



PlayStation

NTSC U/C

PlayStation

EVERYONE



CONTENT RATED BY
ESRB

SLUS-01180
110072

123

SESAME STREET

Sports™



TM

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION FORMAT DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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LETTER FROM SESAME WORKSHOP TO PARENTS

Welcome! Sesame Workshop has been entertaining children and expanding their horizons for over thirty years. Sesame Street initiated the journey, 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 have supported this tradition using multi-media to encourage comprehension and development. Our goal is to present pre-school concepts in a motivating, child-friendly atmosphere. The activities are designed to offer your child challenging and rewarding experiences.

Sesame Street Sports presents young children with an age appropriate, non-violent, environment that fosters listening skills. In addition, the Workout Room activities reinforce essential pre-school curriculum.

At Sesame Workshop, we believe that learning should be a fun, positive, 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

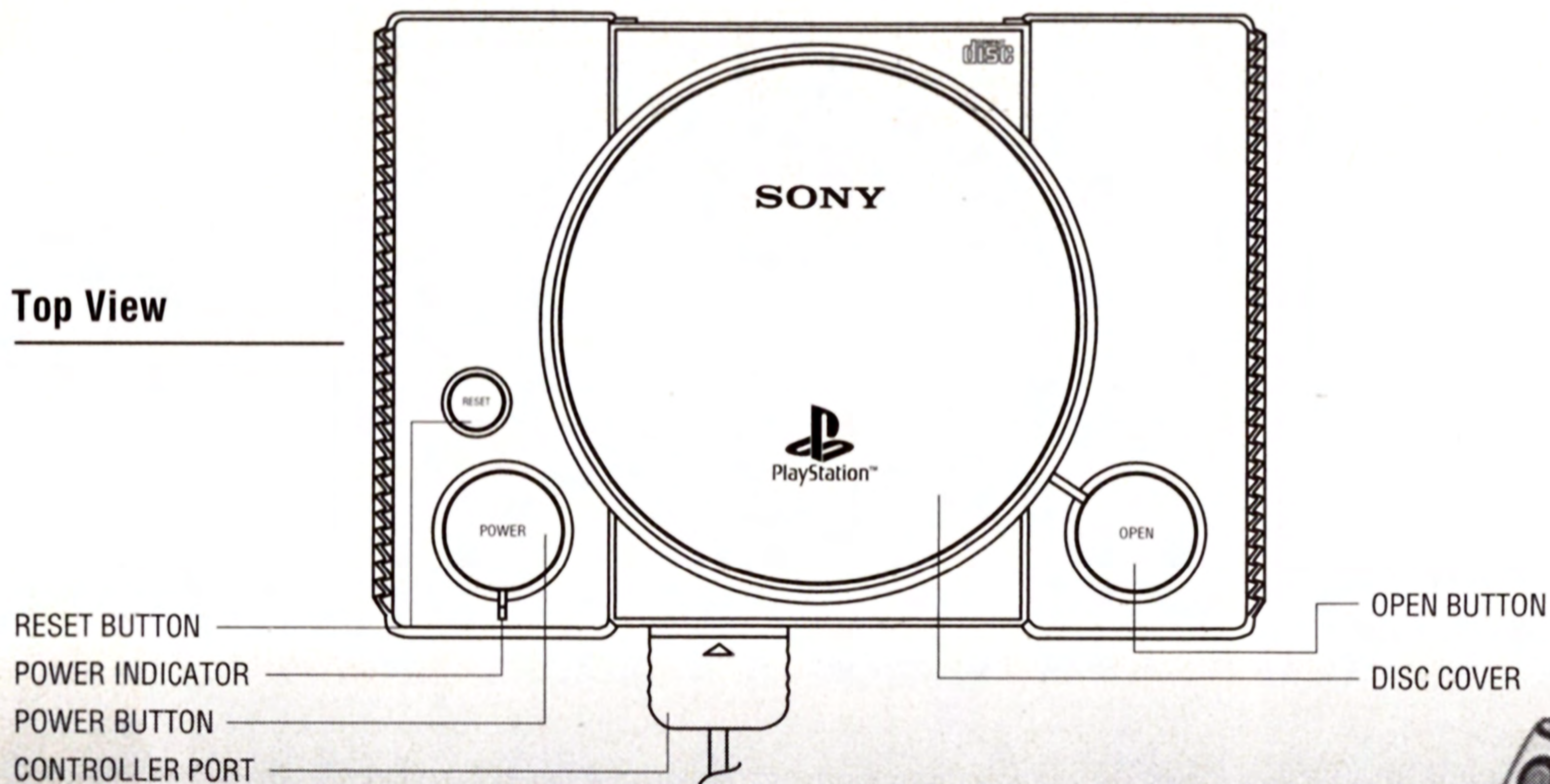
Director of Research, Interactive Media Division

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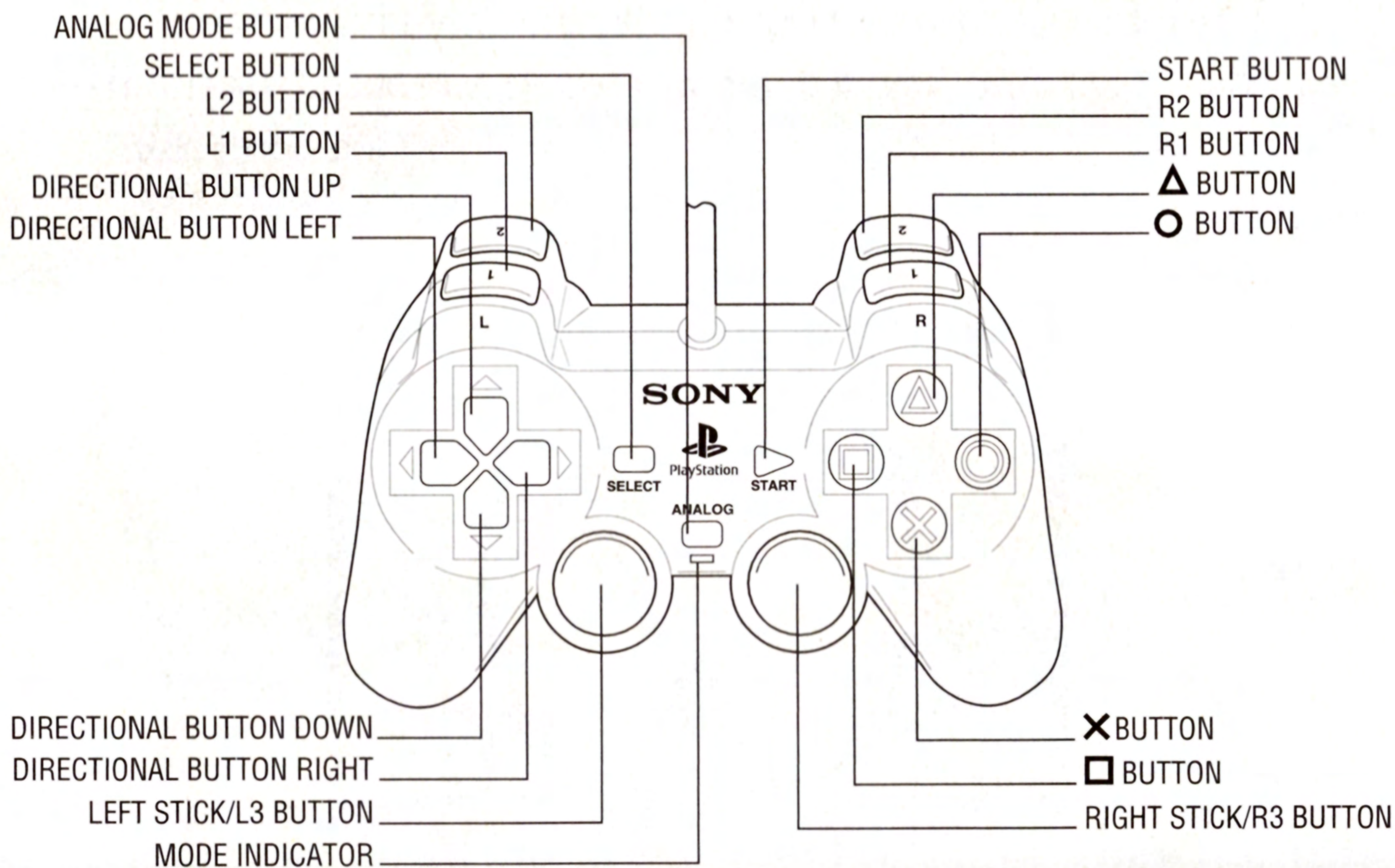


