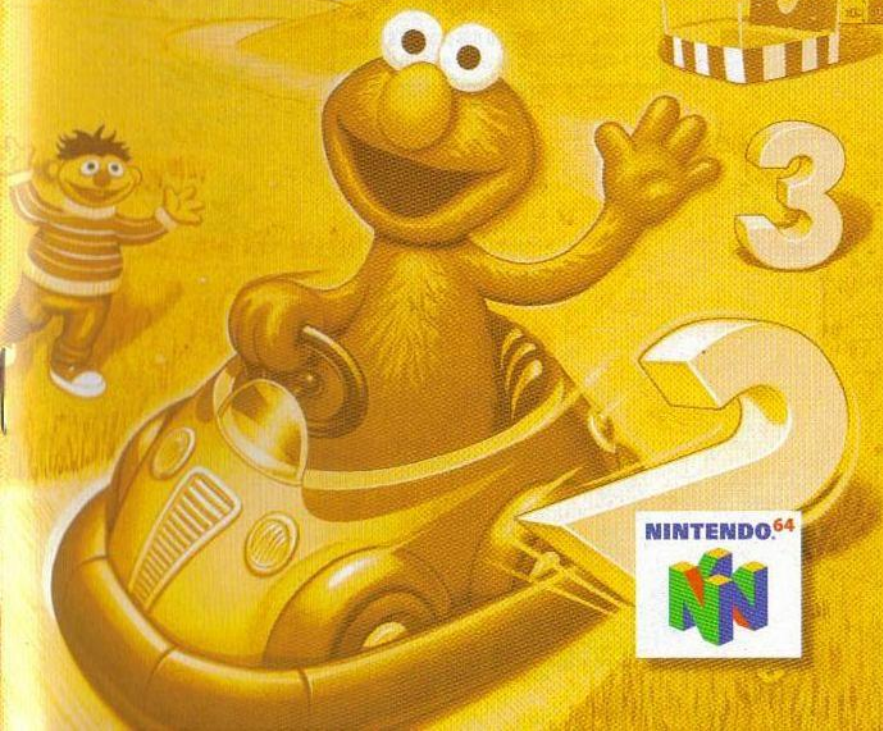


INSTRUCTION BOOKLET

Elmo's Number Journey™



NINTENDO 64



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**Elmo's
Number
Journey™**



Dear Parent,

For over thirty years, Children's Television Workshop and our flagship series, Sesame Street[®], have been educating and entertaining children worldwide. We are committed to bringing high quality educational learning experiences to children and parents through a variety of media, including interactive technologies. Elmo's Number Journey[™] for the Nintendo[®] 64 system has been designed to provide children with a learning experience that is both entertaining and interactive.

In Elmo's Number Journey, Elmo and your child go on adventures into three fantasy worlds. Along the way, they meet Sesame Street Muppet friends who engage them in an interactive search for numbers. With three difficulty levels to choose from, the game can grow with your child.

In keeping with our mission, CTW is continually developing new ways to reach children and help them learn. We truly hope you and your child enjoy Elmo's Number Journey and have a rewarding interactive experience.

Sincerely,

Lisa Medoff, Director of Research
Interactive Technologies
Children's Television Workshop





Sesame Street[®] has been a television favorite of children and parents alike for over 30 years.

Now, Elmo and his Sesame Street friends make a special appearance on the Nintendo[®] 64 system in an easy to operate single-player game. The game helps preschoolers with number recognition and basic addition and subtraction as they maneuver through different worlds and environments.

Each of the three game world consists of two game environments and the BONUS WORLD.

GETTING STARTED

Many of you already have a Nintendo[®] 64 system in your home. For those who are new to the Nintendo 64, set up the game system according to the instructions in the Instructional Manual. The Nintendo 64 should be OFF before inserting or removing Elmo's Number Journey[™]. Simply insert the Game Pak gently with your hand, plug in the game controller and turn the Nintendo 64 ON.

Once the POWER SWITCH is on, the game automatically begins. You have successfully started the program. This game does not rely on cartridge memory nor use a memory card. The game starts with a series of logos followed by the title screen for Elmo's Number Journey. After these logos, press START and a leveling screen will appear prompting you or your child to choose the appropriate level of game play.

