

Nintendo

GAME BOY COLOR

123
SESAME STREET

sports

CGB-BSQE-USA



INSTRUCTION BOOKLET

NewKidCo

TM

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Introduction

Sesame Workshop has been entertaining children and expanding their horizons for over thirty years. Sesame Street initiated the journey by providing an engaging and educationally stimulating television series for pre-schoolers. Over the years, Sesame Workshop has continued its mission to create quality educational programming in a variety of mediums. In the area of interactive media, we support this tradition using multi-media to encourage comprehension and development. Our goal is to present pre-school concepts in a motivating, child-friendly atmosphere.

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These activities are designed to offer your child challenging and rewarding experiences.

At Sesame Workshop, we believe that learning should be a fun, positive, and exciting adventure. The wondrous capabilities of interactive media inspire us to capture this spirit. We hope our vision continues to provide you and your child with positive, engaging experiences now and in the years to come.

Lisa Medoff
Director of Research, Interactive Media Division
Sesame Workshop



Welcome to Sesame Street Sports!

Join your hosts, Big Bird and Elmo, in a sports challenge that consists of six entertaining events featuring Elmo, Zoe, Grover, Ernie, Telly and Cookie Monster. The object of the game is to get each Muppet to the finish line. To do this, you will need to race each Muppet down the course and jump over obstacles.

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As you go, you may want to see how many pick-ups you can collect. Each Muppet has his own pick-ups that are placed throughout the race course. Ernie likes to collect Rubber Duckies, Elmo collects the musical notes that come from the organ grinder, and Grover has fun collecting colorful balloons. If you jump while on a ramp you can perform turbo jumps!

Sesame Street Sports contains activities that are age-appropriate and designed to be engaging for a young audience. There are no right or wrong moves. Players can explore each race course, collect pick-ups, avoid course obstacles or race against the clock.



Getting Started

Insert the Game Pak into your GameBoy® Color system and then turn the system on. Elmo and Big Bird will greet you from the Sesame Street sports desk.



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When Elmo and Big Bird finish waving, the Muppet Menu screen will automatically appear. Here you can choose which Muppet event you would like to play. Ernie, Telly, Cookie Monster, Grover, Zoe and Elmo are all ready to race!



Game Controls

At the Muppet Menu:

Use the **Control Pad** to select a Muppet. Press the **RIGHT**, **LEFT**, **UP** and **DOWN**, until you have selected the Muppet that you want to play with. Then press the **A** or **B Button** to begin the race!

During the Race:

To make the Muppet move forward, use the **RIGHT** on the **Control Pad**. To make the Muppet move backward, use the **LEFT** on the **Control Pad**.



To make the Muppet stop, simply release Control Pad. Pressing **UP** or **DOWN** will not effect game play.

During the race, pressing either **A** or **B** will make you jump. Within the race course, you can jump to collect floating pick-ups, avoid obstacles and perform turbo jumps on the various ramps.

To pause your game, press either **START** or **SELECT**.



At the Sports Desk, After the Race:

At the sports desk, you will see how many pick-ups you collected in your last race and how long it took you to complete the course. To leave the sports desk and return to the Muppet Menu, press either the **A** or **B** Button.