GETTING STARTED

Many of you already have a PlayStation(r) game console in your home. For those who are new to the PlayStation, set up the game console according to the instructions in the Instruction Manual. This game does not use a Memory Card. The PlayStation should be OFF before inserting or removing Sesame Street Sports(tm). Press the OPEN BUTTON and the disc cover will open. Insert the CD and close the disc cover gently. Plug in the game controller and turn the PlayStation ON by pressing the POWER BUTTON.



After the opening sequence, Big Bird opens the sports broadcast and invites you and your child to select the appropriate level of game play. Use the ← and → Directional Buttons to highlight a level (easy, medium, or hard), and press any one of the round X, □, △, or ○ Buttons to select it.



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The Easy, Medium, and Hard levels are distinguished by the following characteristics:

LEVEL	Course Obstacles	Maximum Speed	Timer Default
Easy	Least	Slowest	Off
Medium	More	Faster	Off
Hard	Most	Fastest	On



OBJECT OF THE GAME

Players choose their favorite Sesame Street "Athlete" friends to race on a wide variety of courses. From time to time, Big Bird, the sports announcer, may comment after the fact that you have gone to the left, right, over, or around something in the course. However, there are no right or wrong actions! You are free to explore the course however you like. Sesame Street Sports is a game of fun racing and exploration with a subtext of relative positioning and directional indication. This game creates a positive feeling while reinforcing spatial concepts for a child by providing an arcade style game on the PlayStation game console, just like the "big kids" play.

The game consists of:







- * Big Bird's Sports Desk - The main "hub" where the Sesame Street athletes, Workout Room, Event Courses, and Controller Help can be selected



- * The Workout Room - Where the athletes work out while reinforcing a wide variety of elementary curriculum, such as simple number, letter and color recognition, shapes and more
- * The Main Event - Courses on which to race

BIG BIRD - THE SESAME STREET SPORTS BROADCAST HOST

Big Bird is the host of the Sesame Street Sports Broadcast. Once the difficulty level has been selected, Big Bird invites you to select one of six Sesame Street athletes to race, or invites you to visit the Workout Room, where the athletes like to go to train. On this and all menus, Big Bird introduces you to the hand controller usage and what needs to be done at any time to continue. In the lower right-hand corner of the screen, there is a picture of a controller, on which the appropriate buttons blink, that should be used at any particular time.



Use the  and  Directional Buttons to highlight the Sesame Street athletes, or the Workout Room. Press any , , , or  Buttons to select the currently highlighted item.





Selecting the 'Star' in the box at the upper-left-hand side of the screen, takes you to the Workout Room featuring one of the six Sesame Street athletes. (See the section on the Workout Room.)



Once a Sesame Street athlete has been selected, you will be given the opportunity to get a brief tutorial on controller usage, or to choose between two (or, if both of the original two courses have been completed, four) courses. You may also go back to the Athlete Selection screen, to pick a different Sesame Street athlete. Use the  and  Directional Buttons to highlight the Tutorial, one of the two (or four) Courses, or the picture of Big Bird, to select a different athlete. Press any Action Button to select the currently highlighted item.



Selecting the picture of the Controller, will take you to the Controller Tutorial. Selecting a Course will take you directly to the Main Event!



CONTROLLER TUTORIAL

On the Tutorial screen, Big Bird will walk you through the use of each of the buttons that are used in The Main Event. Big Bird will announce each button; an on-screen representation of the button on the controller will then blink, and Big Bird will wait for you to actually press the button in question.

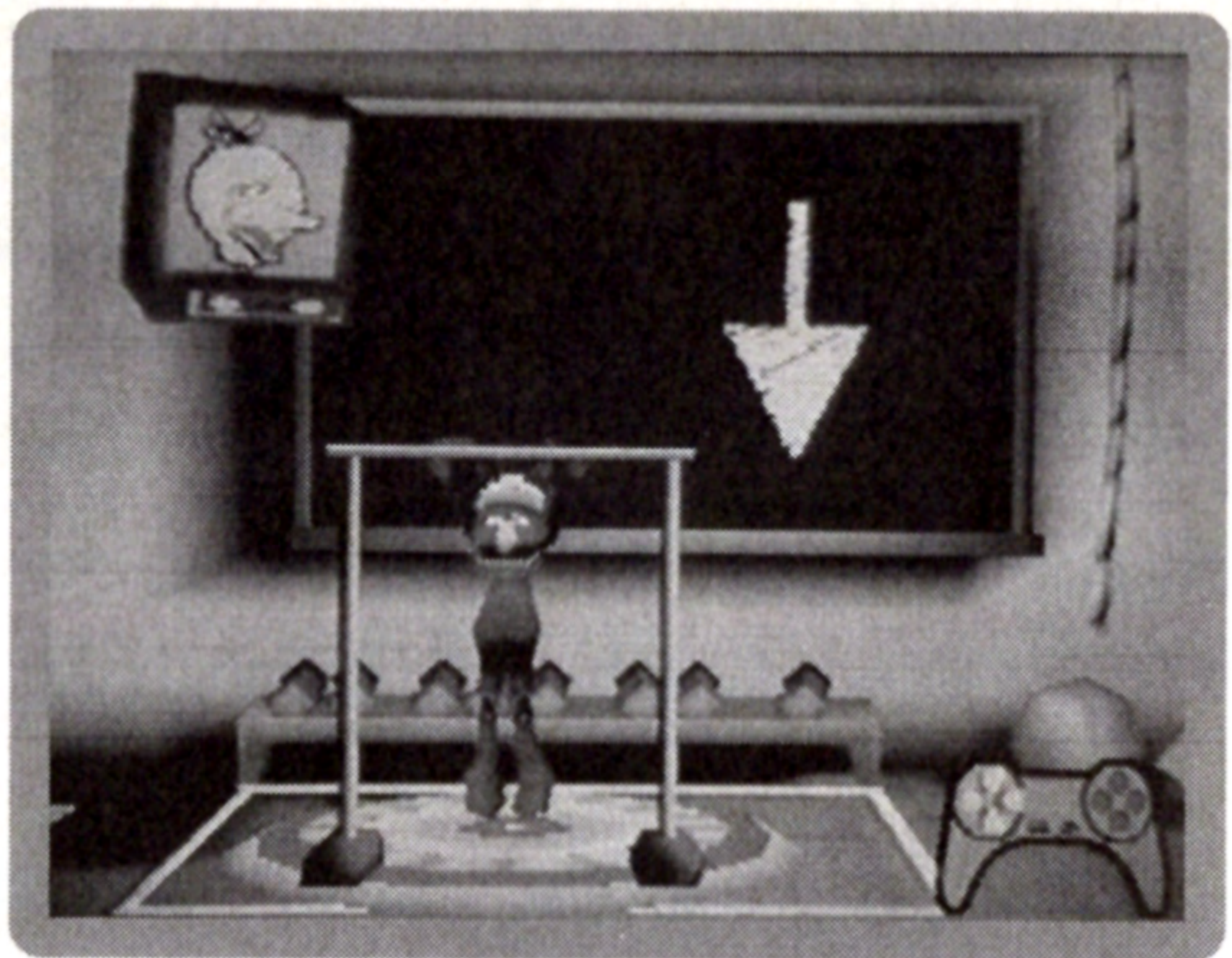
On-screen, an image of the Sesame Street athlete will show the action of the button being pressed. Once the Controller Tutorial is complete, the game returns to the Sports Desk's, Course Selection screen, to allow you to select a course on which to race.

