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Welcome!

Developed by the trusted experts in early childhood education, *Elmo's World* CD-ROM helps children learn the fundamental skills critical for every preschooler's development. This engaging interactive experience allows children to play at their own pace, while providing a fun-filled opportunity to explore with Elmo and interact with familiar places and friends. As Elmo guides children through his playroom, he invites them to participate in imaginative, educational activities about pets, food, telephones, shoes, bugs and farms. Children are encouraged to explore, discover and create as they develop important school readiness skills, including problem solving and critical thinking.

In addition to presenting strong curricular goals, *Elmo's World* CD-ROM provides multiple levels of game play to support children's growth and development. This approach enables children to progress to the next level of difficulty based on a series of correct responses. At each stage, children are encouraged to do their personal best and congratulated on their success.

Elmo's World CD-ROM is a great way for children to have fun and learn with their Sesame Street friends. Created by Sesame Workshop, the non-profit educational organization behind Sesame Street and so much more, this educational software builds on the Workshop's mission to maximize the power of media to help all children reach their highest potential.

Sesame Workshop

Getting Started

Minimum System Requirements

For Microsoft® Windows®

450MHz or faster processor (or equivalent), 256 MB of RAM, 1GB Free Hard Disk Space, CD drive, Microsoft® Windows® 7, Vista® or XP.

For the Mac®

PowerPC® G4 500MHz or faster processor, or Intel Core™ Duo 1.83GHz or faster processor, CD drive, Mac® OS X v.10.4.x and later

Installing the Program

For Microsoft® Windows®

To install the software on Microsoft® Windows®:

1. Insert the Sesame Street® Elmo's World™ into your disc drive.
 - If you have Autorun enabled, the setup screen will open automatically.
 - If Autorun is disabled on your computer, go to My Computer, browse for your CD drive and open the setup.exe file.
 - In Windows® Vista®, if you have trouble finding the Run command in your Start menu, you can also go to Computer, use the *right* mouse button to click on the icon for your CD drive, select Explore from the menu that appears, and then double-click on the "Setup" application.
2. Click **Install** and follow the on-screen directions to complete the installation.

To start the program, double-click on the Elmo's World™ icon on your desktop, or choose *Sesame Street/Sesame Street-Elmo's World* from the **Programs** list in the **Start** menu.

For the Mac®

To install the software on the Mac®:

1. Insert the Sesame Street® Elmo's World™ CD into the drive.
2. Double click the Sesame Street Installer.pkg to start the installer. Note: If you do not see the Sesame Street Installer.pkg, double-click the CD icon.
3. Follow the instructions on your screen to complete the installation.

To start the program, navigate to the folder *Macintosh HD/Applications/Sesame Street-Elmo's World/*. (Or, if you picked a different folder during installation,

navigate to that folder instead.) Once there, double-click on the application icon to launch the game.

For your convenience, you might want to create an alias to launch the game from your desktop. Click once on the Elmo's World™ icon to select it, then hold down the Cmd (Apple) key and press the letter I. An icon for the new alias will appear. Click and drag the alias to your desktop. (Be careful not to move the actual application by mistake. The Elmo's World™ alias icon will be the one with the arrow in its bottom left corner.)

Uninstalling the Program

For Microsoft® Windows®

Windows® Vista®:

1. Click on the *Start* button, then select *Control Panel (or Settings>Control Panel)*. Click *Uninstall a program*.
2. Select Elmo's World™, then click *Uninstall*. Follow the on-screen directions to complete the uninstall.

Windows® XP:

1. Click on the *Start* button, then select *Control Panel (or Settings>Control Panel)*.
2. Double-click *Add/Remove Programs*.
3. Select Elmo's World™, and then click *Remove*. Follow the on-screen directions to complete the uninstall.

For the Macintosh®

Drag the Elmo's World™ folder to the Trash & empty the Trash.

Product Registration and Support

Registering your Sesame Street® Product

Before you start playing Elmo's World™, please take a moment to register your product with us. Once you do, you'll be entitled to:

- **Free Technical Support:** We're committed to making Elmo's World™ work for you. If you have any questions, please contact our support staff.
- **Registered User Discounts:** As a registered user, you're eligible for special prices on many new products and bonus offers on our other best-selling software products.

Technical Support

Don't panic! Our friendly technical support staff is ready to help:

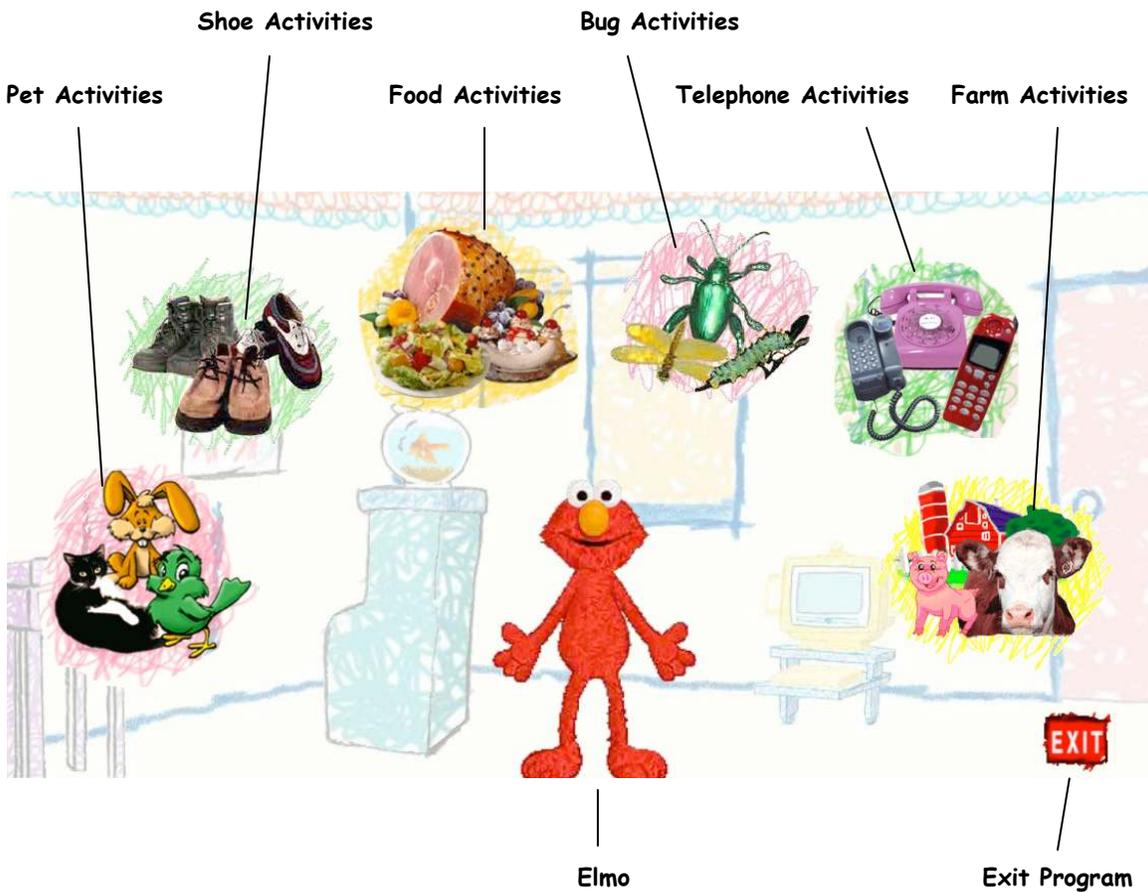
Visit our website at www.novadevelopment.com/support/ for frequently asked questions and troubleshooting tips.

Overview

Sesame Street Elmo's World™ lets you explore 6 fun topics: pets, food, telephones, shoes, bugs, and farms. With a little help from his goldfish Dorothy, Elmo gently guides you as you learn about different kinds of pets, food from all over the world, types of telephones, kinds of shoes, lots of cool bugs, and loads of farm facts.

Getting Around Elmo's World

Exploring Elmo's World is easy — all you need to do is listen to Elmo, point the mouse, and click! Move the star-shaped mouse pointer on the screen until you see sparkles — then click to explore that item.



Main Menu (Topic Selection Screen)

