



# ELMO'S Birthday Game

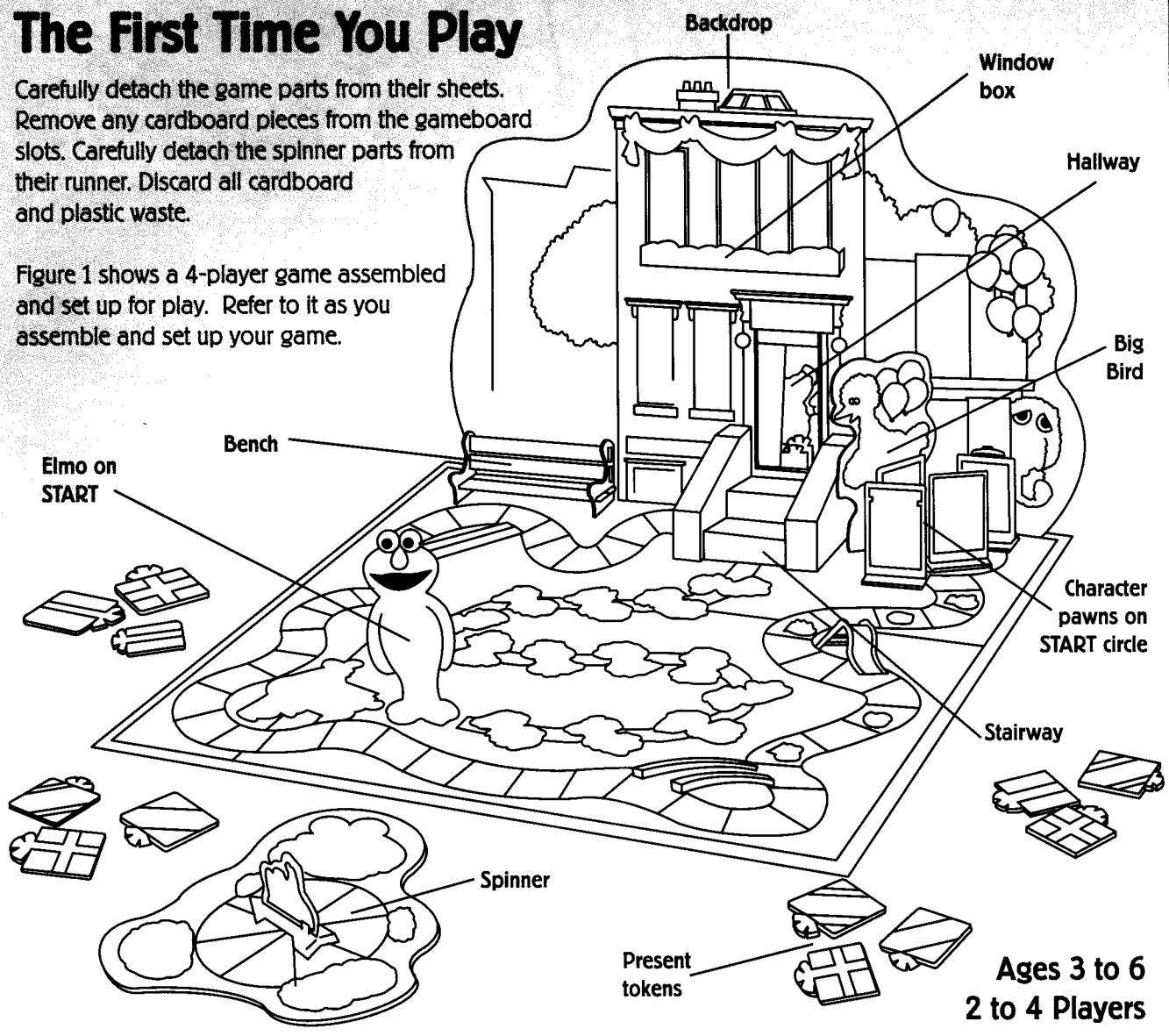
## Instructions

**CONTENTS:** electronic Elmo figure • gameboard • 2 plastic clips • backdrop  
• 4-piece stairway • Big Bird standup piece • window box • hallway • 4-piece bench  
• 4-piece spinner • 4 character pawns • 4 plastic pawn stands • 12 present tokens

### The First Time You Play

Carefully detach the game parts from their sheets. Remove any cardboard pieces from the gameboard slots. Carefully detach the spinner parts from their runner. Discard all cardboard and plastic waste.