If desired, the Controller Tutorial can be ended early by pressing the SELECT button.



THE WORKOUT ROOM

When the Workout Room begins, one of the Sesame Street athletes will appear, ready to start a workout regimen. Elmo, the Sesame Street Sports Anchor Co-host, asks the Sesame Street athlete how they prepare for their event. The athlete describes their workout regimen, and describes how they keep themselves interested and motivated while they are working out. Each of the Sesame Street athletes has a different regimen.



Muppet Athlete	Exercise	Content
Elmo	Jumping Jacks	Numbers
Zoe	Jumping Rope	Colors
Cookie Monster	Trampoline	Alphabet
Grover	Chin Ups	Up/Down/Over/Under
Ernie	Taking a Bath	Scrubbing
Telly	Sit Ups	Shapes

Elmo will then introduce you to the controller usage and what needs to be done at any time to continue. You can help the Sesame Street athlete work out by pressing any Action Button, or you can choose to return to Big Bird's Sports Desk at any time, by selecting the TV Monitor in the upper, left-hand corner, with the picture of Big Bird in it. In the picture of the controller, on the lower, right-hand corner of the screen, the appropriate buttons will blink that should be used at any particular time.

When the Sesame Street athlete is highlighted, with each Action Button press, the Sesame Street Athlete goes through one step of



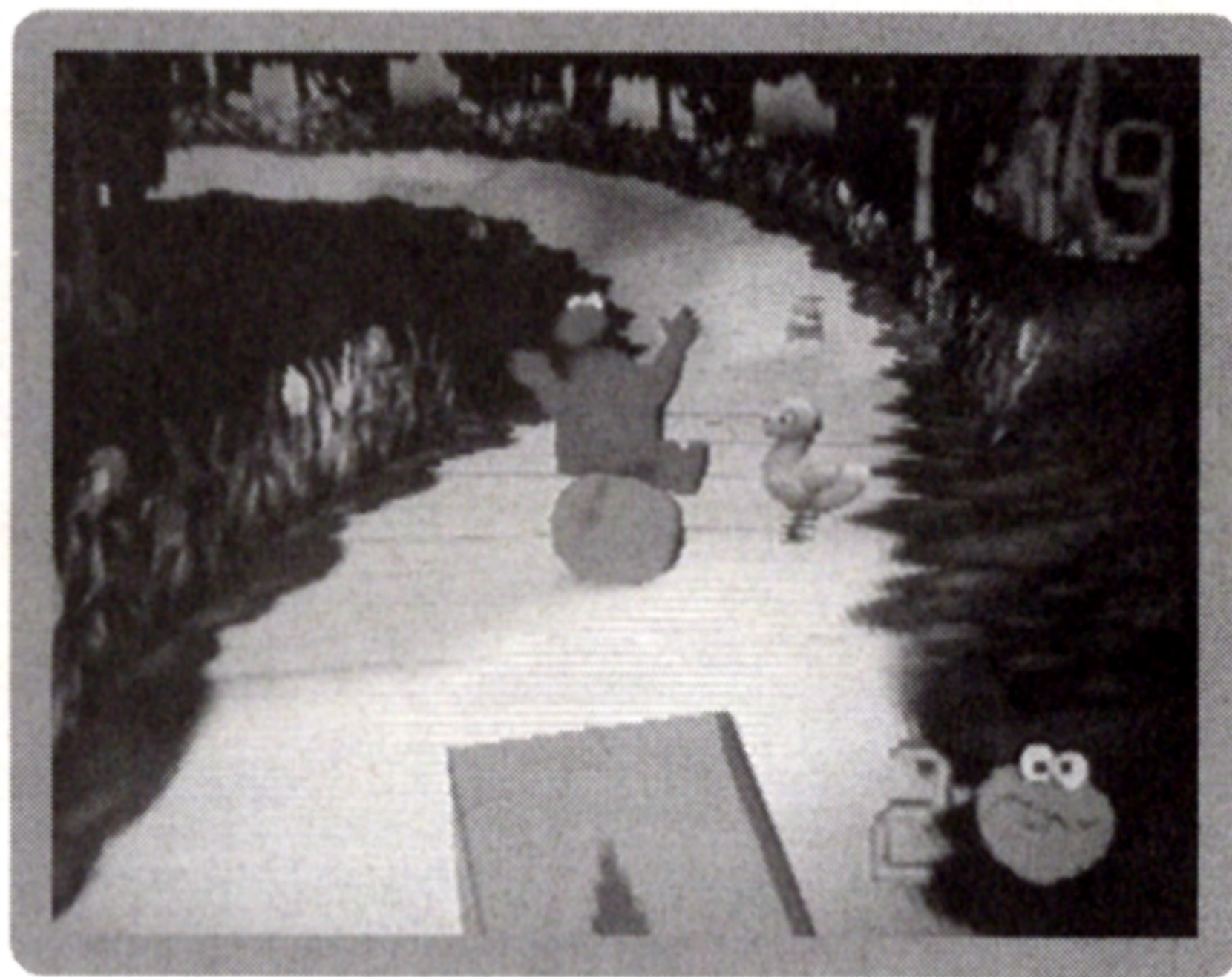
their workout regimen, and at the same time, the chalkboard in the back of the room displays that athlete's respective interests.

When the TV Monitor with Big Bird's picture, is highlighted (using the ← and → Directional Buttons), pressing an Action Button will take you back to Big Bird's Sports Desk.

Time Clock ↓

THE MAIN EVENT

The first time a Sesame Street athlete arrives at The Main Event, Big Bird will remind you briefly how to use the controller. You may then press any Action Button to begin the Main Event!



