIONS (Take Up to Three.)

MOVE • TAKE A CANDY • PICK UP AN ITEM OR DEVICE

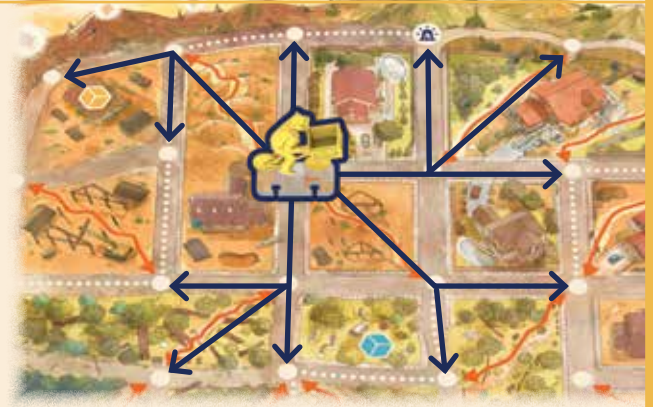
MOVE

For one Basic action, **move up to two spaces**, traveling along Roads or Shortcuts. Shortcuts can help you move further away from Enemies because Enemies can only travel along Roads.

Note: Item tiles do not block movement.

You may move through or onto a space with E.T. or other Kids. But if you end your turn on a space with E.T. or another Kid, you'll draw attention from the Enemies and will have to roll the Danger Die—see **MOVE ENEMIES** on page 12.

Ramps can help you move faster, as explained on page 6.



EXAMPLE: For one Basic action, Greg can move one or two spaces along any paths.



DANGEROUS MOVE

You may move through or onto a space with an Enemy (or multiple Enemies). However, this is a Dangerous Move action. After taking the action, you must immediately roll the Danger Die—see **DANGEROUS ACTIONS** on page 13. If E.T. or any Kid gets caught as a result, complete the effects as explained on page 14. Then you may continue taking actions.



EXAMPLE: Gertie moves through an Enemy so she must roll the Danger Die before taking her next action.

TAKE A CANDY

For one Basic action, take **one** Candy token from the supply and add it to the pool of Candy next to the reference mat. This pool is shared by all the Kids. There can be a maximum of six Candy in the pool.

Having Candy in the pool will allow you to move E.T. away from danger—see **MOVE E.T. WITH CANDY** on page 7. Although Candy comes in three colors, the colors don't matter.



On Your Turn

- 1 TAKE ACTIONS**
Take up to three Basic actions as well as any number of Free actions.
BASIC ACTIONS: Move, Pick Up Item or Device, Take a Candy
FREE ACTIONS: Team Up, Pick Up or Drop E.T., Use One E.T., Power Card, Move E.T. with Candy, Drop Item or Device, Build a Device
- 2 PHONE HOME**
Roll Device Die in the Forest Clearing to move the Mothership.
- 3 MOVE ENEMIES**
Roll Enemy Die: If you are on the same space as E.T. or another Kid, also roll the Danger Die.

PICK UP AN ITEM OR DEVICE

For one Basic Action, pick up **one** Item tile or Device Die **in a nearby zone**. You may pick up an Item whether it is face down or face up. When you pick up a face down Item, immediately flip it over before taking it from the board.

When you flip over a Ramp, immediately place it on any nearby space, even if the space contains E.T., Kids, or Enemies. The Ramp stays on that space for the rest of the game—see **RAMPS** on the next page.

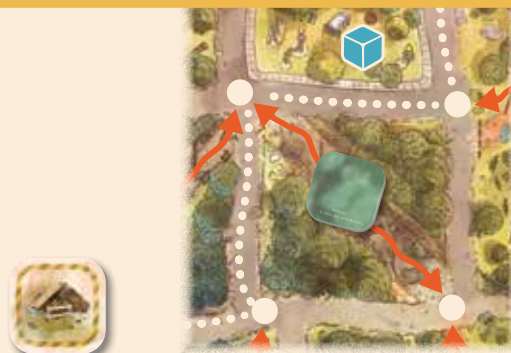
When you pick up any other Item, you may place it on your mat. You can carry two Items at a time. If you pick up a third Item, you must immediately drop one in any nearby zone. (Dropping an Item is a Free action.) Items are either green, orange, blue, or Wild. Wild Items can be used as any color. You'll use Items to build Device Dice—see **BUILD A DEVICE** on page 10.