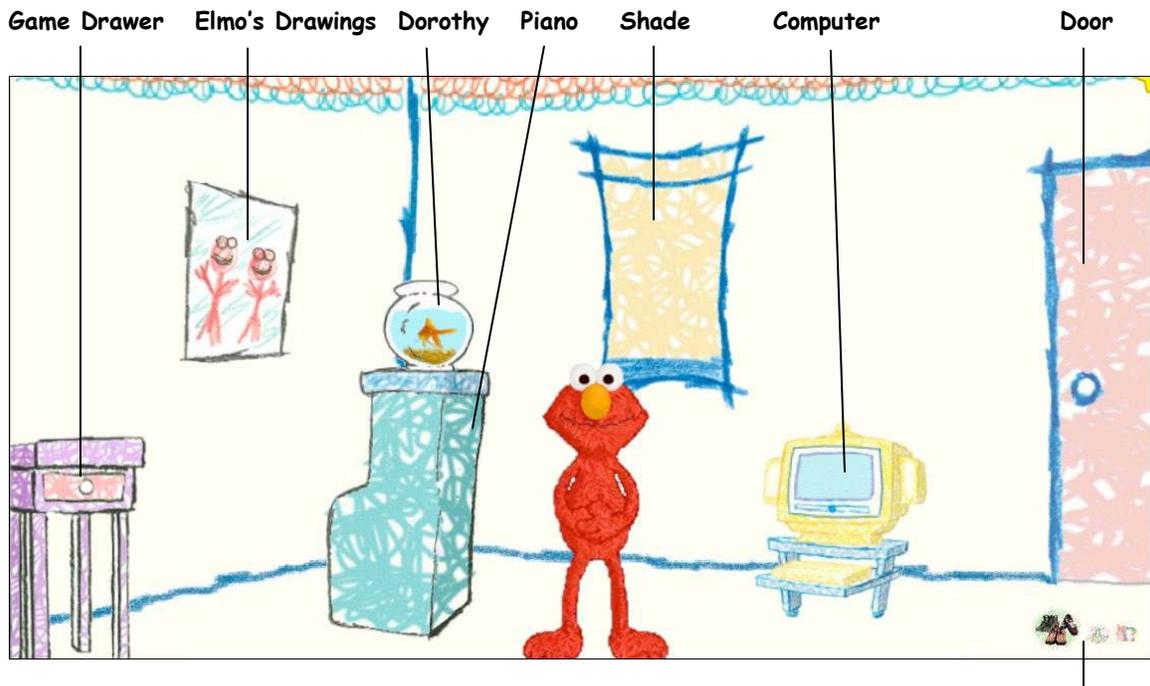
Playing in Elmo's World

Choosing a Topic

These instructions assume that you have already started the program using the instructions found on the previous page, and that the main menu topic selection screen (shown on the previous page) is displayed.

1. Listen to Elmo's instructions — he's full of great ideas!
2. Click on the topic you wish to explore.
 - Click the **Pets** icon to learn about pets, such as cats, dogs and frogs.
 - Click the **Food** icon to have fun with food.
 - Click the **Telephone** icon to learn about and play with all kinds of phones.
 - Click the **Shoes** icon to learn about all kinds of shoes.
 - Click the **Bugs** icon to discover cool bugs.
 - Click the **Farm** icon for some farm-time fun.

After you've clicked on a topic, Elmo's Playroom screen opens (shown below), where you can choose from a variety of activities.



Return to Main Menu
(The large icon shows the current topic)

Elmo's Playroom

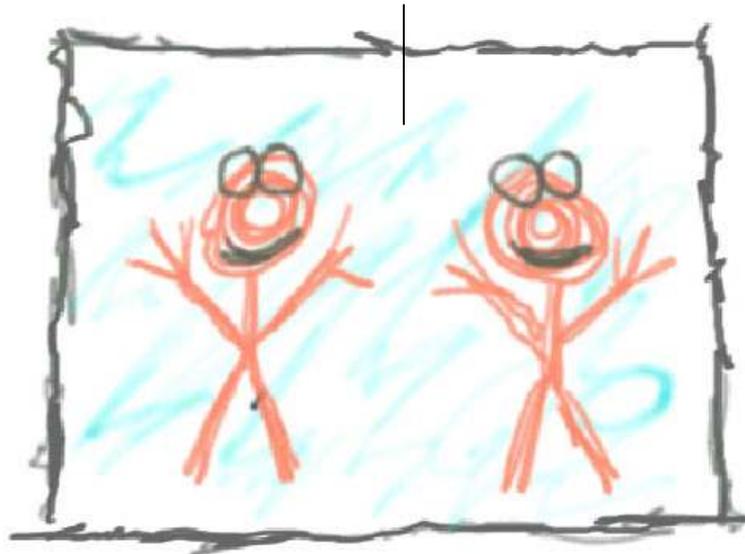
Selecting and Playing Activities

The **Elmo's Playroom** screen (shown on the previous page) is the same regardless of the topic you've chosen (pets, food, telephones, shoes, bugs, or farms). Each of the activity centers is described and pictured below.

ELMO'S DRAWINGS

Elmo loves to draw pictures. Click on **Elmo's Drawing** to see Elmo's stick figure drawings come alive! Up to three different animated drawings are pictured, so be sure to try this activity again.

Elmo's drawings come to life as you watch.



When the animation is finished, Elmo's Playroom reappears

One of Elmo's Drawings

PIANO

One of Elmo's favorite activities is playing the piano. Click on the **Piano** to play and sing along with Elmo. Click on Elmo to hear a song. If you start to play a song Elmo recognizes (such as *Mary Had a Little Lamb*), he will play it for you. See pg x for song lyrics!

Click here to return
to Elmo's Playroom

When you click on a piano key, you will see
an interesting picture relating to the current topic



Click on a piano key to
hear Elmo sing that note

Piano Screen

PIANO SONG LYRICS

The Camptown ladies

The Camptown ladies sing this song,
Doo-da, Doo-da!
The Camptown racetrack's two miles long
Oh, de doo-da day!

Do de doo all night,
Do de doo all day,
Elmo do da do da do,
Do de doo all day.

Working on the Railroad

Elmo's been workin' on the railroad,
All the live long day.
Elmo's been workin' on the railroad,
Just to pass the time away.

Don't you hear the whistle blowing,
Rise up so early in the morn.
Don't you hear the captain shouting
"Elmo, blow your horn!"

Three Blind Mice

Three blind mice,
Three blind mice.
See how they run,
See how they run!

Did you ever see
Such a sight in your life,
As three blind mice,
Three blind mice!

London Bridge

London Bridge is falling down,
Falling down, Falling down.

London Bridge is falling down,
Why don't they fix it?

Old MacDonald

Old MacDonald had a farm,
Ee i ee i oh!
And on his farm he had some ducks
Ee i ee i oh!

This Old Man

This old man, he played one
He played knick-knack on Elmo's thumb
With a knick-knack paddywhack, give a
dog a bone
This old man came rolling home. Ding!