Control Pad

A Button

B Button

SELECT

START

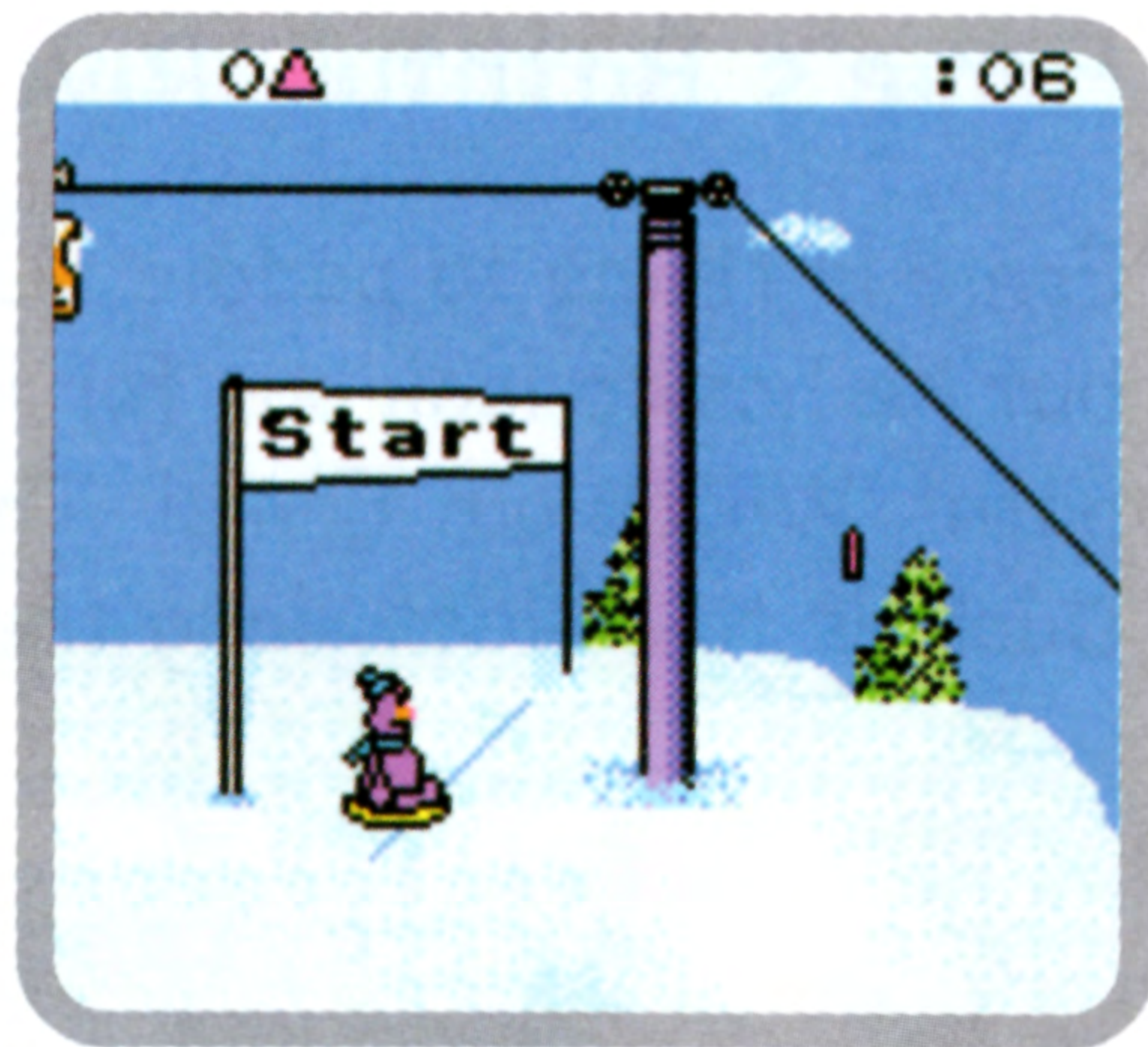


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The Game Screen

At the top of the Game Screen is the status bar. The status bar records the amount of pick-ups you have collected in the top left hand corner and the time you have spent racing in the top right hand corner.



The rest of the screen is your racing course. Each Sesame Street Muppet athlete has a special course to race on. For instance, Telly races down a mountain on his snow saucer and Ernie races down river rapids in his bathtub.



