

Sesame Street ABC/123 FAQ

by Jelly Soup

Updated to vFinal on Apr 25, 2008

Sesame Street: ABC/123 FAQ/Walkthrough

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This FAQ was created as part of the NES FAQ Completion Project, which can be found here: <http://faqs.retronintendo.com/>

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1. - Copyright Info
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=====
2. - Menu Controls
=====

On Main Menu:

- D-Pad - Move cursor.
- A Button - Make selection.
- B Button - N/A
- Start Button - Make selection.
- Select Button - N/A

On Game Menus:

- D-Pad - Move Cursor.
- A Button - Enter Game Mode.
- B Button - Enter Game Mode.
- Start Button - Return to Mode Selection Screen.
- Select Button - Return to Mode Selection Screen.

Note: Controls listed with each game are for in-game only.

=====
3. - ABC
=====

3.1. - Letter Go Round
=====

This game teaches letter recognition and basic spelling skills.

Quick Note: I thought this would be a good place to point out that there is no scoring system for this game or any other game in this collection.

=====
3.1.1. - Controls
=====

- D-Pad - Slow down/Speed up fares wheel
- A Button - Select letter/Enter game mode.
- B Button - Select letter/Enter game mode.
- Start - Return to mode selection menu/Enter game mode.
- Select - Return to mode selection menu/Enter game mode.

=====
3.1.2. - Upper Case Matching.
=====

Ok, here we go. This is a simple enough game, so relax and let the good times roll.

In the middle of the screen is a fares wheel with 6 different capitalized letters around it. It is spinning.

Down on the lower right hand side of the screen is a capitalized letter. When that letter on the fares wheel passes by the glowing ring, press the A button. The idea is to find the matching letter to the one shown in the lower right hand corner.

Ex. There is a 'Q' in the lower right hand corner. There will also be a 'Q' on the fares wheel. When that 'Q' passes by the glowing ring at the foot of the fares wheel, press the A button.

After 3 letters have been matched, you'll see a little victory dance and a new game will automatically start.

=====
3.1.3. - Lower Case Matching
=====

Oh, got through the last game in one piece, did we? Well, hold on, now things get a bit tougher.

This time around, the letters on the fares wheel will be in lowercase. So will, as you may have guessed, the letter in the lower right hand corner. When that letter on the fares wheel passes by the glowing ring, press the A button. The idea is to find the matching letter to the one shown in the lower right hand corner.

Ex. There is a 'r' in the lower right hand corner. There will also be a 'r' on the fares wheel. When the 'r' passes by the glowing ring at the foot of the fares wheel, press the A button.

Essentially, this is the same as the last game, but this time you're using lowercase letters.

After 3 letter have been matched, you'll see a little victory dance and a new game will automatically start.

=====
3.1.4. - Mixed Case Matching
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Now you're in the big leagues, baby!

This time, the letters on the fares wheel will be both upper and lowercase letters. The letter your looking for might be in uppercase, but it's in lowercase on the fares wheel. Don't worry, it's easier than it sounds.

Ex. There is an 'H' in the lower right hand corner. There will also be either

an 'H' or and 'h' on the fares wheel. When either of these letters passes by the glowing ring, press the A button. The idea is to find the matching letter to the one shown in the lower right hand corner (regardless of which case it's in).

After 3 letter have been matched, you'll see a little victory dance and a new game will automatically start.

=====
3.1.5. - One Little Word.
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Good, good, you made it this far. Now for something a little less boring.

A word, in all uppercase letters, will be shown. Press the A button as each letter of the word passes by on the fares wheel.

Ex. The word 'HAM' is down in the lower right hand corner. When the letter 'H' passes by on the fares wheel, press the A button. Rinse, repeat.

After 3 words have been made, you'll see a little victory dance and a new game will automatically start.

=====
3.1.6. - What's missing?
=====

This one is actually a bit harder than would be expected.

A word, minus one letter, will be shown right under the fares wheel. The idea is to find the missing letter on the fares wheel, and press the A button as it passes over the glowing circle.

Ex. In the lower right hand corner, the following is displayed: _AT. The word is CAT, the missing letter is C. When the C passes over the glowing ring, press the A button. Etc.

After 3 words have been matched, you'll see a little victory dance and a new game will automatically start.