Mary Had a Little Lamb

Mary had a little lamb,
Little lamb, little lamb.
Mary had a little lamb,
Its fleece was white as snow.

Row Row Row Your Boat

Row, row, row your boat
Gently down the stream.
Merrily, merrily, merrily, merrily,
Life is but a dream!

Twinkle Twinkle Little Star

Twinkle, twinkle, little star,
How Elmo wonders what you are.
Twinkle, twinkle, little star,
How Elmo's wonder what you are?
Up above the world so high,
Like a diamond in the sky!
Twinkle, twinkle, little star,
How Elmo wonders what you are!

Where is Thumbkin

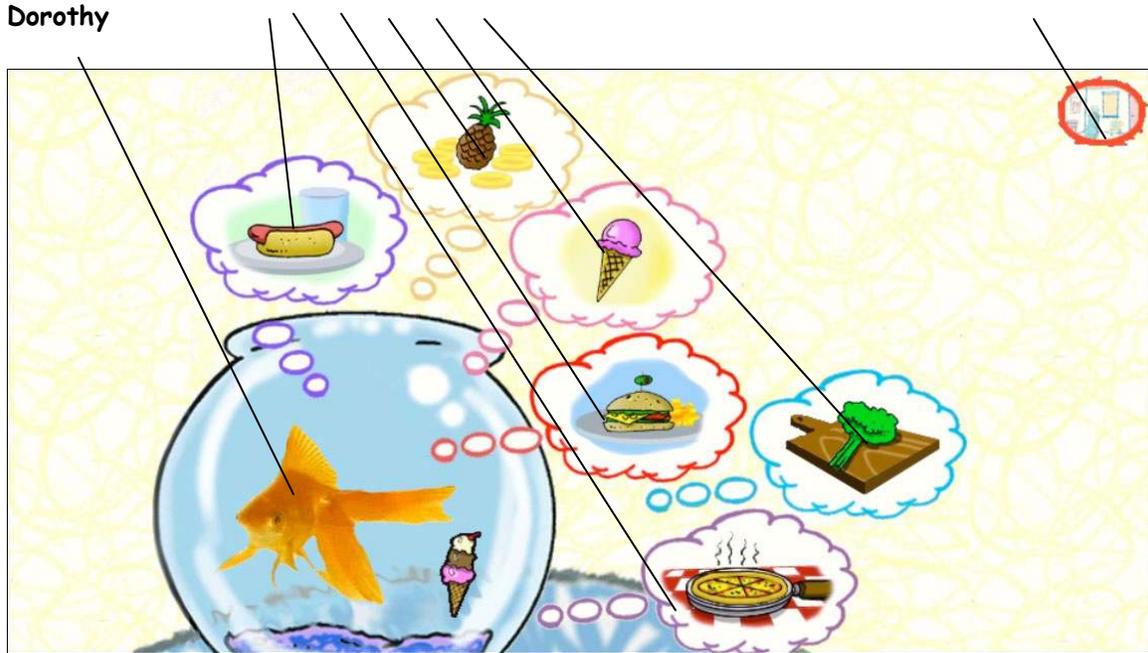
Where is thumbkin?
Where is thumbkin?
Here he is,
Here he is!
How are you this morning?
Very well, thank you!
Run away!
Run away!

DOROTHY

Click on **Dorothy** to see what Elmo's pet goldfish Dorothy is imagining about the selected topic. Dorothy has a very good imagination — watch as her imagination comes to life!

Click on a thought bubble to see what Dorothy is thinking about.

Click here to return to Elmo's Playroom



When the animation is finished, the main Dorothy's imagination screen reappears, so you can pick another thought bubble!

Dorothy's Imagination Screen



Dorothy's Imagination Example

SHADE

Click on the **Shade** to find out what Mr. Noodle is up to. He may be dancing in his ballet slippers, eating a bowl of spaghetti or teaching a turtle to jump through a hoop!

Behind the shade Mr. Noodle gets into the topic at hand.