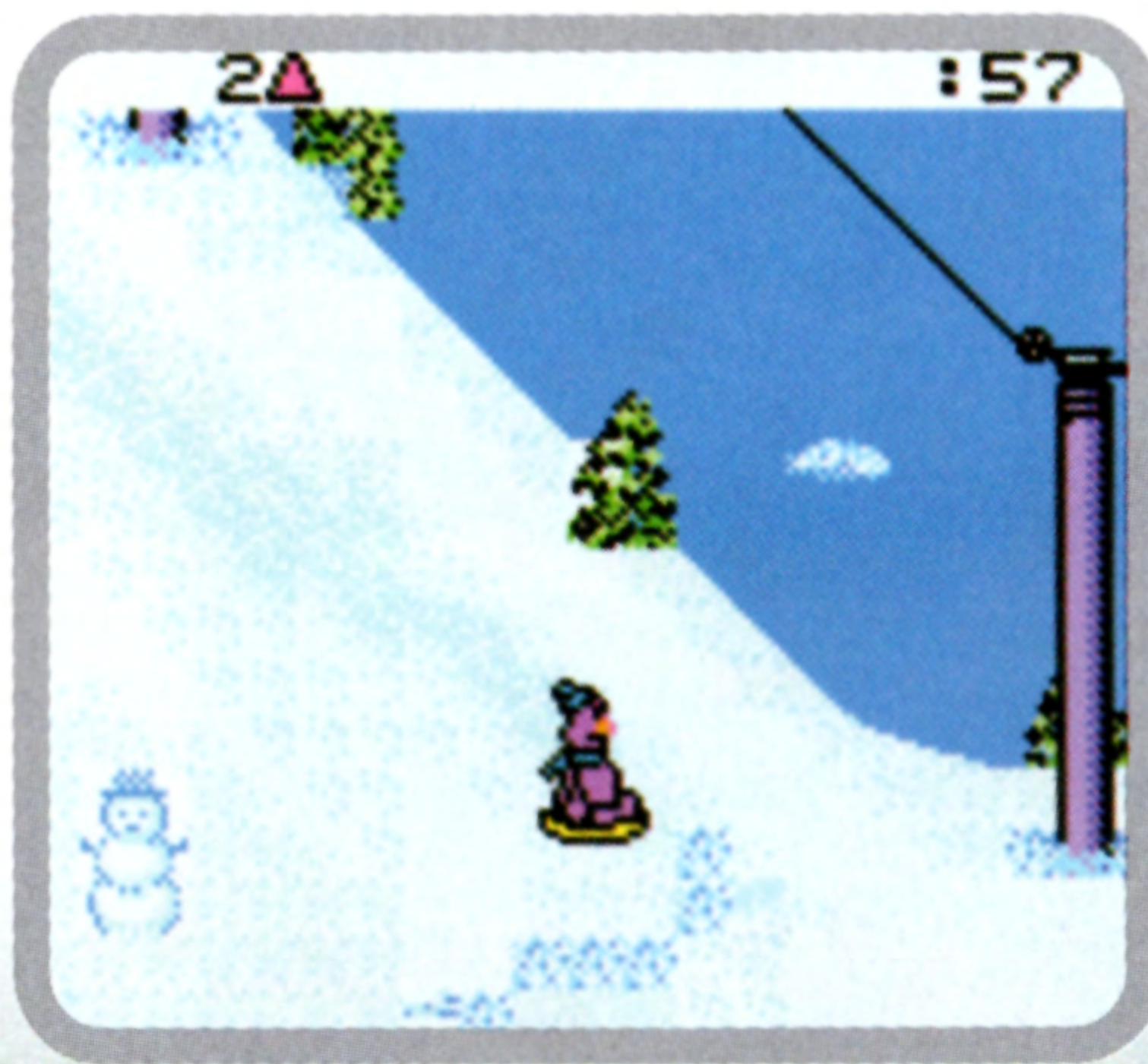
Ernie's Bathtub River Race

Ernie is fixing to paddle his bathtub down the river rapids, but he has to look out for logs and turtles blocking his path. Watch out Ernie! There are Rubber Duckies to collect along the way.



