Sesame Street: Countdown FAQ

by Jelly Soup   Updated to vFinal on Apr 25, 2008

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Sesame Street: Countdown FAQ/Walkthrough
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1. - Copyright Info
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2. - Controls
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D-Pad - In HOP mode:

        -Hop to the next target to the left or right

        In RUN mode:

        -Move left or right
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              -Crouch (D-Pad Down)
              -Look up (D-Pad Up)
              -Climb (D-Pad Up while in front of street lamps, ladders and trees)

A Button - Jump
           - Make selections on the menu screen

B Button - Jump

Select Button - Makes Count repeat what number you're looking for

Start Button  - Makes Count repeat what number you're looking for

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3. - Walkthrough
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a. - Basics
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First, you must pick which mode you wish to play in, HOP or RUN.
Next, you must choose which number you池e looking for. You will be presented
with a number wheel. Press A to start the wheel spinning, then press A again
when you're ready to choose a number. Now, the idea is to find as many
examples of the chosen number as possible before you get to the exit.

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Glitch Note: The way response time for jumps and the rotation speed of the
             number wheel, you値l have to time your jumps just right to get
             anything other than the numbers 6 and 7.
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Now then, the top of the screen has three important boxes.

  -------------
 |  /\/\/\/\   |
 | /        \  |
 |    |  |     |
 --------------    <- Found in upper left-hand corner.
| --   --   --  |
| --   --   --  |
| --   --   --  |
 --------------
This shows how many incorrect guesses you have left. When these
run out, the game is over. One dash = one incorrect guess.

  -----
 |     |
 |     |  <- Found in upper middle screen.
 |     |
  -----
This shows what number you池e currently looking for.
(Ex. It will display '7' if you are looking for the number 7.)

  -------------
 |       /     |
 |     _/      |
 |   /         |
 --------------    <- Found in upper right-hand corner.
```

```
| --    --    --    |
| --    --    --    |
| --    --    --    |
 --------------
```
This shows how many correct examples of the number you池e looking for
to complete the level. One dash = one correct answer.

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b. - How the game is played
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After choosing which number to find on the number wheel, you must
traverse the level and find as many examples of this number that
you can. when you find an example, jump to grab it. It it's the
right number, then one dash will be added to your counter. If
it's wrong, you'll be reminded of which number you're looking for
and one dash will be subtracted from your counter.

Along the way, you値l find many different things:

Numbers
-Self explanatory.

Icons
-These come in many diffrent shapes and sizes. Squares, smiley faces,
 ice cream cones, bottles, bells, bees and acorns. You値l find them
 all over a level, in small clusters. It doesn稚 really matter what
 the icon is, rather how many of them there are.

  Example: You池e looking for the number 6. Oh, look, a group of
           acorns. Hey, there are 6 of them! What an excellent
           example of the number 6.

Lightning Bolts
-Adds one correct answer dash to your counter. They help make up the
 difference in later levels.

? Balloons
-Takes you to bonus levels.

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c. - Bonus levels
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Grabbing on to a ? Balloon takes you to a Bonus level. Like always,
your looking for an example of a given number. There are two
different bonus levels, Counting and Addition/Subtraction.

Counting:

```
                    --
                   |__
                   |  |
                    --
 -----     -----     -----     -----     -----
|     | |     | |     | |     | |     |
|     | |     | |     | |     | |     |
|     | |     | |     | |     | |     |
 -----     -----     -----     -----     -----
```
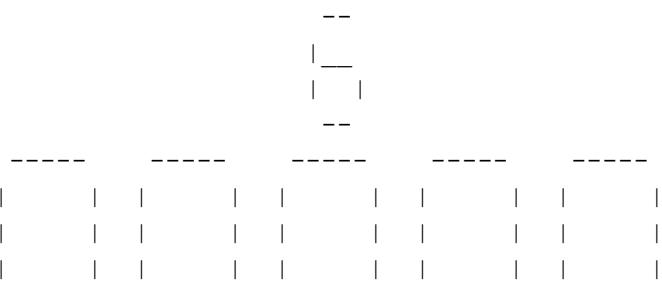
Let痴 say that you池e looking for the number 8. Notice that there is
a 6 on top of the middle box? Gee, which box will have the 8 in it?
Let痴 try the one to the left of the middle box. Stand underneath it
and jump. Opp, that one has a 5 in it. Wait, I got it! The boxes are
in numerical order, so 4 -> 5 -> 6 -> 7 -> 8.

NOTE: This is only an example, numbers can run in both directions.

Once you致e found the number you池e looking for, walk over and ring
the bell on the far right-hand side of the screen (stand under it
and jump).

Addition/Subtraction:

```
   ---------              --|  |---
  /_____\          /            \
 /_____\        /  *        *  \
|              |      |  *           *  |
|              |      |      *    *      |
|              |      |  *           *  |
|_____|      |   *        *   |
 _____/        \              /
  \          /          \            /
   ---------              ---------
```
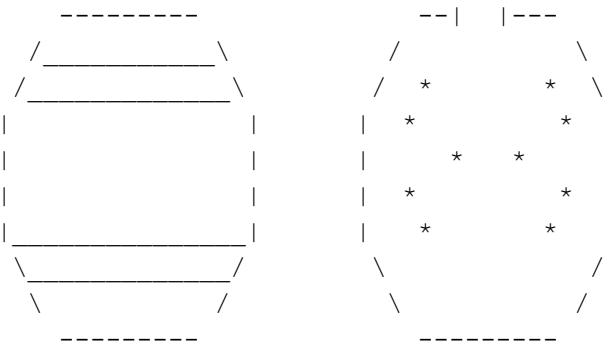
Let痴 say you池e looking for the number 5. Notice that there are
10 hearts in the jar on the right-hand side? Stand underneath the
jar and jump 5 time to subtract 5 hearts from the jar.

Now, let痴 say you池e looking for the number 10, but the jar only has
5 hearts in it. Stand underneath the barrel on the left-hand side and
jump 5 times to add 5 hearts to the jar.

Once you have the right number, hit the bell on the far right-hand
side (stand under it and jump).

Note: If you do not wish to complete a bonus round, simply walk off
      the ledge next to the bell. This will put you back down in the
      main game.

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d. - HOP mode

Think of this as the Easy difficulty setting.

You won稚 have to hunt for icons/numbers/question mark balloons in
this mode. The Count hop to each one, leaving you with the task of
figuring out which ones are the ones you need.

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e. - RUN mode

Think of this as the Hard difficulty setting.

This time, you have to go find the icons/numbers/question mark balloons
yourself, the Count won't go to them directly. Sometimes you値l have
to jump on top of other objects to get what you need.

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Glitch Note: There is a massively bad glitch in this mode. You might notice
             that you can稚 walk through the white boxes; you have to jump
             over them. Sometimes the game will position icons right over
             the top of white boxes, leaving you no choice but to grab it.
             I致e experimented with this and I致e found that 8 times out of
             10, it痴 the wrong answer. Keep this in mind while playing.
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End of Document.
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