After a Device Die is built, you'll want to take it to the Forest Clearing. When you pick up a Device Die, place it in your figure's basket. You can carry one thing in your basket—a Device Die or E.T. (Picking up E.T. is a Free action.) If you want to carry something else in your basket, you must drop what's in your basket. (Dropping a Device Die or E.T. is a Free action.)

Note: Items on your mat do not affect what you can carry in your basket, and what's in your basket doesn't affect what Items you carry on your mat.

DANGEROUS PICK UP

If you pick up from a zone with an Enemy nearby (or multiple Enemies), that's a Dangerous Pick Up action. After taking the action, you must immediately roll the Danger Die—see **DANGEROUS ACTIONS** on page 13. If E.T. or any Kid gets caught as a result, complete the effects as explained on page 14. Then you may continue taking actions.



Green



Orange



Blue



Wild



EXAMPLE: Elliott picks up an Item from a zone with an Enemy nearby, so he must roll the Danger Die before taking his next action.

RAMPS

After a Ramp has been placed on a space, it can help you move faster and evade Enemies! When you move onto a space with a Ramp, you may immediately “jump” up to two spaces in a straight line, even if the jump isn’t along a Road. **You cannot jump diagonally.**

You can jump over or land on Enemies. But if you land on an Enemy, it’s a Dangerous Move action and you must immediately roll the Danger Die. If you land on a Ramp, you may immediately jump again.



EXAMPLE: Greg moves onto a Ramp and then jumps over an Agent to avoid them.

FREE ACTIONS (Take Any Number.)

DROP AN ITEM OR DEVICE • MOVE E.T. WITH CANDY • PICK UP OR DROP E.T.
USE ONE E.T. POWER CARD • TEAM UP • BUILD A DEVICE

DROP AN ITEM OR DEVICE

Drop an Item tile or Device Die and place it in any nearby zone. You may drop multiple things at the same time and you may place them in the same nearby zone or different nearby zones. When dropping an Item, place the tile face up. Enemies do not affect dropping—you can drop Items or Device Dice in a zone with Enemies nearby without rolling the Danger Die.

Note: There is no limit to the number of Item tiles or Device Dice that can be in the same zone.

MOVE E.T. WITH CANDY

Move E.T. by discarding Candy tokens back to the supply. It doesn’t matter where you are or where E.T. is. For each Candy token you discard, move E.T. one space in any direction. You cannot move E.T. onto a space that contains an Enemy.

EXAMPLE: There is only one Candy in the pool. So for his first action, Michael takes a Candy. Then as a Free action, he discards both Candy tokens back to the supply, and moves E.T. two spaces. Michael still has two more actions he can take this turn.



PICK UP OR DROP E.T.

If E.T. is **on your space**, you may place him in your figure's basket. Carrying E.T. allows you to:

- Move E.T. with you whenever you move. This lets you move E.T. away from Agents and Cop Cars without discarding Candy!
- Use **one** E.T. Power Card as a Free action.



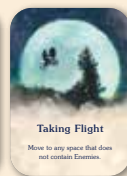
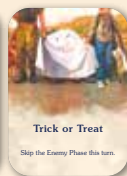
You can drop E.T. at any time. When you drop him, place him on your space. But if you end your turn on a space with E.T., you'll draw attention from the Enemies and will have to roll the Danger Die, whether or not he is in your basket—see **MOVE ENEMIES** on page 12.

You can carry only one thing in your basket—E.T. or a Device Die. If you want to carry something else in your basket, you must drop what's in your basket. (Dropping E.T. or a Device Die is a Free action.)

USE ONE E.T. POWER CARD

If you are **carrying E.T. in your basket**, you may use one E.T. Power Card. You may only do this **once per turn** while E.T. is in your basket. If E.T. is not in your basket, you may not use an E.T. Power Card.