=====
3.1.7. - Spell The Secret Word.
=====

The hard mode, if you will, of the spelling games.

Just like One Little Word, except this time, you don't get any hints. You'll just have to guess what the first letter is and then go from there.

Ex. _ _ _ will be in the lower right hand corner. Pick a random letter on the wheel until you find one that fits. Then guess the word from there. Keep in mind that the word will be something very simple, like CAT, HAT or BAT.

After 3 words have been matched, you'll see a little victory dance and a new game will automatically start.

=====

3.2. - Ernie's Big Splash

This game teaches basic logic and sequencing. This is also one of the best games in the entire collection.

3.2.1. - Controls

D-Pad - Scroll pathway selector.
A Button - Select pathway/Repeat pattern.
B Button - Select pathway.
Start - Return to mode select screen/Enter game mode.
Select - Return to mode select screen/Enter game mode.

3.2.2. - Ernie's Challenge.

This is a little hard to explain, but I'll do my best.

When the game is started, you will see a graph. In one square on the graph, there will be a rubber duck. In a different square, there will be Ernie. The idea of the game is to lead the duck to Ernie. This is done by setting a path down for the duck to travel on from a selection.

Ex. Say that there are 3 squares all together, starting from the left and going right. The Rubber Duck is in square #1 and Ernie is in square #3. Now, you want to go to square #3, which is to the right. So, select a panel that will get you there. Each panel will have two arrows in it, one representing where you're leaving from, one representing where you're going. We want to go the right, so select the panel with two arrows pointing to the right. Hey, look! You made it to Ernie!

If you so wish too, you can take a longer route. Each selection comes with a little animation and you can create a rather long chain if you have the patience.

This is actually a lot simpler than it sounds, so don't worry too much.

Once you've made it to Ernie, a little song and dance will take place. After words, pressing the A button will repeat the little show, but in reverse. Pressing Start will start a new game.

3.2.3. - Ernie's Fun Challenge.

The same basic concept as the last game, but with:

- More pathway selections to choose from.
- Pre-filled spaces.

Pre-filled spaces are just what they sound like. Ah, but what are they filled with? Why, other Sesame Street characters! These character work just like any

other directional square, but are already on a set path (meaning, you can't change which way they point).

=====
3.2.4. - Ernie's Super Challenge.
=====

Again, just like the last game, but with:

- Even more pathway selections to choose from.
- 2 pre-filled spaces per game.

Now, sometimes these pre-filled spaces aren't character, they are normal pathway selections. This doesn't change the game any, you still can't change the direction of these spaces. They are just there to make you think harder about each move.

=====
4. - 123
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4.1. - Ernie's Magic Shapes
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This game teaches basic shape recognition and color identification. It also has the best music of any game in this collection.

=====
4.1.1. - Controls
=====

- D-Pad - Scroll shape selector.
- A Button - Select shape.
- B Button - Select shape.
- Start - Return to mode select screen/Enter game mode.
- Select - Return to mode select screen/Enter game mode.

=====
4.1.2. - Instructions.
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This is just an interactive tutorial, covering the basics of the game.

=====
4.1.3. - Presto-Shape-o.
=====

All strapped in? Ok, let's go.

A shape will be pictured in the upper left hand corner of the screen. On the right, a magic hat will have a single shape hanging over it. Now then, by pressing up or down on the D-Pad, the shape will change. Keep going until you find a shape that matches the one on the left (only SHAPE, forget about the color). Once you have found the one you are looking for, press the A button. A little song and dance will take place, then a new game will start

automatically.

This game isn't very helpful in telling you when you make an incorrect selection. When one is made, the bunny in the corner will have a disappointed look on it's face, but not much else.

=====
4.1.4. - Abracadabra...Colors!
=====

This time around, you not only have to match the shape, but also the color. Once you have found the one you are looking for, press the A button.

Ex. A medium orange line is displayed. You need to find a line of the same length and color.

A little song and dance will take place, then a new game will start automatically.

=====
4.1.5. - Zip Zap The Shapes.
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All right, now it starts to get hard.

There will be several shapes shown on the left. Your job is to find a match (color and shape) for each of them. Yes, if there are three Orange Circles, you have to find three Orange Circles. Don't worry to much about the colors, though, all the shapes you need will be the same color.