Telly's Downhill Snow Saucer Race

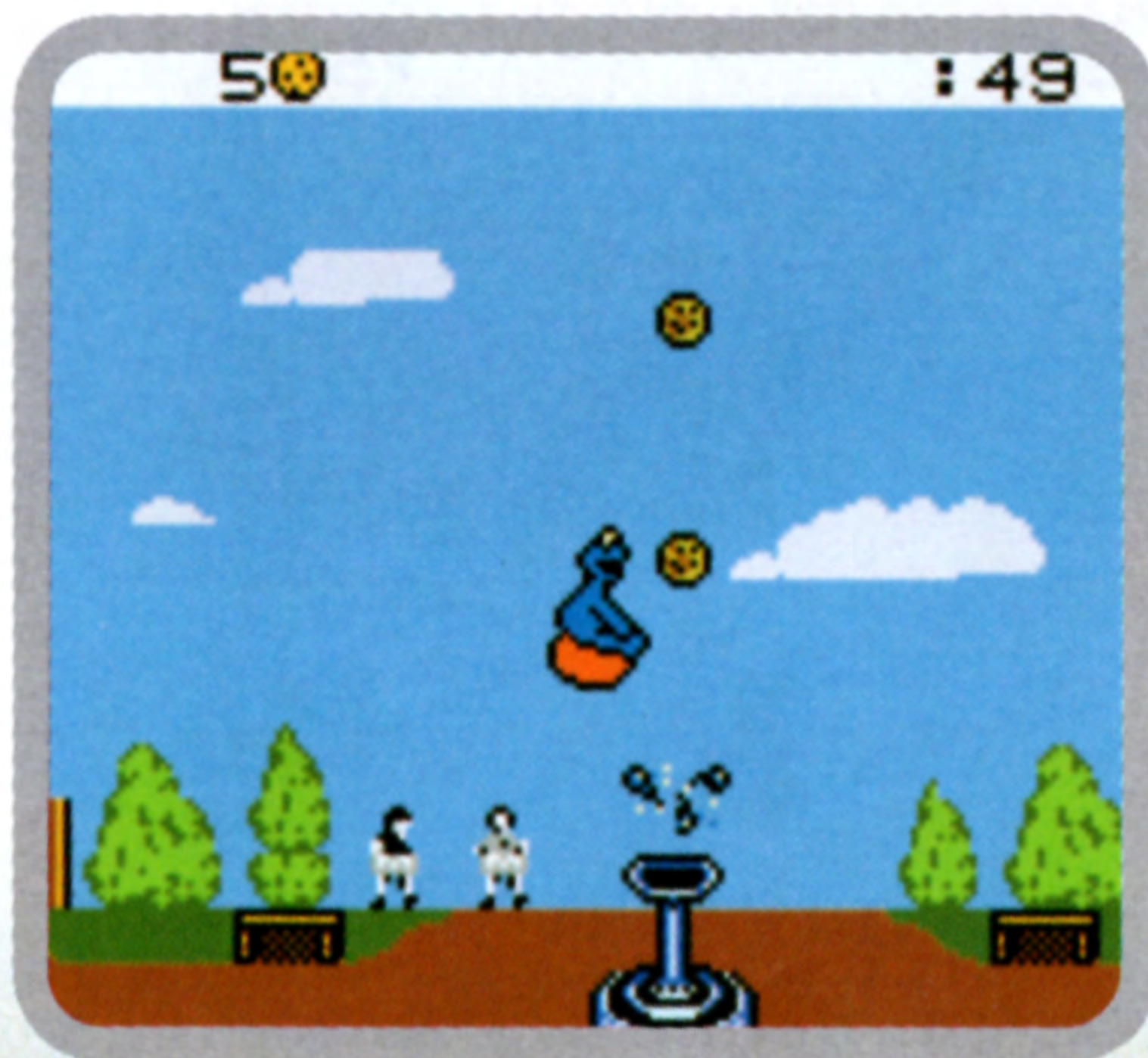
Telly is dressed warm and is ready to race! He loves his snow saucer and can't wait to sled down the mountain. On the way, he'll jump snow holes and collect triangles. Get ready, get set...GO!