To use an E.T. Power Card, choose one of the three face-up Power Cards and do what it says. After using the ability, discard the card and draw the top card from the deck to replace it. You cannot use another E.T. Power Card on the same turn.



EXAMPLE: For her first action, Gertie moves one space to E.T. As a Free action, she picks him up and puts him in her basket. She may now use an E.T. Power Card. She chooses to use Taking Flight and moves to any space on the game board. Then she discards the card and replaces it. Gertie still has two more actions she can take this turn.



Note: If you need to draw a new card but the deck is empty, shuffle the discard pile to create a new deck.

TEAM UP

If one or more Kids are on your space, you may team up with any number of them (with their permission) by connecting your figures' bases together. Teaming up allows you all to:

- Move each other with you whenever one of you moves. This lets you move Kids away from Agents and Cop Cars, even when it's not their turn!
- Use each others' special abilities, as written on the mats, as if they were your own.
- Freely give and take Item tiles, Device Dice, and E.T. from each other.


You can disconnect from one or more Kids that you are teamed up with at any time. But if you end your turn on a space with another Kid, you'll draw attention from the Enemies and will have to roll the Danger Die, whether or not you are teamed up—see **MOVE ENEMIES** on page 12.



EXAMPLE: For her first action, Gertie moves one space to where Michael is, teams up with him, and then moves them both one more space. For her second action, she moves three spaces because Michael's special ability allows her to travel along a Shortcut for free. For her last action, she takes a Candy.

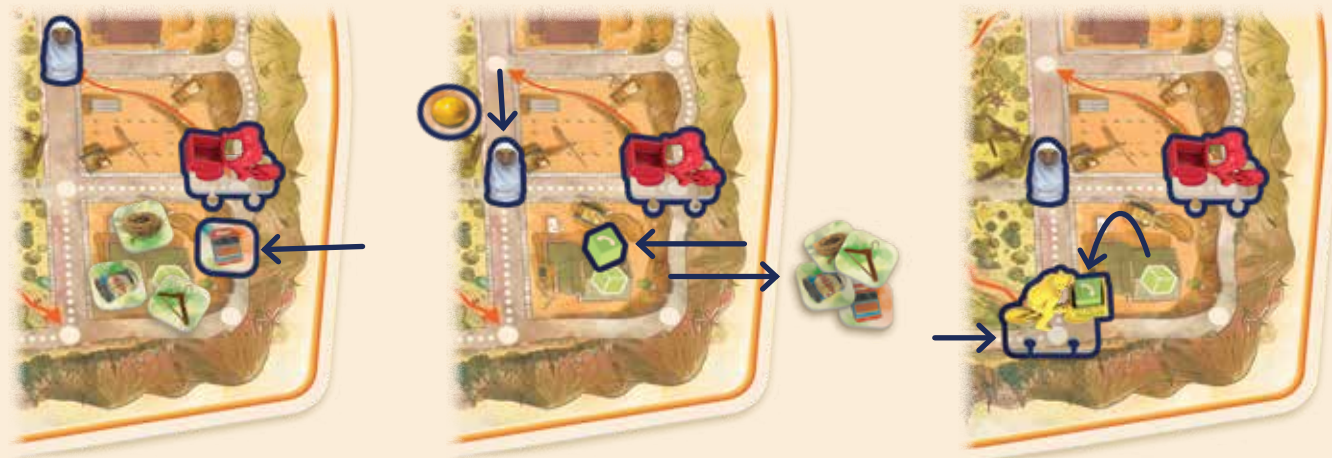



BUILD A DEVICE

To get E.T. home, you must help him build Device Dice so he can communicate with the Mothership! Before E.T. can build a Device Die, the Kids must pick up **four Items** of the same color (or Wild Items) and drop them in their matching-colored zone on the game board. For example, the Kids must drop four blue (or Wild) Items in the zone with the blue die  symbol. Then they need to get E.T. to build it!

If E.T. is on a nearby space when there are four Items of the same color in the matching-colored zone, the Device Die is built! Return the four Item tiles to the box and place the matching Device Die in that zone. Although the Device Die can only be built when E.T. is nearby, it doesn't matter where the Kids are.