Coin Counter ↑

The athlete will begin to move at a slow pace down the course. You can move the athlete through the course using the Directional Buttons on your controller.



CONTROLLER DIRECTIONAL BUTTONS

↑ Button	Speed up Sesame Street athlete; if released, athlete will slow
↓ Button	Slow down Sesame Street athlete; if continually held, athlete will stop
← Button	Move the Sesame Street athlete to the left
→ Button	Move the Sesame Street athlete to the right
X, □, △, ○ Buttons	Perform a special move!
START Button	Pause the game
SELECT Button	Activate Game Options
R1 or R2 Buttons	Also performs a special move

Note: For DUALSHOCK™ analog controller users, the left analog stick will function as the Directional Buttons when the red light on the controller is lit. To activate the red light on the DUALSHOCK™ analog controller, press the analog mode button on the controller.



Perform a Special Move: When the Sesame Street athlete is moving over a specially colored area of the game, usually found on jump ramps, press any of the Action Buttons and the athlete will perform a special move! Each athlete has a variety of moves. Try pressing different buttons at different times to see what each athlete can do!

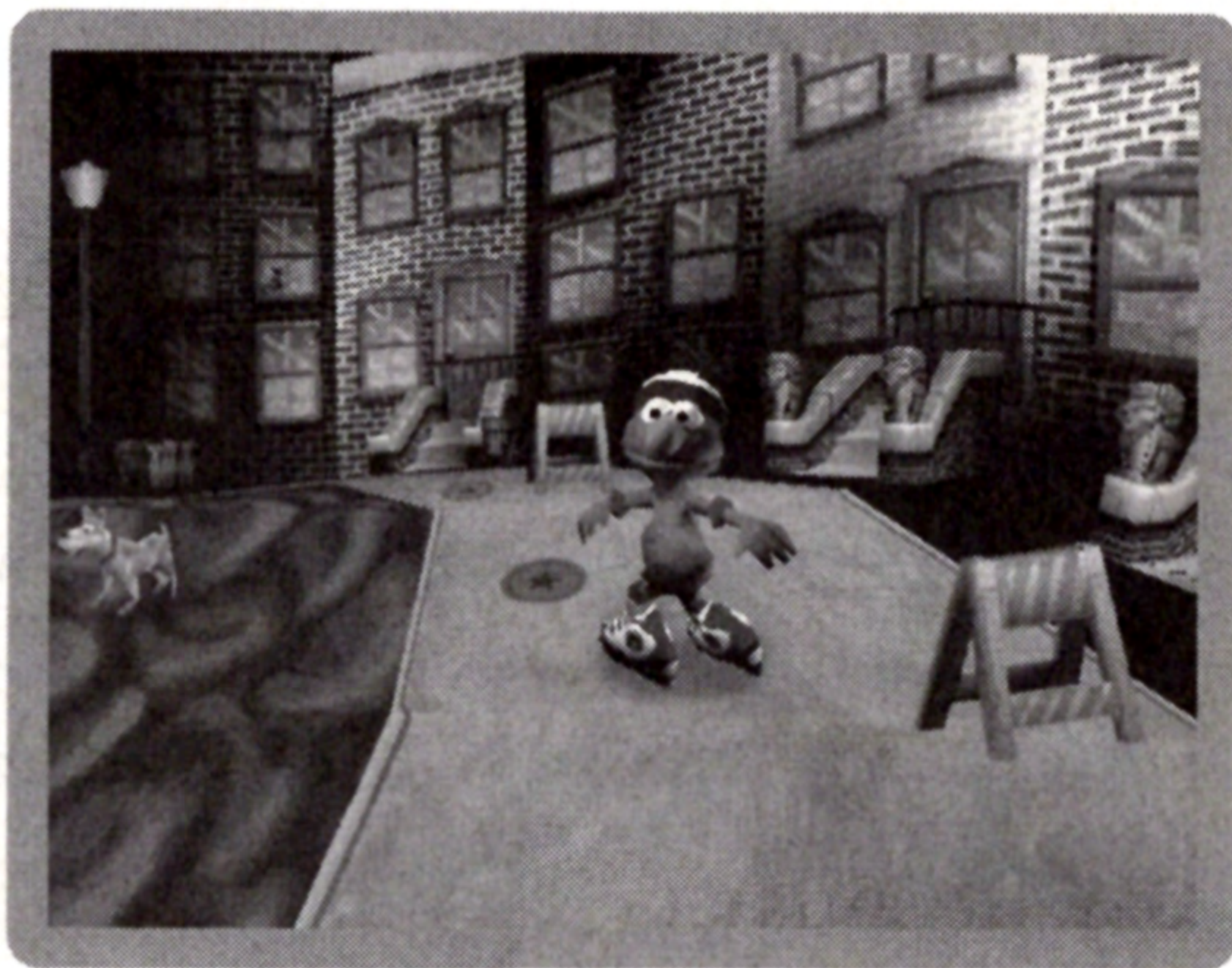
NAVIGATE THE COURSE AND AVOID THE OBSTACLES

A variety of obstacles will occur on the race courses. If the Sesame Street athlete comes too close to an obstacle, the athlete will stop and slowly move away from the obstacle. There are fewer obstacles on the EASY level, and more obstacles on the MEDIUM and HARD levels. By using the Directional Buttons, you can move the athlete away from the obstacle, or can avoid the obstacle all together.



Some race courses have intersections and obstacles where you may choose to take a different route. You can move the athlete using the Directional Buttons to go left, right, over, under, through, at those locations.

The courses take the athletes over bridges, up into trees, through swimming pools, down a waterfall... Your athlete will never move into a "wrong place" - no matter how challenging the course may seem, the Sesame Street athletes always move boldly on!