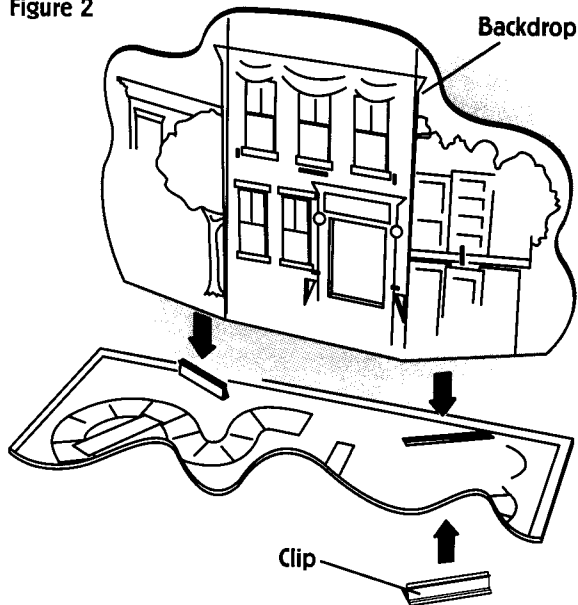
Figure 1 shows a 4-player game assembled and set up for play. Refer to it as you assemble and set up your game.



## 1. Attach the backdrop to the gameboard

Open up the gameboard. Slide one plastic clip up through the bottom of each gameboard slot. Then bend the backdrop along its scored lines and gently push it down onto the two clips. See Figure 2.

Figure 2



## 2. Assemble the stairway

Bend the four stairway pieces along their scored lines. Then assemble the stairway as shown in Figures 3A through 3D.

Figure 3A

Fit top step tab into bottom step slot.

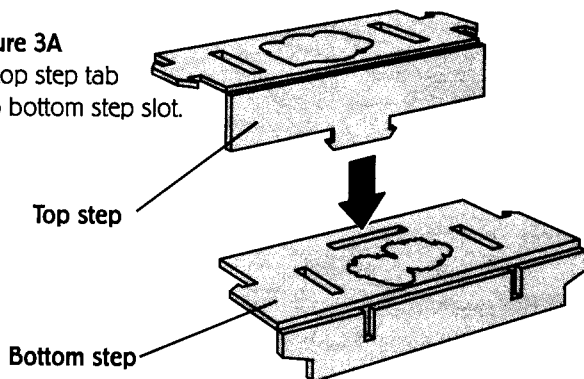


Figure 3B

Fit right rail into steps by inserting tabs A and B into slots A and B.

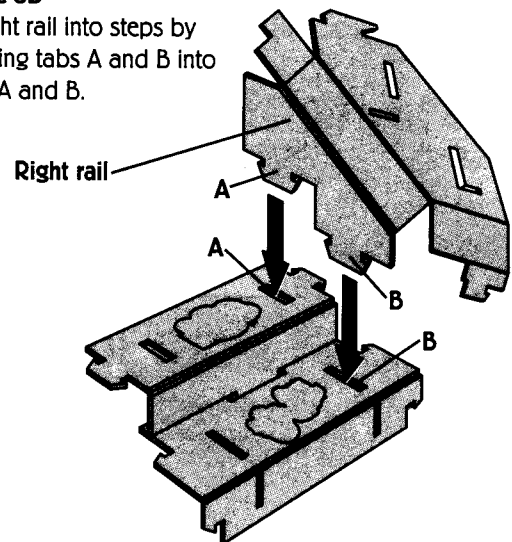


Figure 3C

Swing rail side down and fit side step tabs into slots.

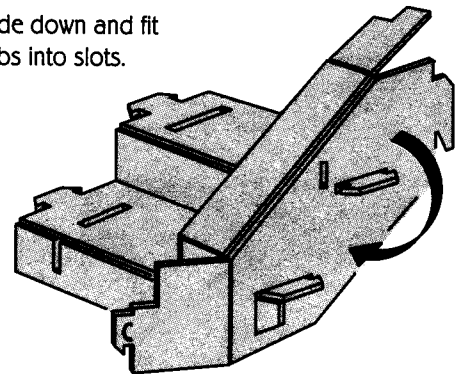
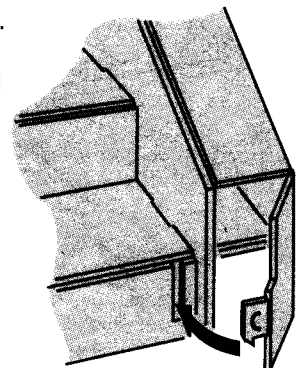