Cookie Monster's Hippity Hop Race

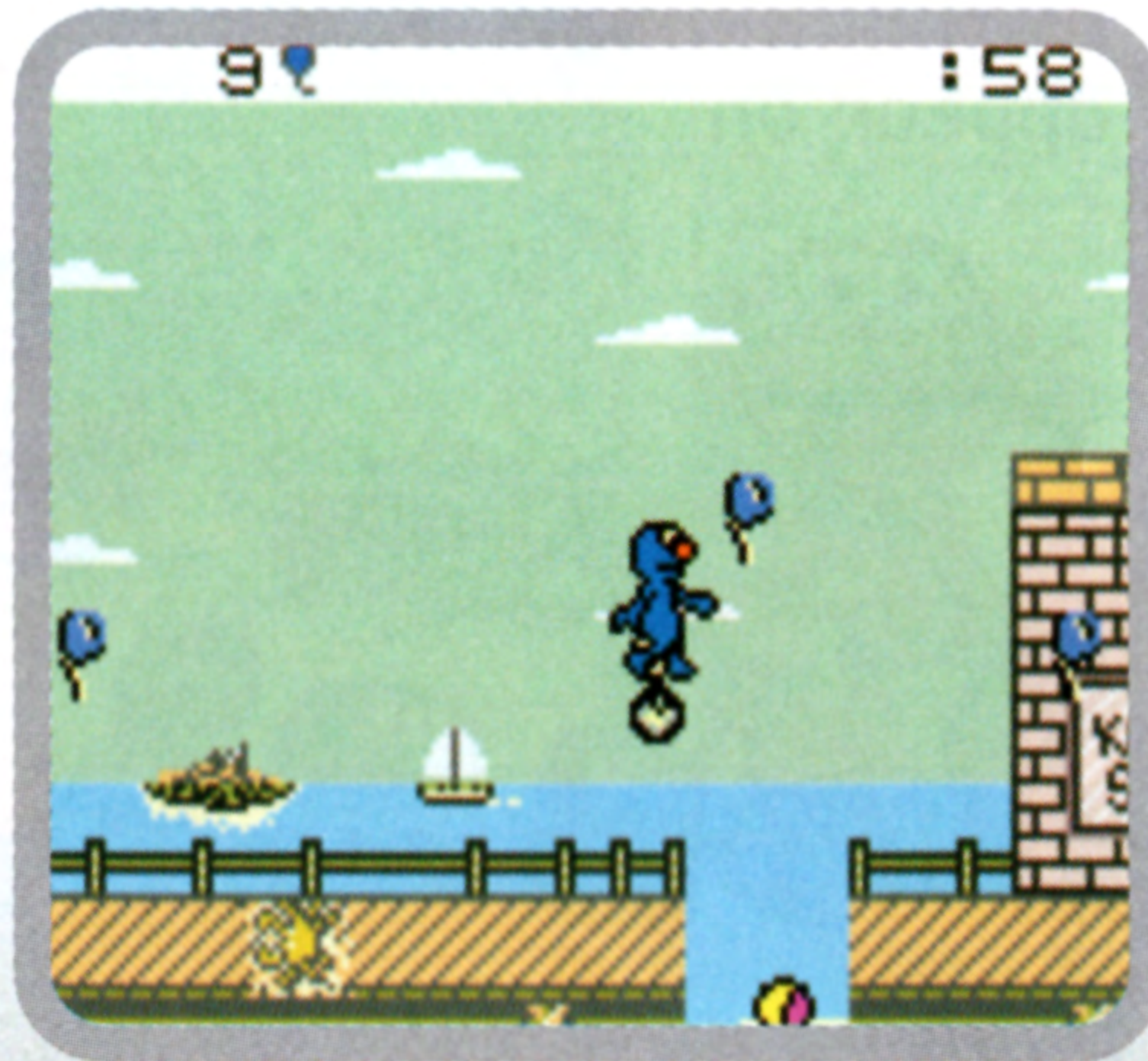
One of Cookie Monster's favorite things to do is bounce high on his Hippity Hop ball. Today he's going to race through the park and, if he's lucky, collect some cookies on his way to the finish line.

Ride 'em
Cookie!!



Grover's Unicycle Race

Grover is ready for the big race on his unicycle. The race course is down the boardwalk at the beach. He likes to jump up high and collect the balloons as they fly by!



Zoe's Big Wheel Race

Zoe likes to race on her Big Wheel on a dirt track in the country! She needs to jump over hay bales and tires scattered on the dirt track. While she's racing, Zoe likes to collect the racing flags that appear on the race course. Go Zoe!



Elmo's In-Line Skates Race

Elmo loves racing in his in-line skates! His course is set within the city where Elmo will need to race down hills and through the park. He will have to make his way over ramps and cracks in the sidewalk. While Elmo's racing, he can collect musical notes that float along the race course.