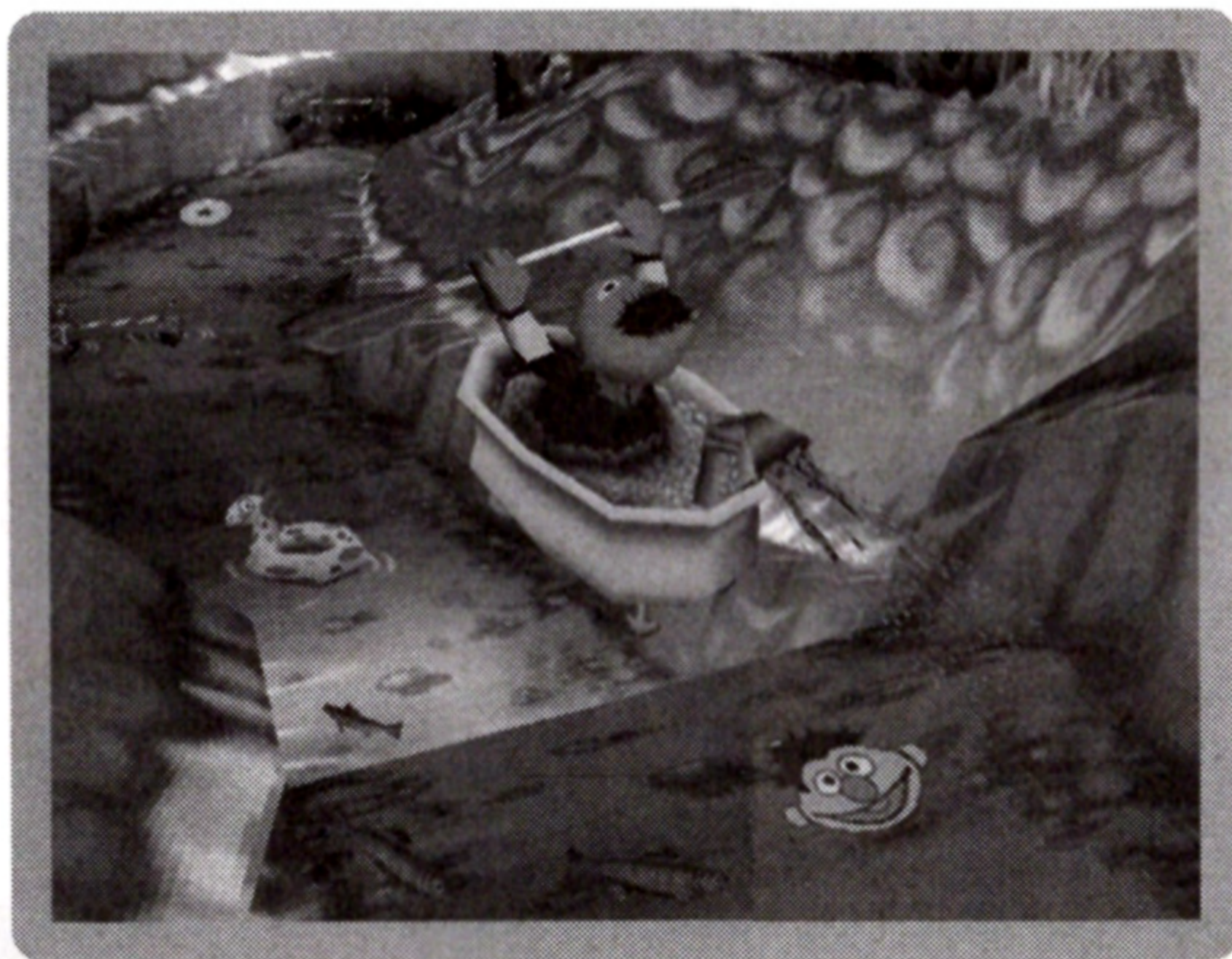


LISTEN TO BIG BIRD AND ELMO

From time to time Big Bird, your Sports Anchor, may comment after the fact that you have just gone to the left, right, over, or around something in the course. However, here are no right or wrong actions! Also, Elmo as the Sesame Street Sports Anchor Co-host will periodically talk with Big Bird as the Sesame Street athletes move along the course, offering observations and encouragement.

COURSE COINS

Spread through the courses, the Sesame Street athlete will encounter "course coins". When the athlete moves over the course coins, a picture of that athlete appears. You can try to get as many or as few as you like.

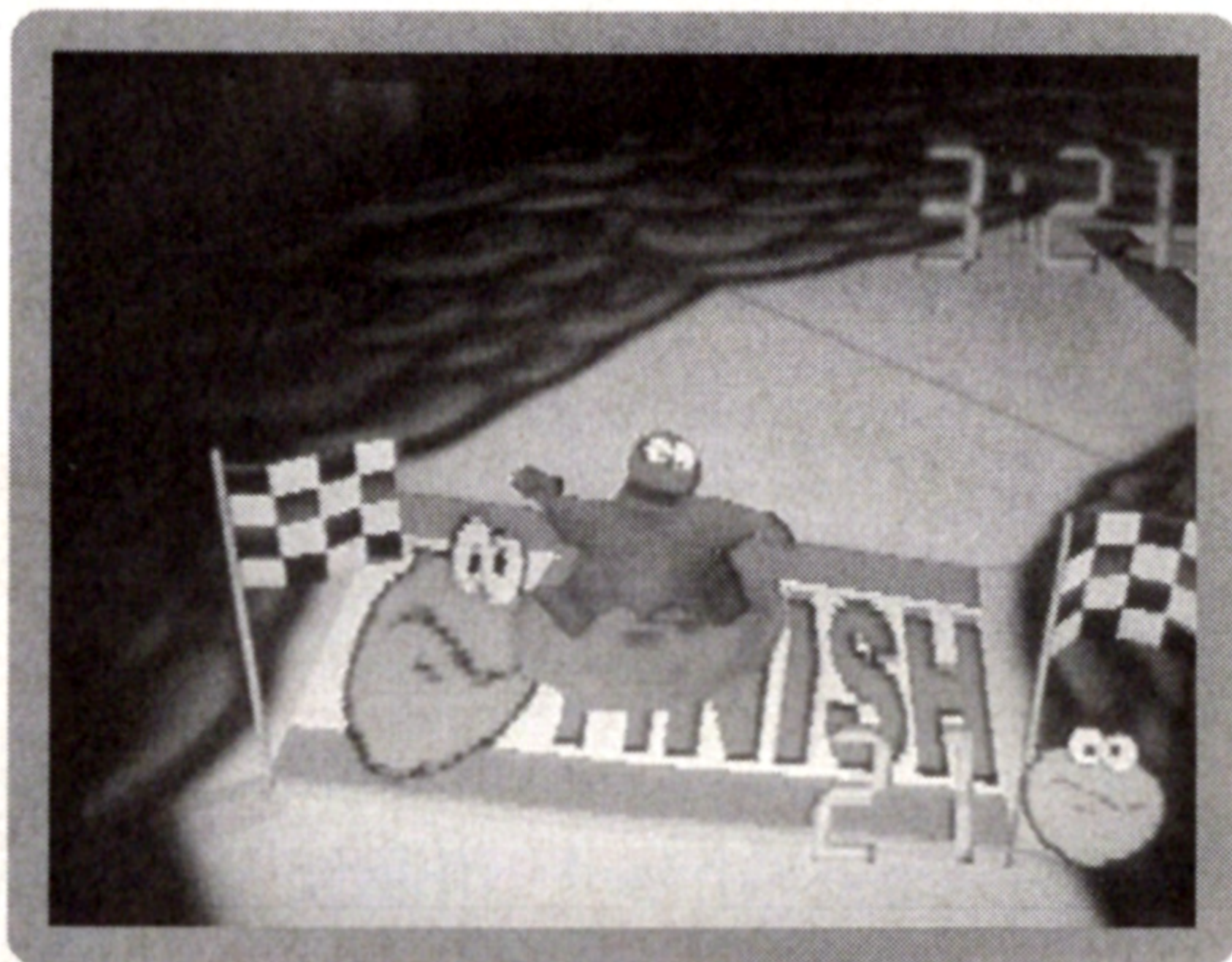


FINISHING THE COURSE

After two full laps around the course, the Sesame Street athlete will automatically cross the finish line. Congratulations!

After finishing the Main Event, Big Bird will congratulate you on the fine job you've done.

If the Timer game option is on, Big Bird will tell you the amount of time you took to complete the course and the number of coins you have collected.



If the Sesame Street athlete has completed both courses, Big Bird will tell you that the next time you return to that athlete's course selection screen, you will now be able to choose to play on two additional courses. Four courses will now appear on the course selection screen for that particular Sesame Street athlete.