Before you can use the Device Die to contact the Mothership, you need to pick it up and get it to the Forest Clearing. Once you drop it in the Forest Clearing, that Device Die will be rolled during the Phone Home step of each turn.



EXAMPLE: Elliott already took three Basic actions on his turn, but he can still take Free actions. He drops a Wild Item in the zone with the green die  symbol. Then he discards one Candy to move E.T. one space. Now that E.T. is nearby and there are four matching-colored Items in the Device Die zone, he builds a Device! Elliott finishes his turn and moves Enemies. Then on Greg's turn, his first action is to move nearby and his second action is to pick up the green Device Die.

EXTRA ITEMS

Because there are more Items than are required to build a Device Die, there will be some extra Items on the board. But these can come in handy! After a Device Die is in the Forest Clearing, if you drop an Item of that die's color in the Forest Clearing, immediately **move the Mothership one space toward the Forest Clearing**. If you drop a Wild Item, advance the Mothership one space for each Device Die in the Forest Clearing. After moving the Mothership, return that Item to the box.



2 PHONE HOME

If no Device Dice are in the Forest Clearing, **skip this step**.

If there are any Device Dice in the Forest Clearing, roll all of them. For each symbol rolled, move the Mothership one space toward the Forest Clearing.

If the Mothership reaches the space in the center of the Forest Clearing, it will wait for E.T.—see **ENDING THE GAME** on page 14. The Phone Home step is skipped for the rest of the game and you can return the Device Dice to the box.

Note: You do not need to build all three Device Dice to win the game. However, each die increases your chance of communicating with the Mothership and bringing it to the Forest Clearing faster.

EXAMPLE: *There are two Device Dice in the Forest Clearing. Gertie rolls them and gets one 📞. She moves the Mothership one space toward the Forest Clearing.*



DIFFICULTY LEVEL

To adjust the difficulty of the game, you can change how many Items you need to build a Device Die:

- **BEGINNER:** Each Device Die requires **three Items** of the same color (or Wild Items) to build it.
- **STANDARD:** Each Device Die requires **four Items** of the same color (or Wild Items) to build it.
- **HARD:** Each Device Die requires **five Items** of the same color (or Wild Items) to build it.

3 MOVE ENEMIES

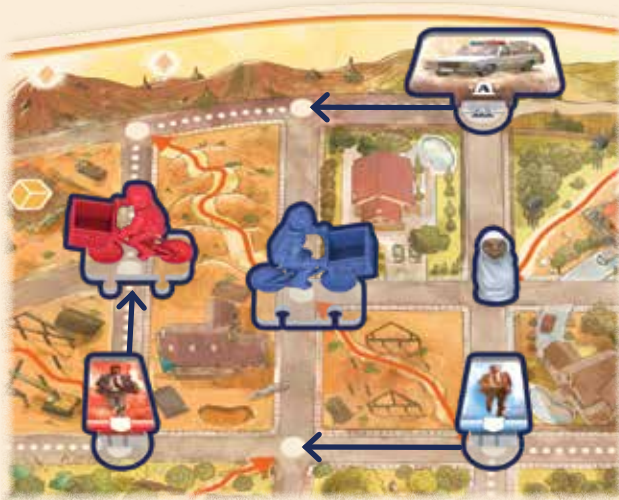
Roll the two dark blue Enemy Dice, and **if you are on the same space as E.T. or another Kid, also roll the red Danger Die**. This applies whether or not E.T. is in your basket or you're teamed up with other Kids.

Then move Enemies based on the symbols you roll, as explained on the next page. When moving Agents, you choose the route the Agent takes, but each move must be closer to who they are chasing (fewer spaces away).

Note: Enemies cannot move along Shortcuts.

If an Enemy is **on the same space as E.T. or any Kid** (even if it's not their assigned Kid), they immediately **stop moving and do not move again this turn**. This applies whether they start on the same space (before moving), or they move onto the same space.

After you've finished moving Enemies, check the board to see if E.T. or any Kid is on the same space as an Enemy. If they are, they've been caught! See **GETTING CAUGHT** on page 14.