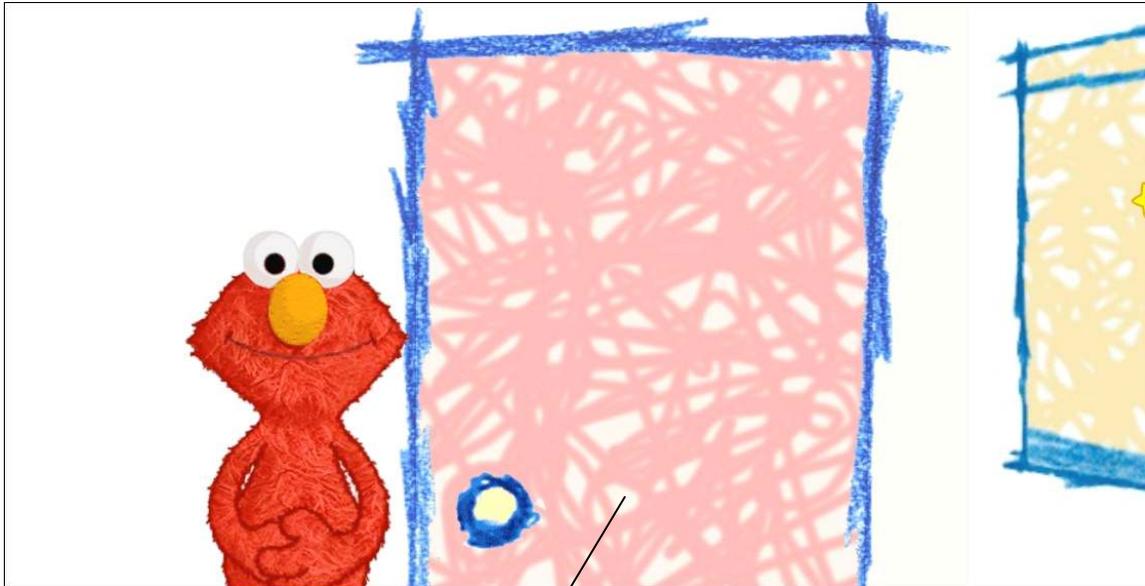


When the animation is finished, Elmo's Playroom reappears

Shade Screen

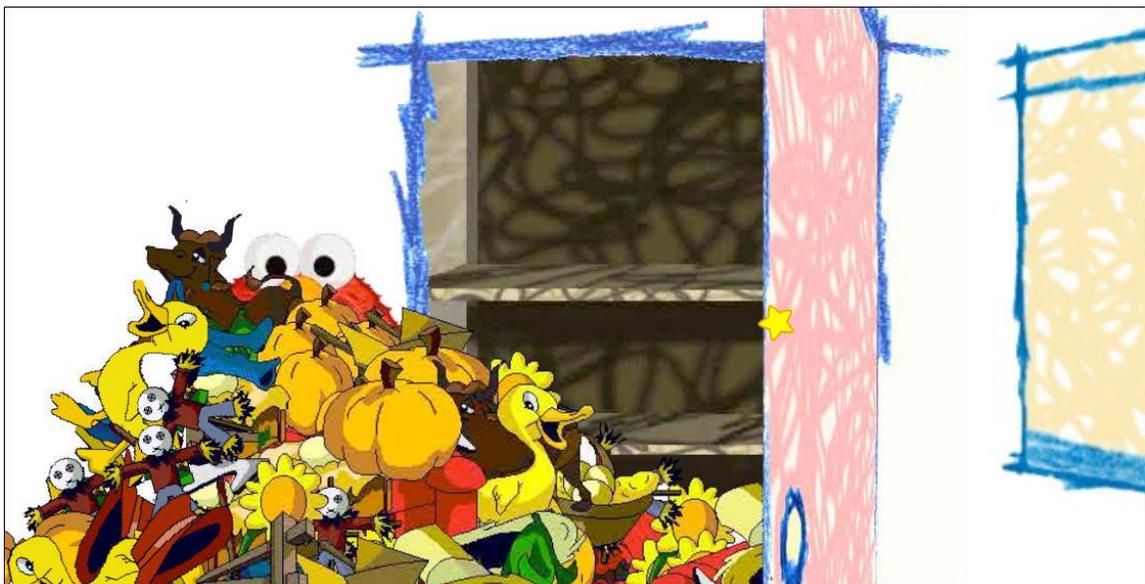
DOOR

Who (or what) is knocking? Click on the **Door** to find out!



Click on the door to reveal who (or what) is behind it

Door Closed

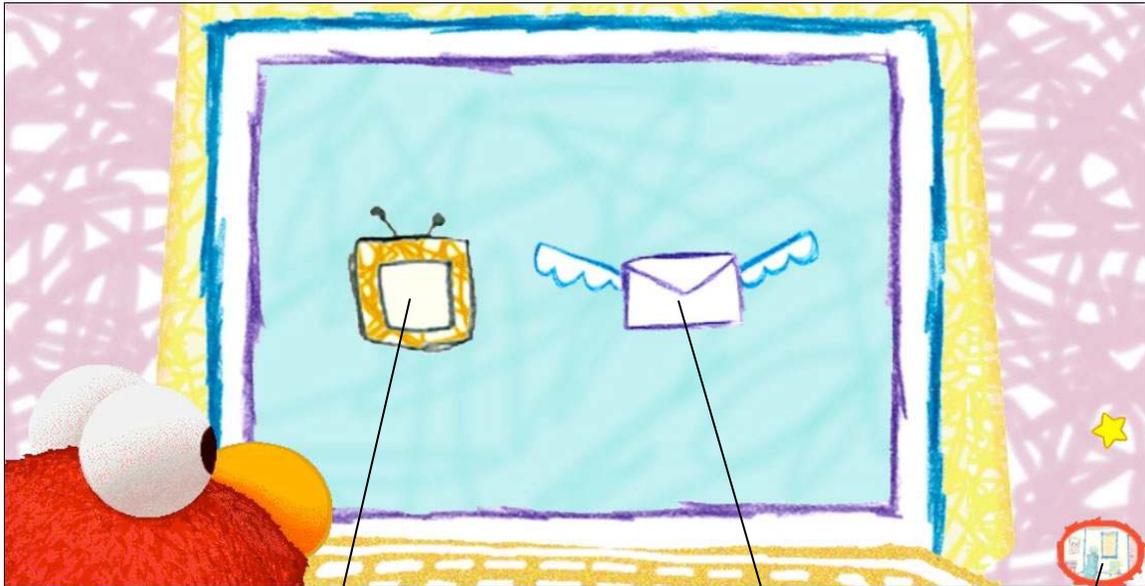


When the animation is finished, Elmo's Playroom reappears

Door Open

COMPUTER

Click on the **Computer** to watch a video from the TV Show or read e-mail. Don't worry if you can't read — Elmo will read the messages for you!