PAUSING THE GAME

Pressing the START button will pause the game during The Main Event. When the game is paused, you can either return to the game, or can go directly back to Big Bird's Sports Desk.

Pressing the ← and → Directional Buttons will change the highlight between the currently selected Sesame Street athlete and Big Bird. Pressing an Action Button when the picture of the Sesame Street athlete is highlighted will return to the game.

Pressing an Action Button when the picture of Big Bird is highlighted will return to Big Bird's Sports Desk. The SELECT and START buttons can also be used to return to the race.



GAME OPTIONS

Pressing the SELECT button during The Main Event (and at Big Bird's Sports Desk) will activate the GAME OPTIONS screen.



GAME OPTIONS CONTROLLER USAGE

← Button

move the highlight left

→ Button

move the highlight right

Action Buttons

highlight a different game option setting

The Game Options are:

SESAME STREET ATHLETE - BIG BIRD

Pressing any Action Button when the Sesame Street athlete icon is highlighted will return to the game.

Pressing any Action Button when Big Bird icon is highlighted will return to Big Bird's Sports Desk.

COIN COUNTER ON/OFF

Pressing an action button when the coin counter is highlighted will allow you to count all the rollovers you have gone over in the race. When turned OFF, this feature will not appear on the game screen.

TIMER ON - TIMER OFF

Pressing any Action Button will switch the timer on and off

When the timer is on, the amount of elapsed time since the beginning of the race is displayed in the upper right-hand corner of The Main Event screen. Big Bird will tell you the amount of time taken to complete the race course, at the end of each race.



By default, the timer is OFF in EASY and MEDIUM difficulty levels, and it is ON in the HARD difficulty level.

VIBRATION ON - VIBRATION OFF

Pressing any Action Button will turn the Dual Shock Vibration function on or off.

EASY - MEDIUM - HARD

Pressing any Action Button when the Difficulty Level icons are highlighted will cause the next race to start using your newly specified difficulty level.

(The current race is completed at the difficulty level on which it was begun.)

END GAME

If you wish to end the game, press an action button when the stop sign is highlighted. It will end the game and show the credits.



After specifying a Game Option, use the Directional Buttons to highlight the Sesame Street athlete icon and press an Action Button to return to the race; or highlight Big Bird icon and press an Action Button to return to Big Bird's Sports Desk. Pressing the SELECT and START buttons from the Game Options screen will also return to the Game.

Although the Game Option Menu can be accessed from Big Bird's Sports Desk by pressing the SELECT button; if a Sesame Street athlete has not yet been chosen, no option to return to a race is provided.