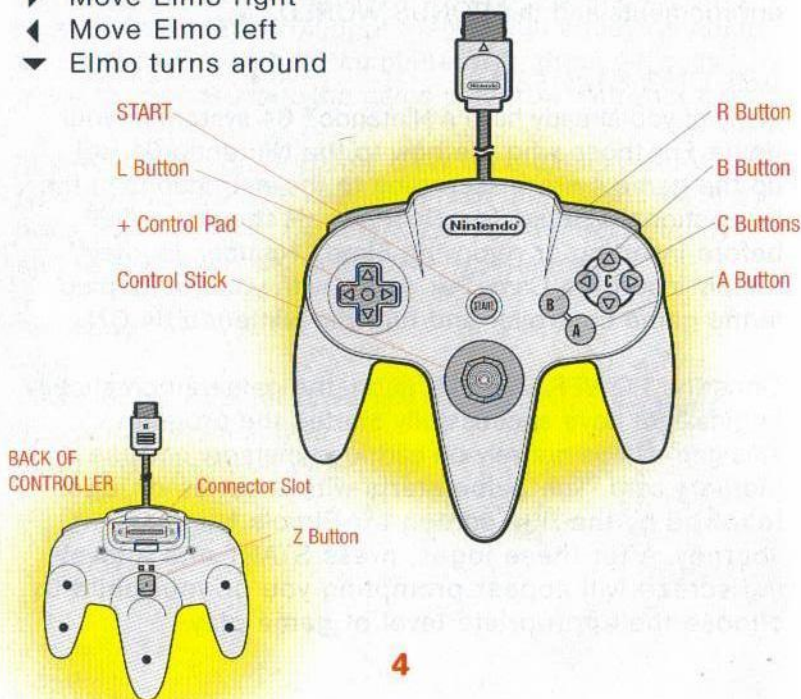
In addition, the difficulty level may be changed at any time while on Sesame Street by accessing the Level Select screen in the rightmost corner of the street. The game begins on Sesame Street, the game hub. Elmo walks down the street, meeting his friends and can choose to go to their worlds and play the game.



N64® CONTROLLER

Using the + Control Pad

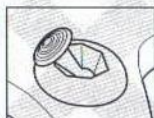
- ▲ Move Elmo forward
- Move Elmo right
- ◄ Move Elmo left
- ▼ Elmo turns around



CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

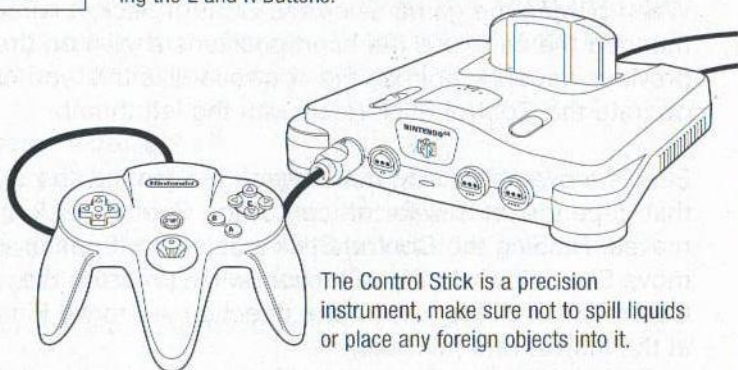
When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.



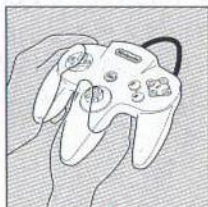
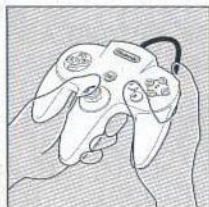
If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.



The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.



USING THE N64 CONTROL STICK

Your Nintendo 64 controller comes equipped with an analog joystick that may be used to control Elmo. This Control Stick is more sensitive than the traditional + Control Pad and offers finer control of Elmo through the game environments. In this manual, all references to controlling Elmo uses the + Control Pad scheme. At any time, however, the Control Stick may also be used to navigate Elmo through the world.

NOTE: Younger children may have trouble operating the Control Stick, so it is recommended for advanced users only. Alternately, parents may instruct the child in the use of the Control Stick.

When playing the game using the Control Stick, it is recommended the child use the hand positions shown on the previous page. By holding the controller like this, you can operate the Control Stick freely with the left thumb.

Elmo's movement using the Control Stick varies at a rate that depends on how far off center the Control Stick is moved. Holding the Control Stick a little bit off center will move Elmo slowly in that direction, while pressing the Control Stick all the way in one direction will move Elmo at the fastest rate possible.

SELECTION - using the Action Buttons

The player makes a selection (press any of the four round Action Buttons to make a selection or when prompted to do such). The A and B Buttons, as well as any of the C Buttons are Action Buttons.

GAME CONTROL - using START

Pause the game when it is in game play mode. Return to Sesame Street while the game is paused.

OBJECT OF THE GAME

Elmo's Number Journey™ focuses on helping children with number recognition and basic addition and subtraction. The game encourages your child to explore imaginative worlds filled with fun challenges. This game creates a positive feeling for the child through learning and by providing an arcade style game on the Nintendo® 64 just like the "big kids" play.