Click here to watch a video Click here to check Elmo's e-mail

Computer Screen

Click here to
return to Elmo's
Playroom



Video Example



E-Mail Example

GAME DRAWER

Would you like to play a game with Elmo? Click the **Game Drawer** to play fun games that focus on the currently selected topic (pets, food, telephones, shoes, bugs, or farms). Listen to Elmo for instructions on how to play.

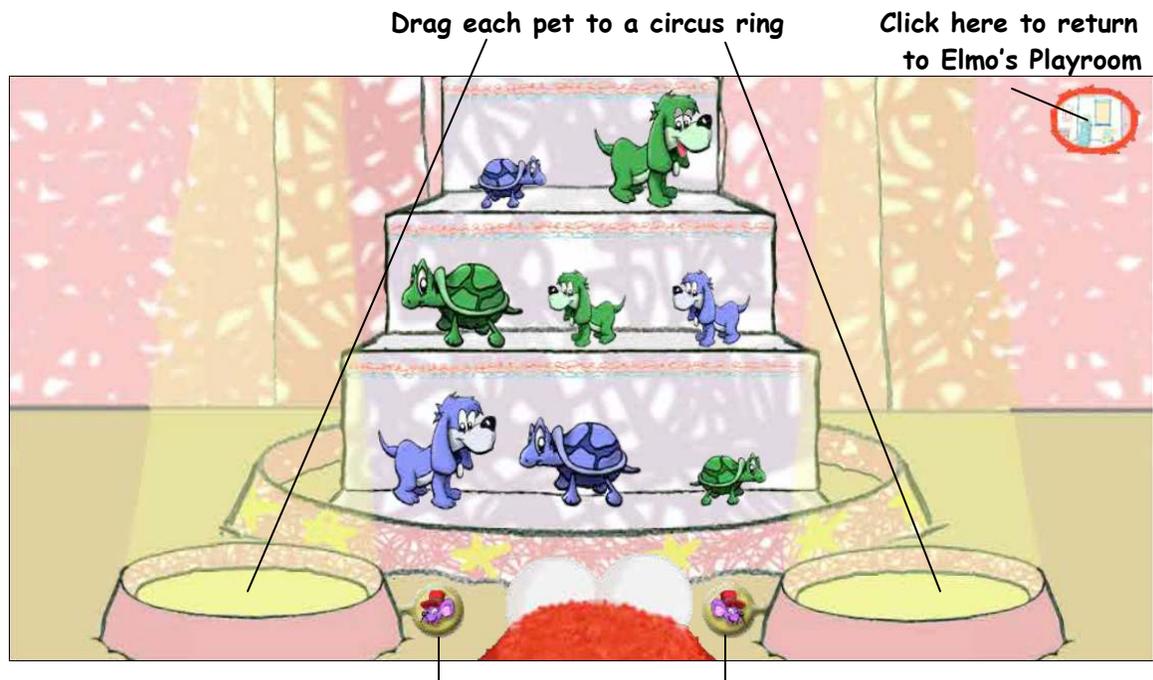
Each game is described below.

Circus Game

When **Pets** is the selected topic, clicking on the **Game Drawer** lets you play the Circus Game.

1. Click on a pet to pick it up.
2. Click on one of the two pink circus rings to place the pet in the ring. You can choose to stack the pets by size, color, or type of pet.
3. When you are happy with a pet stack, click on one of the two round mouse paddles (attached to the rings) to watch as the pets perform their tricks. When the performance is over, you will be returned to Elmo's Playroom.

Note: If you've stacked all of the pets, they will do their tricks automatically (you will not need to click on one of the two round mouse paddles).



After you've placed the pets in the circus rings,
click a paddle to watch the pets do tricks

Pet's Circus Game

Guess the Food Game

When **Food** is the selected topic, clicking on the **Game Drawer** lets you play the Guess the Food Game with Elmo and Cookie Monster.

1. Study the close-up picture of the food Cookie Monster places on the screen. Can you guess what kind of food it is?
2. Study the smaller pictures on the bottom left side of the screen. Do any of these pictures look like the close-up picture?
3. Click on the picture that you think represents the food being shown close-up. If you guess correctly, Cookie Monster will show another food close-up picture. If you guess incorrectly, Cookie Monster will zoom the picture out for you so you can get a better look and guess again.

Note: This game will automatically become easier or harder, depending on the player's performance. In this game, as the game levels up, there will be four foods to choose from instead of three.