Credits

NewKidCo

Producer:
Dan Feinstein

Brand Manager:
Carissa Wendkos

Licensing Director:
Nina Skalka

Special Thanks-
Bradley Skalka
Eric Samulski

Dylan Feinstein
Max Wendkos

Package Design:
Marching Ants

Sesame Workshop

Executive Producer:
Dan Projansky

Producers:
Emily Reardon
Gina Covington

Research Director:
Lisa Medoff

Art Directors:
Peter Lester
Russ Zambito

Sound Director:
Miles Ludwig

Programmed by
Bonsai Interactive



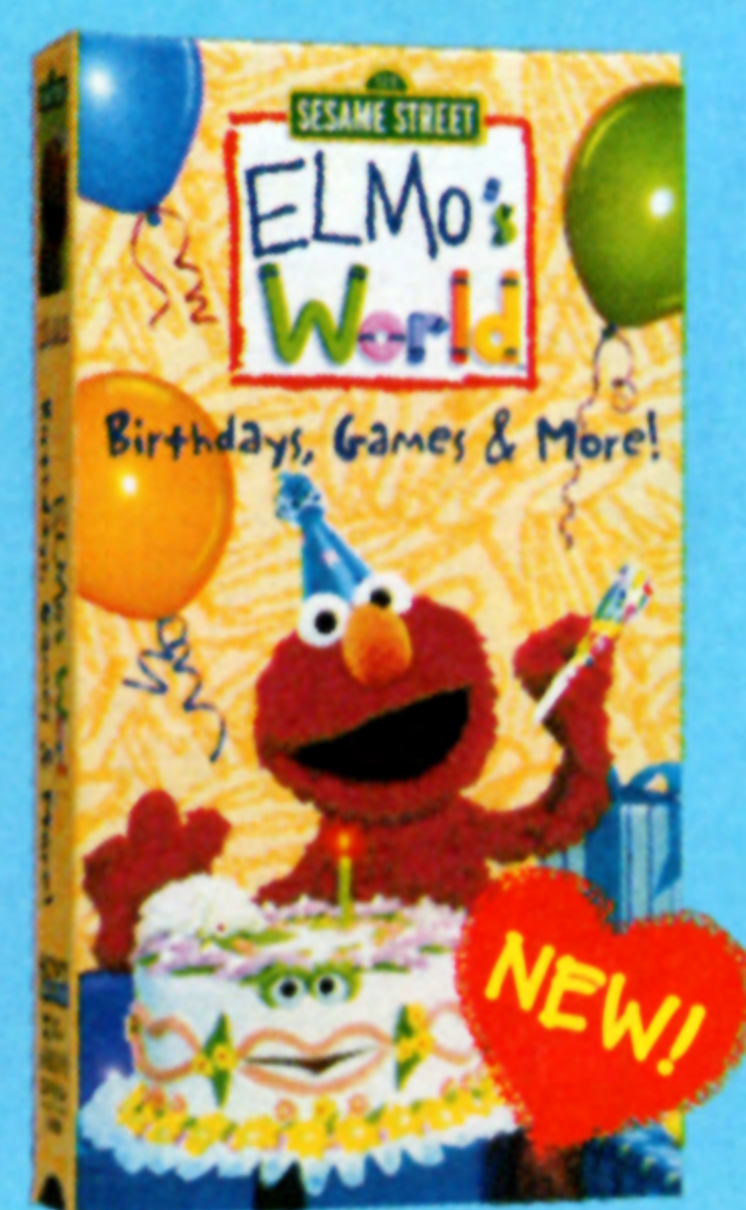
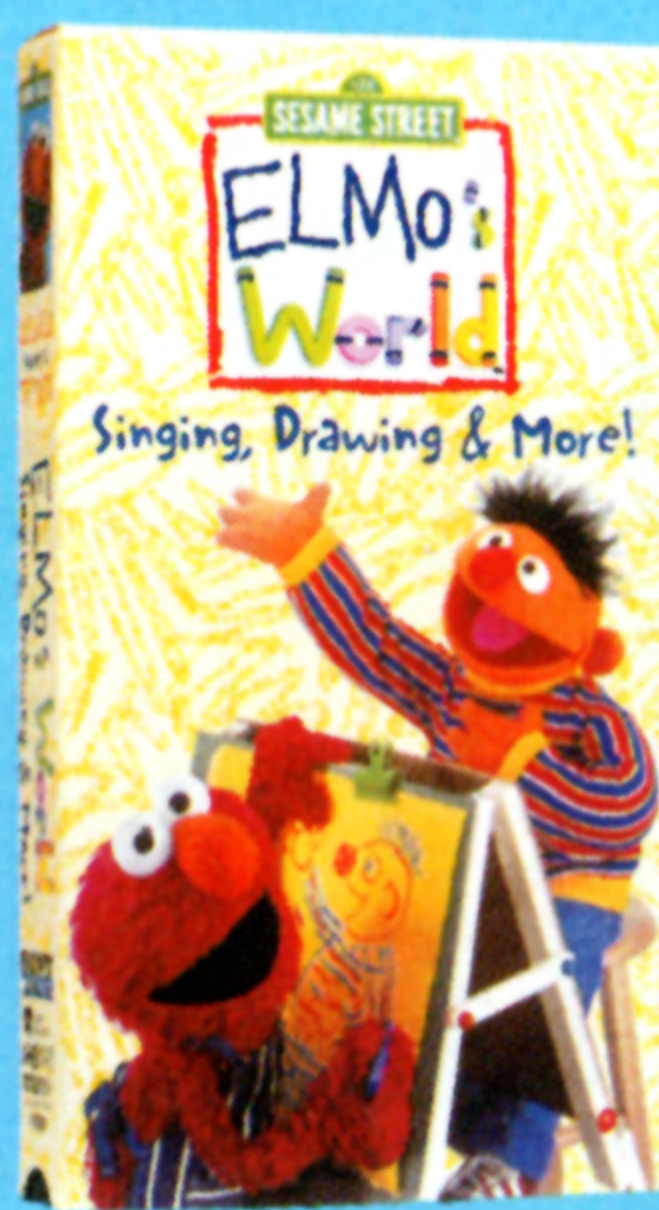
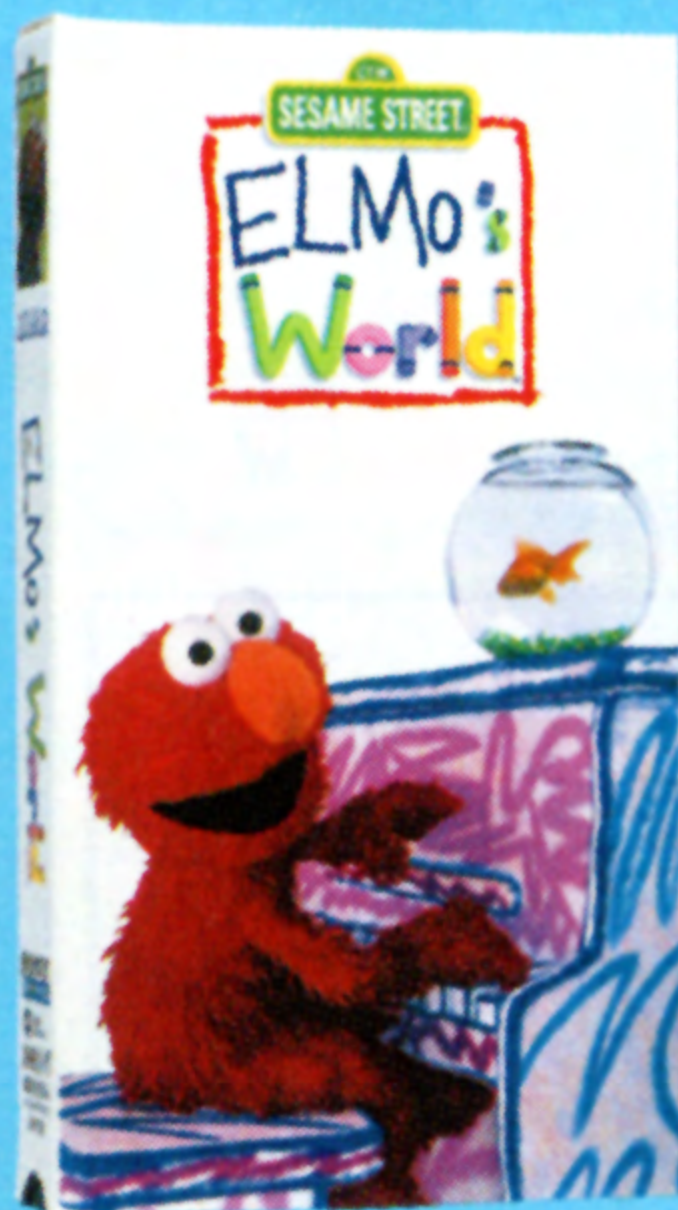


Coming Soon!