EXAMPLE: Michael (blue) rolls both Enemy Dice. (He doesn't roll the Danger Die because he is not on the same space as E.T. or another Kid.) Based on his roll, he moves the "A" Cop Car one space along its path toward the Forest Clearing, and he moves ALL Assigned Agents one space closer to their assigned Kid. (Special Agent Keys doesn't move.) Michael can choose the blue Agent's route, as long as the Agent moves closer to Michael. So he moves the Agent away from E.T. Lastly, Michael checks the board, and because the red Agent is on the same space as Elliott, Elliott gets caught!

ENEMIES

Cop Cars, Assigned Agents, and Special Agent Keys are all Enemies.

Cop Cars



Agents



Assigned Agents

Special Agent Keys



ENEMY DICE



Move the corresponding Cop Car one space along its dotted path toward the Forest Clearing. If a Cop Car reaches the end of its route (the stop sign nearby the Forest Clearing), that Cop Car doesn't move for the rest of the game and its corresponding symbol is ignored when rolled.



Move Special Agent Keys one space closer to E.T.



For each Badge symbol rolled, move **your Assigned Agent** one space closer to you.



Move **ALL Assigned Agents** one space closer to their assigned Kids.
(Special Agent Keys doesn't move.)



Double the movement rolled on the other Enemy Die (not the Danger Die).
If the blank side of the other Enemy Die was rolled, nothing happens.



DANGER DIE



Choose any one Cop Car to move one space along its dotted path toward the Forest Clearing.
Note: You cannot choose a Cop Car at the end of its path.



Move Special Agent Keys **two** spaces closer to E.T.



Move **your** Assigned Agent **two** spaces closer to you.



Move **ALL Assigned Agents** one space closer to their assigned Kids.
(Special Agent Keys doesn't move.)

DANGEROUS ACTIONS

If you take a Dangerous Move or Dangerous Pick Up action, you must immediately roll the red Danger Die and move Enemies based on the symbols you roll, as explained above. When moving Agents, you choose the route the Agent takes, but each move must be closer to who they are chasing (fewer spaces away). If an Enemy **moves onto a space with E.T. or any Kid** (even if it's not their assigned Kid), they immediately **stop moving and catch them**—see **GETTING CAUGHT** on page 14!

GETTING CAUGHT


If E.T. is caught, turn E.T.'s Heartlight Dial down 1 and place Special Agent Keys on E.T.'s space, if he's not already there. Because E.T. is now on the same space as Special Agent Keys, you should try to get E.T. away from Special Agent Keys to avoid E.T. getting caught again!

If a Kid is caught, turn E.T.'s Heartlight Dial down 1. That Kid must immediately drop everything they are carrying, including Items and whatever is in their basket. They can choose what nearby zones each Item or Device Die is dropped into. Then the Kid is placed on the  space near Elliott's House.

Note: You must complete the above steps for **each Kid** that got caught. If E.T. or a Kid was caught because of a Dangerous action, the player who did that action continues their turn after the steps above are completed.



EXAMPLE: At the end of her turn, Gertie rolls the Enemy Dice and the Danger Die because she has E.T. in her basket. Based on her roll, she moves Special Agent Keys one space toward E.T. Then Gertie moves the Agent assigned to her three spaces toward her. Both she and E.T. are caught!

E.T.'s Heartlight Dial is turned down 2 (1 for E.T. and 1 for Gertie). Gertie drops E.T. and all the Items from her mat into nearby zones. She is sent back to the  space. E.T. stays where he is and Special Agent Keys is placed in his space.

ENDING THE GAME

The game can end in one of three ways:

- 1 Cops surround the Forest Clearing.** If all three Cop Cars reach the end of their paths nearby the Forest Clearing, they block off the clearing and the players lose the game.
- 2 E.T. becomes too weak.** If E.T.'s Heartlight Dial ever reaches 0, E.T. has become too weak to get home and the players lose the game.
- 3 E.T. gets rescued!** If the Mothership is in the Forest Clearing **and E.T. is at one of the four nearby spaces**, he is taken back to his home planet and the players win the game!



FREQUENTLY ASKED QUESTIONS

If I move one space onto a Ramp, can I move one extra space after I use the Ramp?