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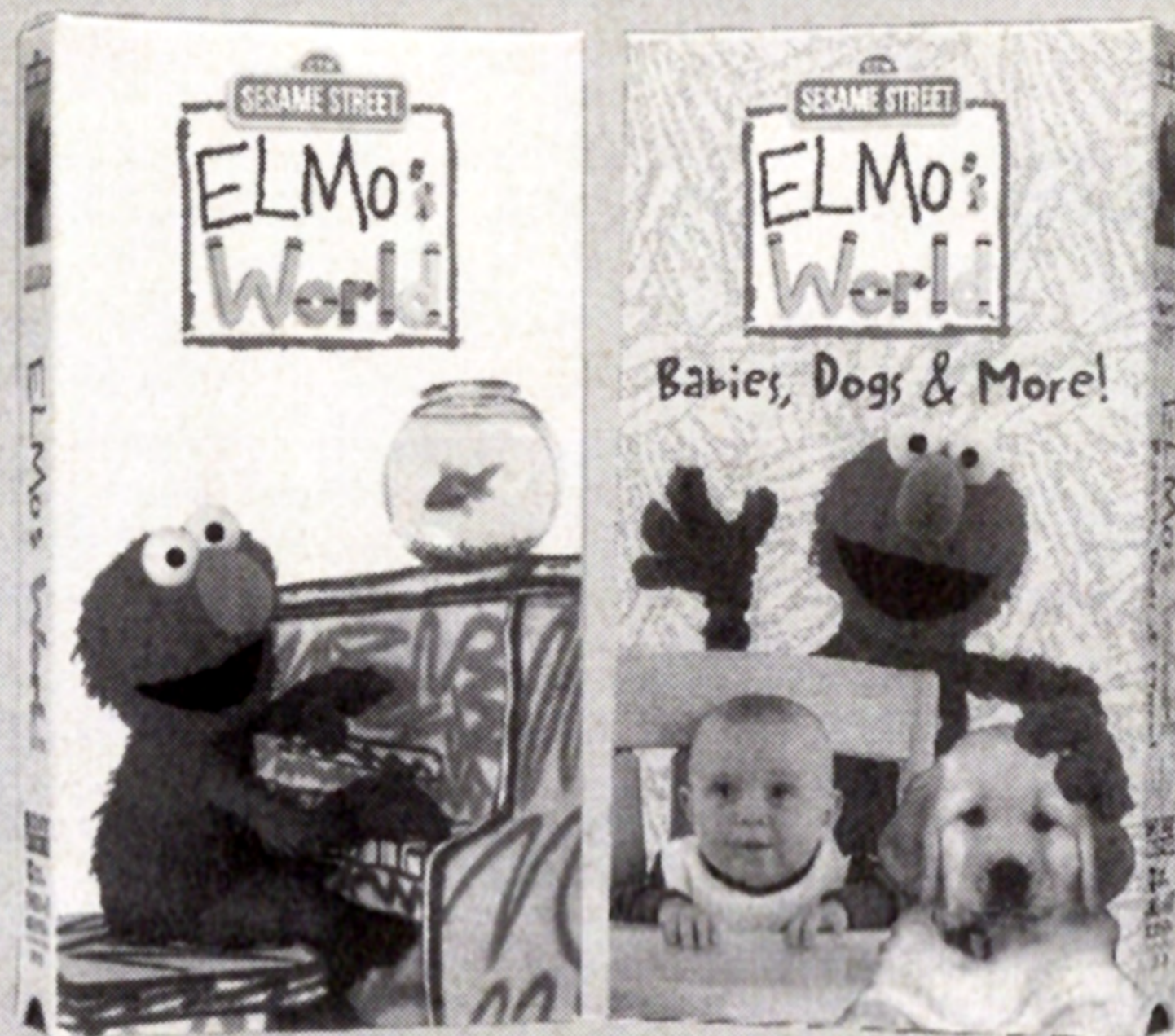
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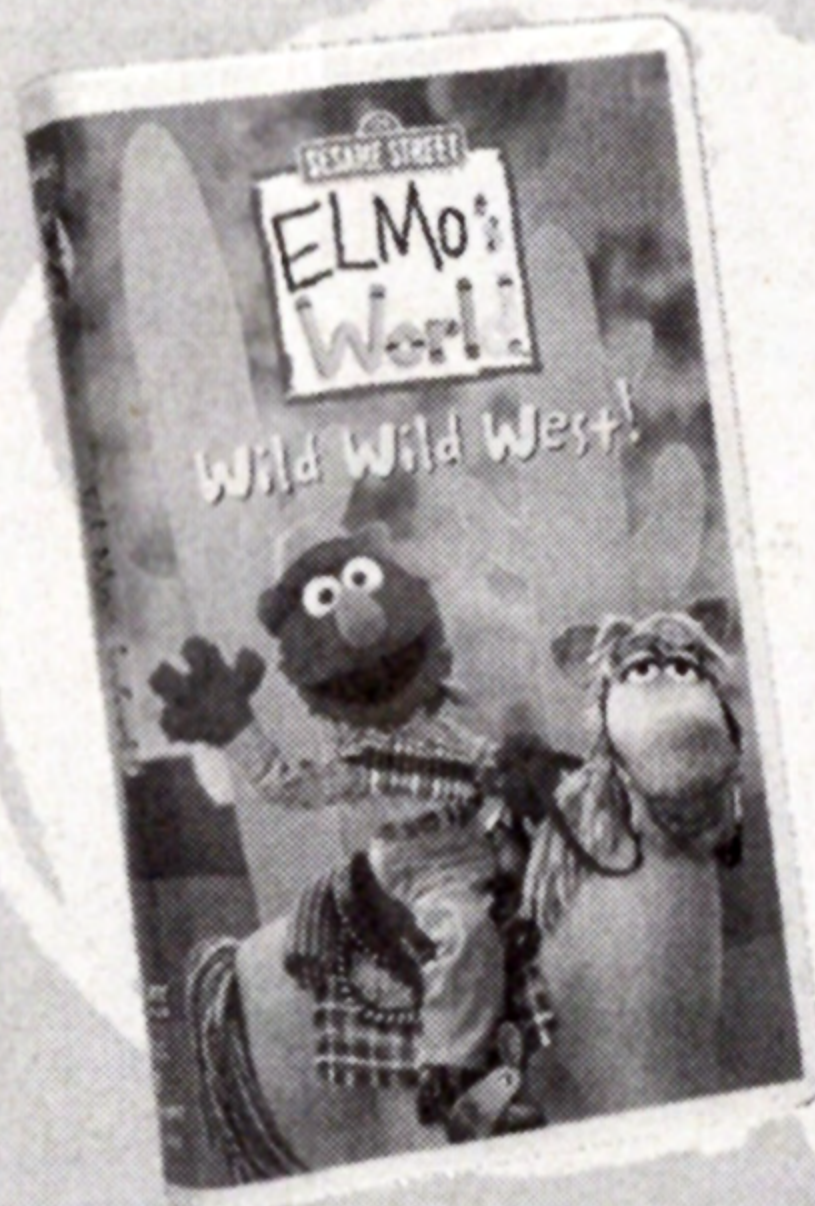
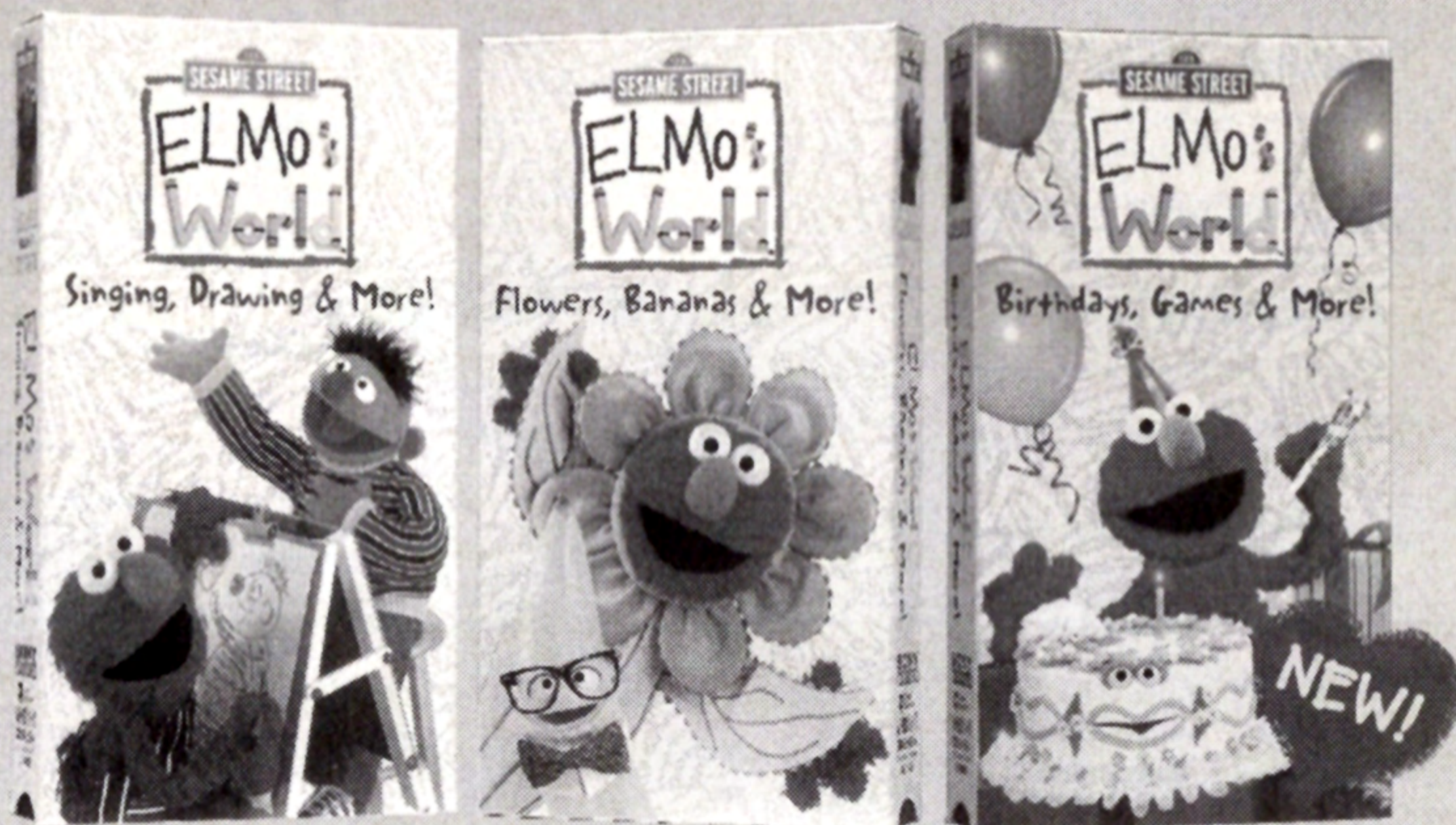
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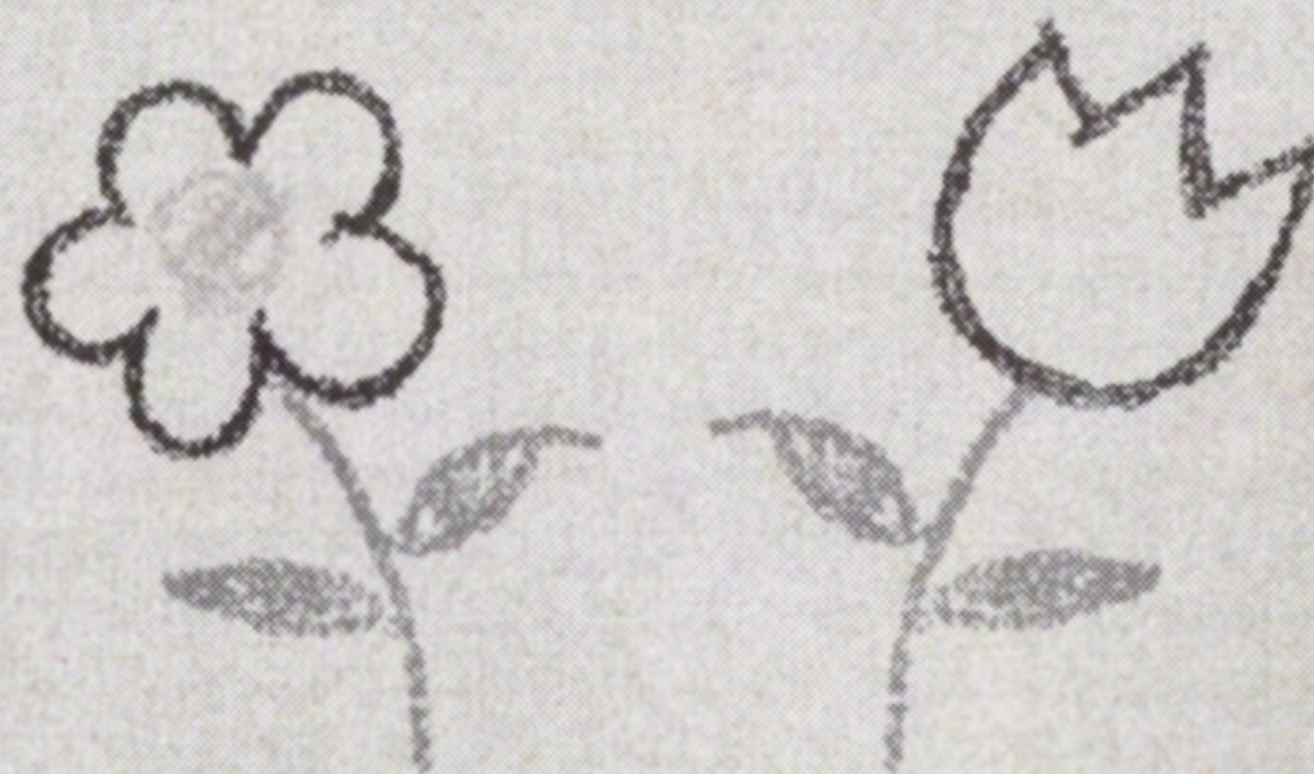