The game consists of:

- An introductory leveling screen and a level selection option at the far end of Sesame Street that allows you or your child to select the level of difficulty s/he wants to play
- The Sesame Street location
- Three worlds (Cookie Monster's World, Count Von Count's Castle, and Ernie's Carnival in the Park), with two environments each
- The BONUS WORLD

Elmo is the game player who is invited to visit the various worlds. Once the child has acquired the correct amount of numbers required in the game world (twelve in the easy level, sixteen in the medium level and twenty in the hard level), s/he is automatically transported to the BONUS WORLD where s/he learns to solve simple addition and subtraction problems.

DECISION MAKING

At certain points in the game, a controller pop-up will appear that will assist the child in the decision making process. At times, a character will refer to the controller and the controller pop-up will appear in the lower left hand corner, at which point specific buttons on the controller will light up on the pop-up to show the child which button to press.

Throughout the game, Elmo or the host character give the player verbal directions on how to proceed and the child will be prompted for an answer.

Decision points occur under the following conditions:

- When the player presses START to return to Sesame Street
- When the player decides to visit a character on Sesame Street

- When the player needs to decide whether to join a host character in the game world or to stay on Sesame Street



Another feature of the game that the child will discover after several sessions is that certain dialogues and activities within the game may be skipped (instructional dialogue may not be skipped). Your child will be able to press any of the Action Buttons to skip through previously heard sentences and concentrate on game play.

SESAME STREET

The game begins with Elmo standing on Sesame Street. To the right of Elmo, at the far end of Sesame Street, is a billboard representing the difficulty levels that may be changed during the game. If the child decides to stay on Sesame Street, s/he moves Elmo around by using the Control Stick or by pressing the + Control Pad.

On Sesame Street, Elmo will meet his friends - Cookie Monster, Count Von Count, and Ernie. As Elmo meets a Sesame Street character, the character will automatically start a conversation with Elmo.



Each character invites Elmo to visit their world. The child is told s/he can enter the world by pressing one of the flashing buttons on the controller. When the child decides to select a world, s/he is transported to the first of two environments within the world, where s/he plays the game. The child always returns to Sesame Street to select which world s/he wants to visit next.

DIFFICULTY LEVELS

Before the game starts, Elmo asks the child to select a difficulty level. Press ◀ or ▶ on the + Control Pad to select between easy, medium and hard. Press any Action Button to select the difficulty level and start the game. If no selection is made after a few seconds, the game will start automatically on whichever level Elmo is standing on.

LEVEL	TARGETS	CORRECT NUMBERS NEEDED TO MOVE TO BONUS WORLD	INCORRECT NUMBERS ALLOWED BEFORE RESTARTING
Easy	Presented in Numeral Form between the values of 1 - 9	12	6
Medium	Presented in both Numeral and Object Grouping Form in the game areas between the values of 1 - 6	16	4
Hard	Presented in both Numeral and Object Grouping Form in the game areas between the values of 3 - 9	20	2

After the difficulty level has been selected, the player can walk up and down Sesame Street to select one of the worlds s/he wants to explore. Once inside a game world, the child will see the status bar at the bottom of the screen with the target number present. If the child is playing the easy level, s/he will need to find 12 instances of correct numbers and can select six wrong numbers before being asked to start over. As the difficulty level increases, the child needs to find more instances of correct numbers and is only allowed to make fewer mistakes.

GAME WORLDS

Host Character	Cookie Monster	Count Von Count	Ernie
Game World	Cookie World	Count's Castle	Carnival in the Park
Environment One	Chocolate River	Garden Maze	Dunking Booths
Environment Two	Sugar Mountain	Castle Interior	Bumper Cars
Numbers	Numerals 1-9	Numerals and Objects 1-6	Numerals and Objects 3-9

In each game world, the host character sets up an objective and a goal. The areas within a game world focus on exploration, movement, and number recognition. The host character welcomes Elmo to his world and gives instructions on what to find.

On the lower part of the screen is the status bar which displays the target number, as well as balls which will be filled with correct numbers as they are selected, and "X's" when a wrong number is selected. Due to random distribution of the numbers, it is not possible to obtain all correct answers in one environment.

Elmo must walk through both environments in order to get the correct amount of numbers needed to advance to the BONUS WORLD. At the end of the second environment, if the correct amount of numbers has not been acquired, Elmo will return to the first environment to finish collecting them. If too many wrong numbers are selected, and not enough right numbers have been acquired, Elmo will be presented with the option of returning to Sesame Street to start over.



The player moves Elmo around the world by pressing \blacktriangle , \blacktriangleleft , or \blacktriangleright on the + Control Pad. If the child passes a number and decides s/he wants to select it, \blacktriangledown on the + Control Pad may be pressed to turn around. Elmo has free reign to roam back and forth across each environment as much as the player wants until either all the target numbers are collected or a distance is traveled roughly equal to twice around the game course. Elmo is then advanced automatically to the BONUS WORLD if all the target numbers have been acquired or to the next game level if there are target numbers remaining to be acquired.

