

Sesame Street: Big Bird's Hide and Speak FAQ

by Jelly Soup

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Sesame Street: Big Bird's Hide & Speak FAQ/Walkthrough

By Christopher Marsh

E-mail: jellysoup at gmail dot com

GameFAQs: jelly soup

GameSpot: Jelly_Soup

NeoSeeker: Jelly Soup

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1. - Copyright Info

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2. - Controls

D-Pad - Move cursor (Little Bird) around menu screen and from window to window in game.

A button - Make selections on the menu screen and in game.

B button - Make selections on the menu screen and in game.

Select button - Quit game and return to title screen.

Start button - Quit game and return to title screen.

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3. - Walkthrough
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a. - Mode 1

Four of Big Bird's pals will walk on screen, Big Bird will say their name and they will go into the house and each one will appear behind one of four windows. Remember who is who!

Now, Big Bird will tell you to find one of the characters (he'll say that characters name).

Ex. "Find Elmo."

Move Little Bird (the cursor) to the window that character is standing in and press the A or B button. If you selected the right person, you'll be asked to find a different character. This goes on until all four characters have been identified.

A new game will automatically begin after this.

b. - Mode 2

This time, you have to memorize where each character is standing, because, in a moment, the windows will close. Big Bird will call out the name of a character and you need to move the cursor to the window you think he/she is hiding behind. When you think you've found the one you're looking for, press the A or B button. After all four characters have been identified, a new game will automatically start.

Basically, it's like Mode 1, except this time you need to memorize not just their name, but their position also.

c. - Mode 3

Now then, you might notice that each character has a lowercase letter next to them. This time, Big Bird will call out a letter and you have to pick which character has that letter. When you think you've found the one you're looking for, place Little Bird (the cursor) over the window and press the A or B button. After all four letters have been identified, a new game will automatically start.

Ex. "Find the letter A." Select which character is holding the letter A.

This might be a good place to point something out:

You may have noticed, but every two modes, a new concept is introduced.

Ex. Mode 1 was about remembering who was who, Mode 2 is about applying that knowledge.

d. - Mode 4

Ok, here we go. Four characters. Four letters. Four windows. You'll be given a few moments to memorize where each character and letter is hidden before the windows shut. Now, Big Bird will call out a letter. When you think you know which window hides the letter you're looking for, move Little Bird (the cursor) to that window and press the A or B button. Once all four letters have been identified, a new game will automatically start.

Just like Mode 3, but this time you need to memorize the place each letter was in.

e. - Mode 5

Ok, this one is a bit different than the last four modes. This time, each character has a letter next to him/her in the window. Big Bird will say a word and then ask you to spell it using the letters in the windows.

Ex. "Make the word FUN."

Move Little Bird (the cursor) around to each window, selecting the letters you need. When you think you've found the right letter, press the A or B button. Once the word has been spelled, a new game will start automatically.

f. - Mode 6

Ok, people. This is the big one. Once more, four characters, letters and windows. Now, you might notice that happy little sun in the upper right-hand corner. When the game starts, that sun will slowly start to set. You have to spell as many words as you can before the sun sets.

Note: After you've made a word with the first four letters, a new set of four will be shown.

Once the sun goes down, Big Bird will repeat all the words you spelled and a new game will automatically start.

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