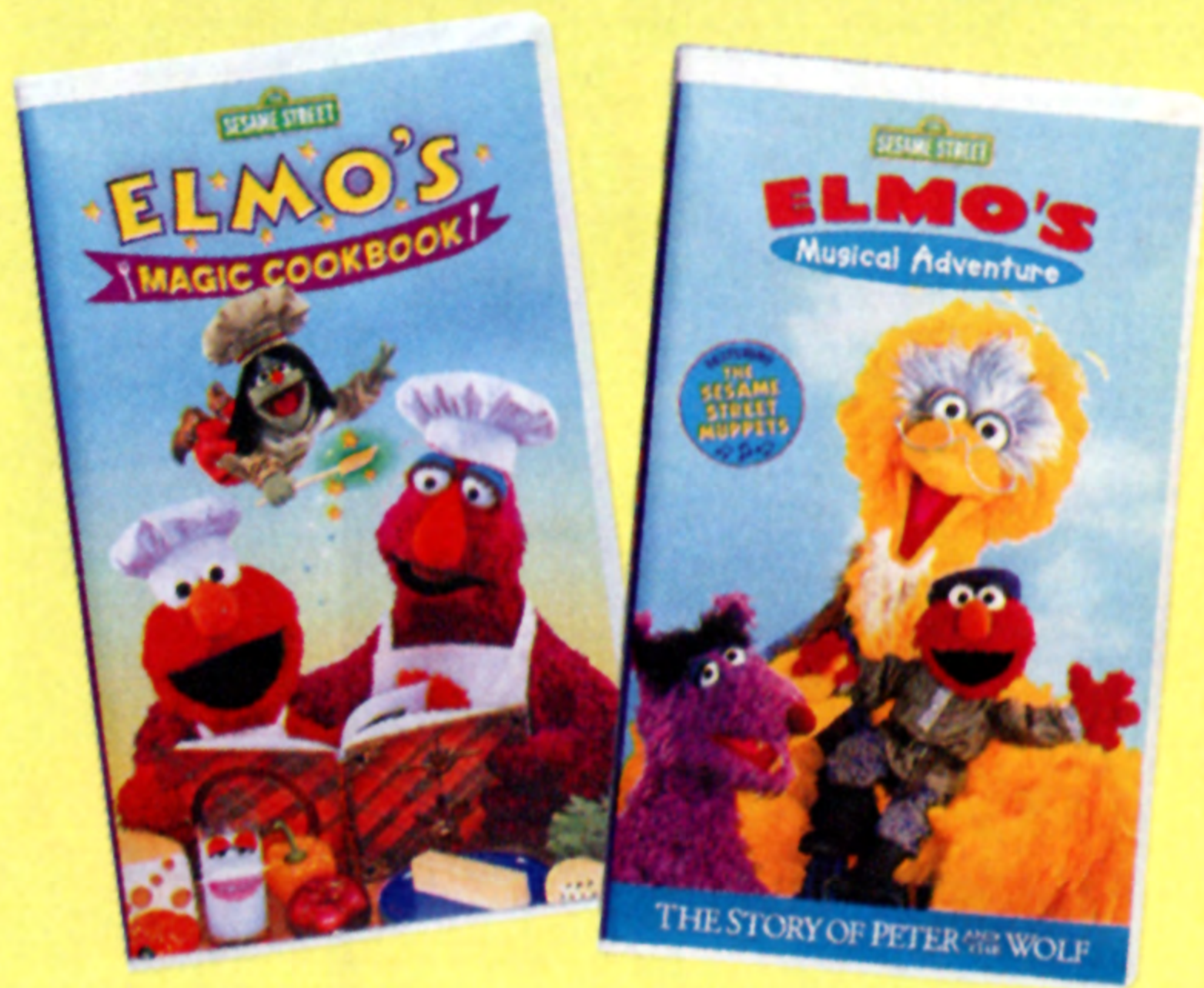
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Customer Service
NewKidCo
250 West 57th Street, Suite 1020
New York, NY 10107



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www.sesameworkshop.org



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NewKidCo, 250 W. 57th Street, Suite 1020, New York, NY 10107

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