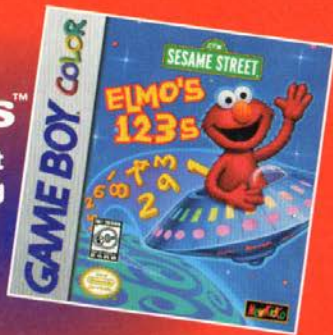


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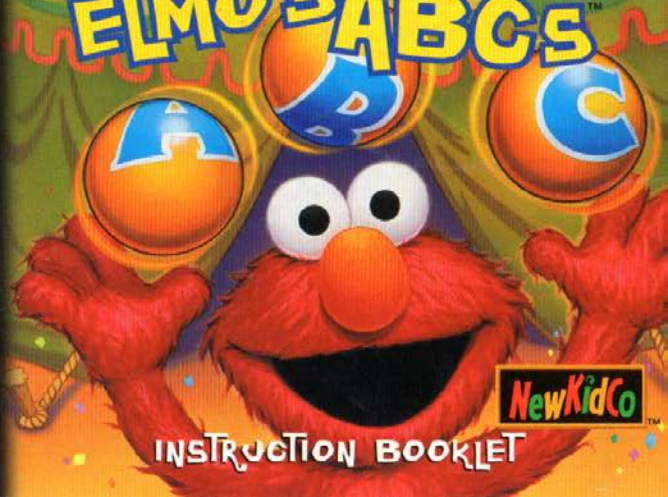
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ELMO'S ABCs™



INSTRUCTION BOOKLET

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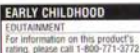


This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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ELMO'S ABCs™

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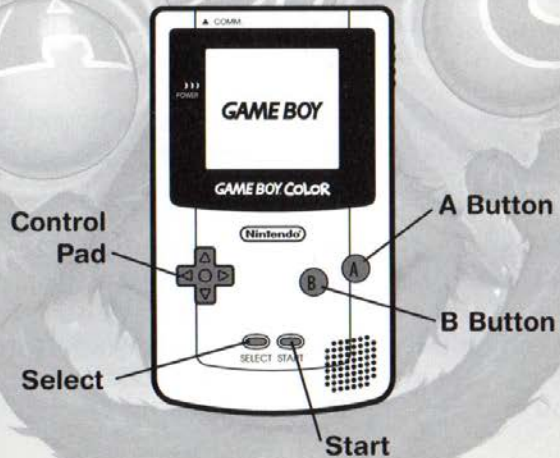
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Elmo's ABCs™ provides a playful setting in which children can practice these early reading skills:

Letter recognition and matching
Upper/lower case matching
Word recognition and matching
Simple spelling

Special Note for Parents: We have designed this manual so that it is easy for you to find useful information. Whenever you see a paragraph with this symbol , you will find additional hints to help your child get the most out of this game.

Key Summary



Step right up!

It's time to take your turn to catch and match the letters on the juggling balls! So, if you're ready for fun, let's get started.

👋 You may enjoy playing Elmo's ABCs™ with your child. By doing so, you can reinforce your child's learning by following these few hints.

When discussing the game, use the words "letter", "word", and "match" so your child becomes familiar with these concepts. You can help your child identify each letter as it moves through the matching zone by saying things like, "Does this letter match the one under Elmo?" Or, "Can you find the right letter to finish this word?"

Playtime

Elmo's ABCs contains six game levels. Each level is designed to be progressively more challenging. Encourage your child to begin with the first levels to develop the skills needed for the more difficult levels. The games can be found and selected from the "staircase" on the selection screen. They are:

GAME CHOICES	GAME	SKILLS
A=A	Upper case matching	Letter recognition and matching
a=a	Lower case matching	Letter recognition and matching
a=A/a	Mixed case matching	Letter recognition and matching
CAT=CAT	One little word	Word recognition and matching
_AT	First letter missing	Simple spelling
CA _	Last letter missing	Simple spelling

Levels 1, 2 and 3: How to Play

It's as easy as A-B-C. Elmo is here to play and he brought a letter for you to match.

There's a letter covering Elmo's tummy. Now it's up to you to find the letter on the juggling balls that matches the one on Elmo's tummy. Press either the A or B **BUTTON** when the letter moves into the matching zone and one of two things will happen:

If the incorrect letter is chosen, the letter will float off the screen and Elmo will start juggling the balls so you can guess again.

If you successfully match the letter, your letter will float into the air and land in the basket. When the basket is full, Elmo can try his luck at the strength-o-meter! Elmo will take three tries at the strength-o-meter, representing each round of play.

Level 4: One Little Word

Spell an entire word by matching each letter in the word. How do you match a word? One letter at a time, of course! Here's what to do:

Look at the first letter in the word. A highlight will appear around the letter that should be matched as well as the slot where the word is being built. Find that letter on the juggling balls.



Press either the A or B **BUTTON** to catch that letter.


The first letter will pop into place and now it's time to catch and match letter number two and then letter number three!

Match all three letters in the word, and you've won the round. Elmo will take a turn at the strength-o-meter.

Level 5: First Letter Missing

This time, a word is displayed for you but the first letter is missing! Find the letter on the juggling balls that correctly completes the word. Here's how to do it:

Look at the incomplete word. Now look at the letters on the juggling balls. Can you spot a letter that fits? There may be more than one right answer.

 Remind the child that there may be more than one answer and they should keep trying until they find the answer that the game is looking for. For example: CAT, BAT, HAT.

When the letter you want is in the matching zone, press either the A or B **BUTTON**.

Hurray! You spelled a word! Elmo will take a turn at the strength-o-meter. Three correct matches successfully complete the round and Elmo takes his last turn at the strength-o-meter.

Level 6: Last Letter Missing

A word is displayed for you for you but the last letter is missing! Find the letter on the juggling balls that correctly completes the word. Here's how to do it:

Look at the incomplete word. Now look at the letters on the juggling balls. Can you spot a letter that fits?

When the letter you want is in the matching zone, press either the A or B BUTTON.

Hurray! You spelled a word! Elmo takes his turn at the strength-o-meter.

Three correct matches successfully completes the round.

👋 Spelling words may be tricky at first. Ask your child, "How many letters do you see? Let's write each one down."

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