Guess what the food close-up is by clicking on one of these smaller pictures

Guess the Food Game

Where's Telly? Game

When **Telephones** is the selected topic, clicking on the **Game Drawer** lets you play the Where's Telly? game (pictured at the top of the next page).

1. Telly is on his way to Elmo's house but he has gotten lost, so he calls Elmo for help. Listen carefully to the sounds you hear to help Elmo figure out where Telly is.
2. Click on the picture that you think matches the sounds you heard. If you guess correctly, Telly will call again for more help. If you guess incorrectly, you will get a new sound clue to help you, and you can take another guess.

Note: This game will automatically become easier or harder, depending on the player's performance. There will eventually be four locations to choose from.



Listen carefully, then click on one of the three pictures to guess where Telly is

Click here to return to Elmo's Playroom

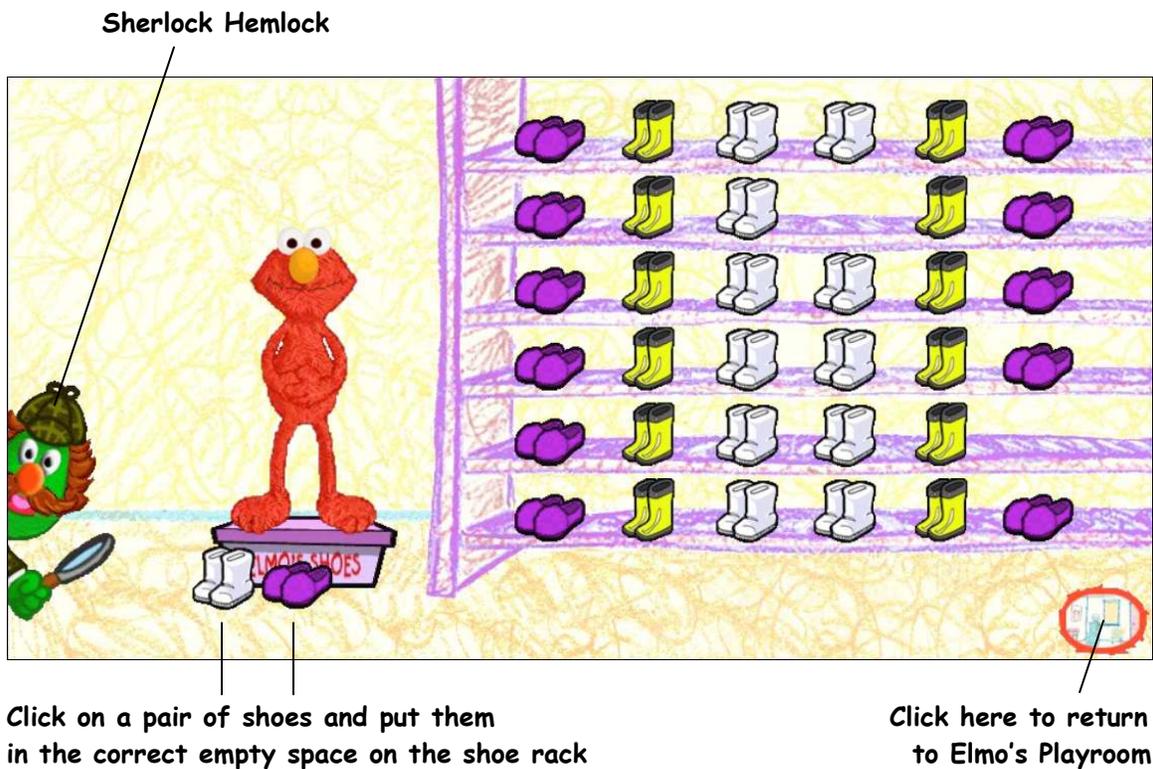
Where's Telly? Game

Shoe Game

When **Shoes** is the selected topic, clicking on the **Game Drawer** lets you play the Shoe Game with Elmo and Sherlock Hemlock. Elmo has some very special shoes in the shoebox he is standing on. But before you can see what's in the box, you need to put the shoes on the floor back on the shoe rack where they belong.

1. Click on a pair of shoes near the box where Elmo is standing to pick them up.
2. Click on an empty space in the shelf where that pair of shoes belongs. If you guess correctly, Sherlock Hemlock will let you know what to do next. If you guess incorrectly, Sherlock Hemlock will give you another chance, along with some helpful hints. When you have put all of the shoes away, Elmo will show you what's in his special shoebox.

Note: This game will automatically become easier or harder, depending on the player's performance. The shelf pattern will eventually become more complex, and three shoes will be missing rather than two.