BONUS WORLD

The BONUS WORLD at Elmo's Funhouse provides an enjoyable learning challenge for the child. Here, the status bar displays a math problem. An equation or a number is shown and the child must match it with the same number of balls.

To do this, the child must use four main objects in the Funhouse area: a ball bin, the target clown, a horn, and a bell. When the player presses an Action Button, Elmo takes a ball from the bin and throws it into the clown's giant mouth. A ball is added to the equation on the status bar. The player repeats this action until the number of balls on the status bar equation matches the number shown. If the child has selected too many balls, s/he can remove balls from the clown's mouth by using the + Control Pad to walk Elmo to the horn. Once there, the child presses an Action Button and a ball is taken from the clown's mouth, sent down the chute and back into the basket. When the child believes that s/he has correctly matched the displayed number with the same number of balls, s/he moves Elmo to the bell and presses an Action Button. If the child is incorrect, an "X" appears and s/he gets two more chances to solve the problem. If the child is correct, then the bell sounds and the BONUS WORLD fades out to present the new problem. The child must solve three problems before going back to Sesame Street and selecting another world.

SAMPLE WALKTHROUGH OF GAME

Opening title sequence including company logos, the title of the game, and difficulty level selection. This concludes with Elmo on Sesame Street.

The child moves Elmo up and down Sesame Street by pressing ◀ or ▶ on the + Control Pad.

As Elmo sees each of the host characters (Cookie Monster, Count Von Count, and Ernie), the player can choose one by standing next to the character. For example, if the child wants Elmo to visit Cookie Monster, he does so by stopping near Cookie Monster. Cookie Monster asks Elmo if he wants to visit Cookie Monster's World. The player presses the Action Button and goes to Cookie Monster's World.

Once in Cookie Monster's World, Cookie Monster tells Elmo that he needs to find a specific number (example, if the child is in the easy level, s/he will have to find 12 instances of the same number).

The status bar is viewable at the bottom of the screen as the child plays the game.

Cookie Monster tells Elmo that he must collect all the number 7's. The child moves Elmo around the Chocolate River using ▲, ◀, or ▶ on the + Control Pad, swiping all the 7's by pressing the Action Button. The letters are correctly displayed in the status bar.

When Elmo swipes the correct number, the number disappears from the world and appears in the status bar. Also, a "right" sound effect occurs, and Elmo gives the player positive audio feedback. When a wrong number is selected, an "X" appears on the right side of the status bar. If the child passes a number and wants to turn around to select that number, s/he may press ▼ on the + Control Pad to turn around.



When the player completes the first environment, s/he moves into the second environment, Sugar Mountain. The player sees the remaining number of empty balls in the status bar that s/he needs to fill, so s/he continues down Cookie Monster's Sugar Mountain.

Once the player correctly fills all the empty balls in the status bar, Elmo stops short in the environment and is sent directly to the BONUS WORLD. If the player selects too many incorrect numbers, the status bar will show all the "X's" and the player will be asked if s/he wants to continue in that world or go back to Sesame Street.

In the BONUS WORLD, the player is asked to successfully solve three addition and subtraction problems. For example, the child sees a math problem. In the status bar the following problem appears " $1+2=_$ ". The player must throw three balls into the clown's mouth and pull the bell rope in order to successfully complete this math problem.

Once the BONUS WORLD is successfully completed, the player is congratulated by Sesame Street characters, and is then taken back to Sesame Street. The player begins to explore Sesame Street again, and selects another character. The game play begins as before.

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Special thanks to Jim Henson whose imagination and vision continue to inspire us all, and to Cheryl Henson for helping us keep the vision alive.

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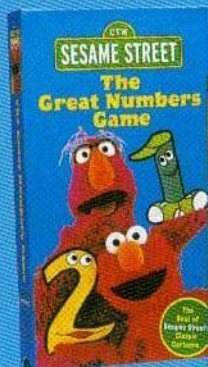
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Marching Ants

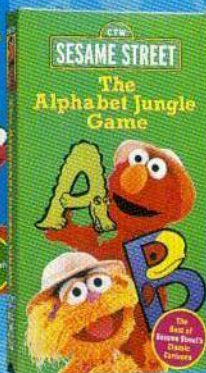
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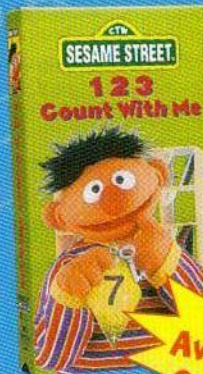
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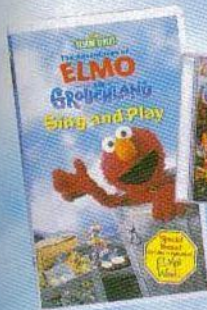
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