No. When you jump using a Ramp, you lose any additional movement for that action.

For my first action, I moved onto a space with an Enemy, so I rolled the Danger Die. If I take another Move action to move away from that space, do I roll the Danger Die again?

No. Moving away from a space with an Enemy is not a Dangerous Move action.

I moved onto a space with an Enemy and rolled the Danger Die. If I stay on that space, will I get caught at the end of my turn?

Yes. That Enemy will not move, even if their symbol is rolled on the Enemy Dice, since they are on the same space as you. Therefore, you will be caught.

At the end of my turn, I am on the same space as another Kid, but we are not teamed up. Do I still have to roll the Danger Die?

Yes. If you are on the same space as another Kid or E.T., you must roll the Danger Die. It doesn't matter if you are teamed up or carrying E.T.—you are still on the same space.

If I'm caught by two Agents, does E.T.'s Heartlight Dial go down for each Agent?

No. Even if you're caught by multiple Agents, you are only caught once. However, you may be caught again the next time the Danger Die or the Enemy Dice are rolled.

If I'm carrying E.T. and I am teamed up with other players, will using an E.T. Power Card affect all of us?

Yes.

Can E.T. build a Device Die even if there are Enemies nearby? Would I roll the Danger Die?

Yes, E.T. can build a Device Die when an Enemy is nearby, and no, you don't need to roll the Danger Die!

Does a player have to be with E.T. in order for him to build a Device Die?

No. If E.T. is on a space that is nearby the Device Die's zone when there are four matching-colored (or Wild) Items there, he builds that Device Die. It doesn't matter if there are any Kids nearby.

If I am carrying E.T. or a Device Die in my basket, can I still have Items on my mat?

Yes. Carrying E.T. or a Device Die in your basket does not affect the Items you can carry.

We dropped a Wild Item in a Device Die zone, but later found enough Items of the matching color. Can we pick up the Wild Item and take it somewhere else?

Yes. You can take a Pick Up action to pick up an Item on any nearby zone, whether it is face up or face down.

E.T. has built the blue Device Die, but we haven't gotten it to the Forest Clearing yet. If I drop a blue Item in the Forest Clearing, do I get to move the Mothership?

No. You cannot use extra Items to move the Mothership until the Device Die is in the Forest Clearing.


ON YOUR TURN REFERENCE

1 TAKE ACTIONS: Take up to three Basic actions as well as any number of Free actions.

BASIC ACTIONS:

- **MOVE:** Move up to two spaces along Roads or Shortcuts.
If you move through or onto a space with an Enemy, roll the Danger Die before continuing.
- **TAKE A CANDY:** Take one Candy token from the supply and add it to the Kids' Candy pool.
- **PICK UP AN ITEM OR DEVICE:** Pick up one Item tile or Device Die from a nearby zone.
If you pick up from a zone with a nearby Enemy, roll the Danger Die before continuing.

FREE ACTIONS: Drop An Item or Device • Move E.T. with Candy • Pick Up or Drop E.T.
Use One E.T. Power Card (Once Per Turn) • Team Up • Build a Device

2 PHONE HOME: Roll all the Device Dice in the Forest Clearing and move the Mothership one space for each  symbol.



3 MOVE ENEMIES: Roll both dark blue Enemy Dice. If you are on the same space as E.T. or another Kid, also roll the red Danger Die.



Move the corresponding Cop Car one space toward the Forest Clearing.



Choose one Cop Car to move one space toward the Forest Clearing.



For each Badge symbol, move your Assigned Agent one space closer to you.



Move all Assigned Agents one space closer to their assigned Kids.




For each Key symbol, move Special Agent Keys one space closer to E.T.



Double the movement on the other dark blue Enemy Die (not the red Danger Die).

GETTING CAUGHT

- **If E.T. is caught:** Turn E.T.'s Heartlight Dial down 1 and place Special Agent Keys on E.T.'s space, if he's not there already.
- **If a Kid is caught:** Turn E.T.'s Heartlight Dial down 1. The Kid must drop everything they are carrying (Items, Device Die, E.T.) and then they are placed on the  space near Elliott's House.