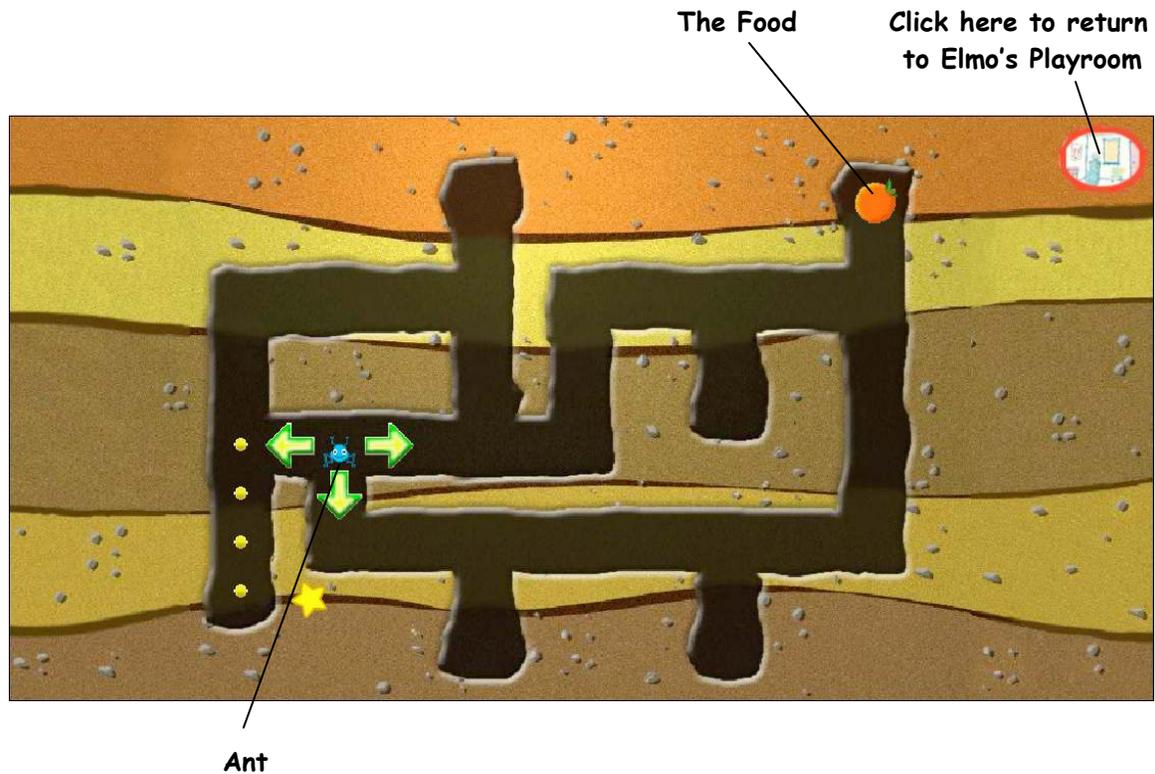
Shoe Game

Anthill Maze Game

When **Bugs** is the selected topic, clicking on the **Game Drawer** lets you play the Anthill Maze game. You will want to help the ant find its way through the maze to a special treat.

1. Find the blue ant and the food it needs to get to in the maze.
2. Click on one of the green arrows to move the ant in that direction. If you choose the wrong direction, Elmo will give you another chance, along with some helpful hints.
3. When you've helped the ant through the maze to its special treat, you can watch the happy ant gobble down its food.

Note: This game will automatically become harder or easier, depending on the player's performance. In this game for example, the maze pattern will eventually become more complex with additional dead ends and fewer paths that lead to the food.



Anthill Maze Game

Old MacDonald Farm Game

When **Farms** is the selected topic, clicking on the **Game Drawer** lets you play the Old MacDonald Farm game. Listen to Elmo sing, and help him find the hidden farm animals.

1. Listen to Elmo's song — he'll tell you which animal to look for.
2. Move the star cursor on the screen to listen carefully to all the hiding animals. Click when you think you've found the animal that Elmo is looking for. If you guess incorrectly, Elmo will give you another chance, along with some helpful hints. When you guess correctly, Elmo will sing a duet with the animal!
3. When all three animals have been found, you will be returned to Elmo's Playroom.

Note: This game will automatically become easier or harder, depending on the player's performance. In this game, the farm animals will eventually be totally hidden, and you will have to find them based on sound only.



Old MacDonald

Click here to return
to Elmo's Playroom

Old MacDonald Farm Game

Elmo's World Tips

- Elmo is full of useful advice — be sure to listen carefully and click on him for guidance!
- Clicking a second or third time on an item usually produces a different result.
- To skip the opening animation sequence when starting the program, click the mouse button after the legal screen.
- To skip the closing credits when exiting the game, click the mouse button.

Credits

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Production Coordinator

Maria Ramirez

Director of Research

Makeda Mays Green

Manager of Research

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Elmo's World User Guide

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Jerry Nelson as Sherlock Hemlock & Old MacDonald

David Rudman as Cookie Monster

Martin P. Robinson as Telly, Snuffleupagus & Twiddlebug

Dorothy as herself

Many thanks to:

Sharon Lyew, Rich Siegmeister, Carol-Lynn Parente, Vicki Levy, Danny Epstein, Doug Romoff, everyone at Back Pocket Studios, Norman Franke, Mark Magner, Theresa Anderson, The Wildlife Conservation Center at the Bronx Zoo, the Artes Dairy, Elizabeth Buback, Ari Garin, Felicia Zhang, Ricky Martin, and all the teachers and children at Chelsea Day School and The Acorn School, for their hours of testing.

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

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