Once all the shapes have been found, a little song and dance will take place, then a new game will start automatically.

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4.1.6. - Poof Pop The Colors.
=====

Same as the last game, but this time the shapes will all be different colors. That is, if you're looking for a pink thin line, you may have to cycle through several thin lines of the incorrect color before finding what you need.

Once all the shapes have been found, a little song and dance will take place, then a new game will start automatically.

=====
4.1.7. - Shazam! More Shapes.
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This time, you're making images. Yes, images. Now, you don't need to pay too much attention to the color in this mode. But here's the catch: The shapes are no longer in order, they are all mixed up in the hat, so you really need to know the difference between each shape (i.e: Look before you click).

Once the image has been completed, a little song and dance will take place, then a new game will start automatically.

=====
4.1.8. - Ta Dah! What A Figure.
=====

Ok, boys. Here comes the big one.

This time, the images are rather complex and, sometimes, multicolored. You need to pay attention to not only the shape but also the color of each shape. This is actually a bit of a slow game.

Once the image is complete, a little song and dance will take place, then a new game will start automatically.

=====
4.2. - Astro-Grover
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This game teaches basic counting and basic math (+,-).

Interestingly, this is the only game in the collection that actually changes sceanary between modes.

Just as interesting, this is the only game in the collection that DOESN'T restart after being completed. Instead, it sends you back to the menu. I guess the programmers figured math is all about rapid progress or something.

=====
4.2.1. - Controls
=====

- D-Pad - Move cursor around number list.
- A Button - Select number.
- B Button - Select number.
- Start - Return to mode select screen/Enter game mode.
- Select - Return to mode select screen/Enter game mode.

=====
4.2.2. - How Many Zips?
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A space ship will zoom around for awhile. When it comes to a stop, it will spit out a an amount of Zips (aliens) between 1 and 9. Count'em up, highlight the correct number and press the A button.

After four turns have passes, a rather creepy dancing Grover will hop on screen for a moment or two, then you will be returned to the mode select screen.

I don't really care for how this game informs you of an incorrect selection. Grover, in a very creepy way, pops out of the corner and sighs. Loudly.

=====
4.2.3. - Beam That Number.
=====

Ok, now for something different.

The skyline will be full of Zips. The spaceship on the right will show a number. The dishes on the lower half of the screen will highlight a section of the Zips. You're looking for a section of Zips of the same number as the one shown on the spaceship. Use the D-Pad to move from one section to the next. Once you have found the number you are looking for, press the A button.

After four numbers have been correctly identified, a little victory music will sound and you will be returned to the mode select screen.

=====
4.2.4. - Adding Countdown.
=====

This time, a spaceship will spit out a random amount of Zips. Highlight the correct number and press the A button. The spaceship will spit out another random amount of Zips. Highlight the correct number and press the A button. Now, a + will be put between the two numbers. Add them, then select the correct number and press the A button.

Once fifteen numbers (five problems, three numbers per problem) have been correctly identified, the spaceship will blast off and you will be returned to the mode select screen.

=====
4.2.5. - Take It Away, Zips!
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Kinda like the last game, but this time, instead of addition, the order of the day is subtraction.

Once fifteen numbers (five problems, three numbers per problem) have been correctly identified, the spaceship will blast off and you will be returned to the mode select screen.

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4.2.6. - Sum Up, Sum Down!
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The spaceship on the right will display a number. The dishes on the bottom has a numbers beneath them. Selecting from these numbers, make up the sum found on the spaceship.

Ex. The number you want to make is 5. The dishes have the numbers 1, 2 and 3.
 $3 + 2 = 5$. Ya get?

Once four numbers are correctly identified, the spaceship will blast off and you will be returned to the mode select screen.

=====
5. - Sing-Along Lyrics
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Sunny day - Sweepin' the clouds away,
On my way to where the air is sweet.

Can you tell me how to get, how to get to Sesame Street.

Come and play, everything's A-OK
Friendly neighbors there that's where we meet
Can you tell me how to get
How to get to Sesame Street

It's a magic carpet ride. Every door will open wide.
Happy people like you. Happy people who.

Like a beautiful sunny day sweepin' the clouds away
On my way to where the air is sweet
Can you tell me how to get,
How to get to Sesame street, how to get to Sesame Street,
How to get to . . .

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