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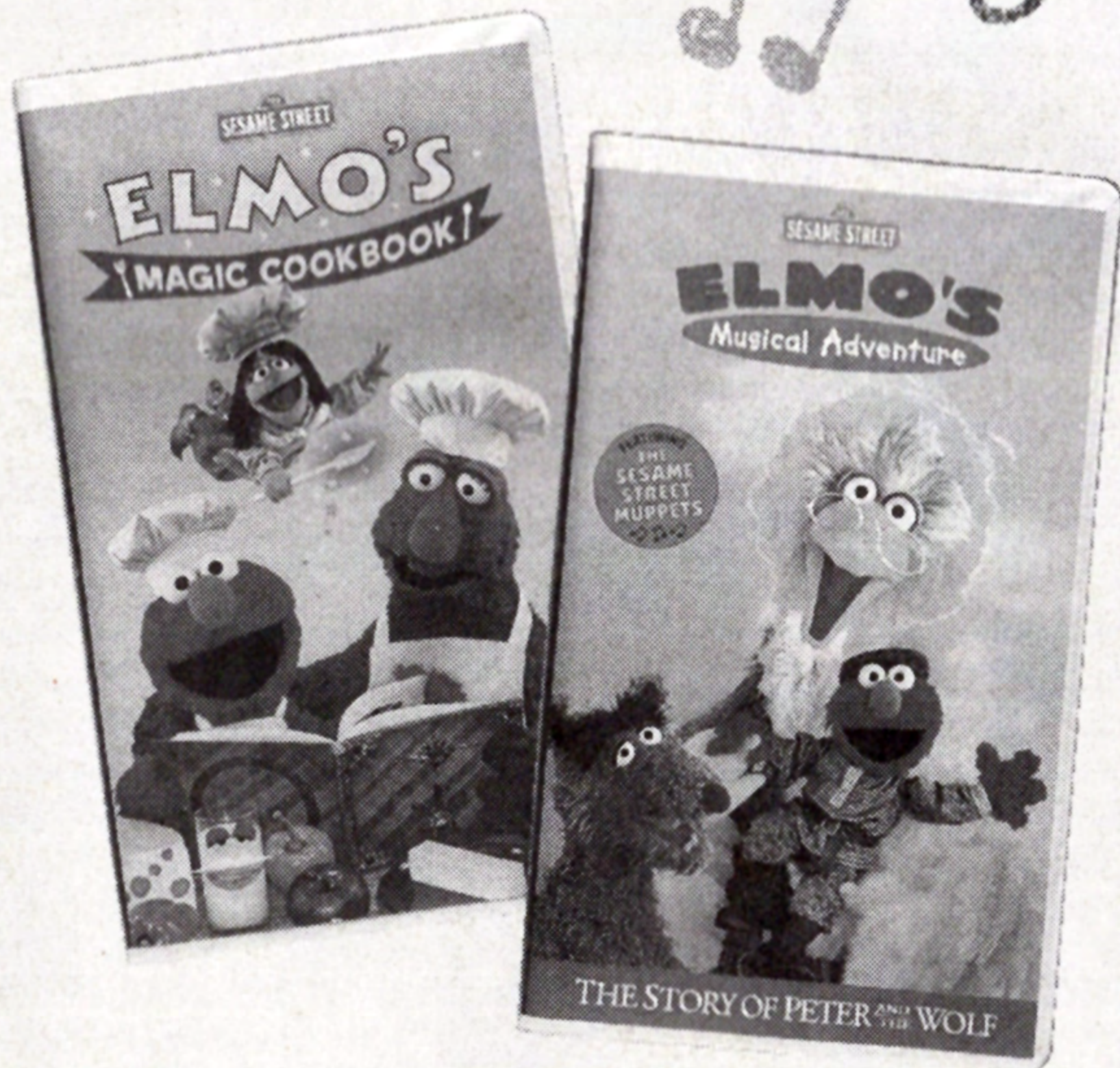
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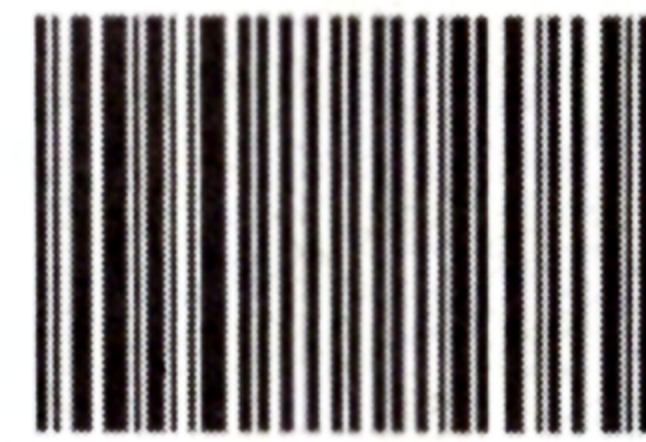
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