Figure 3D

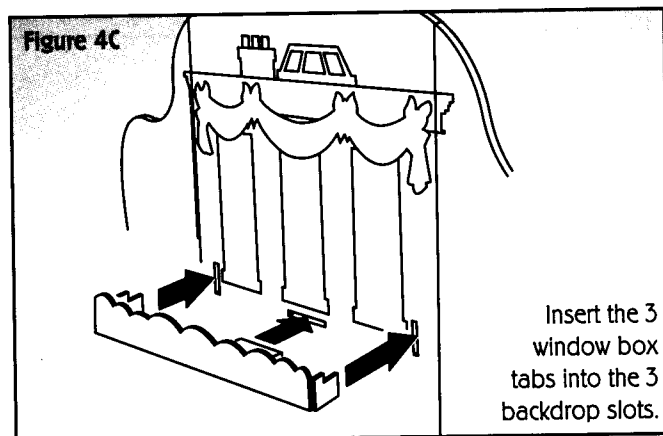
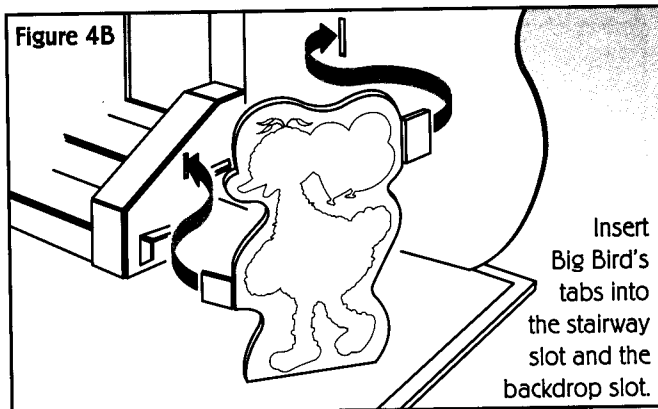
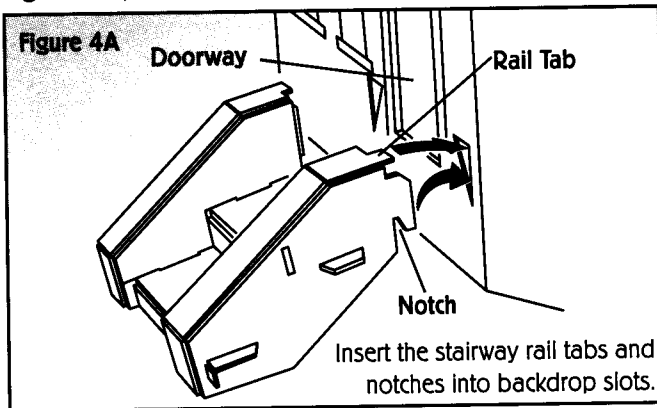
Insert tab C into slot C.

Now attach the left rail the same way.



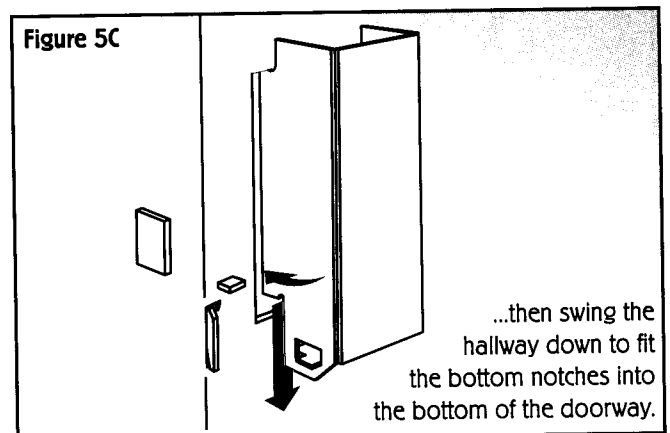
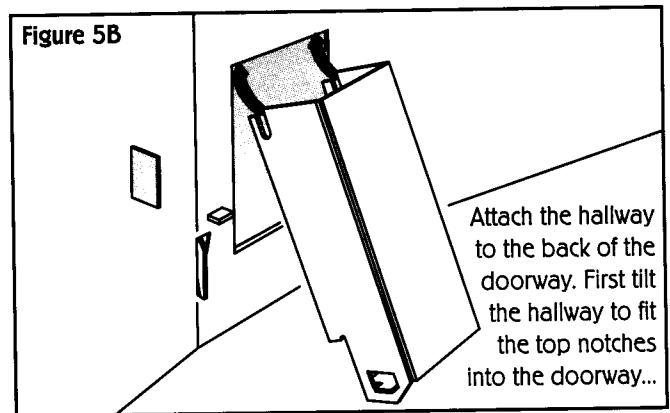
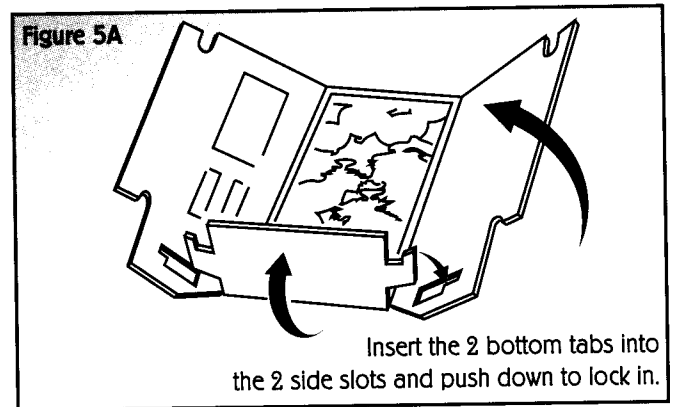
### 3. Attach stairway, Big Bird and window box to backdrop

Attach these parts to the backdrop as shown in Figures 4A, 4B and 4C.



### 4. Attach the hallway

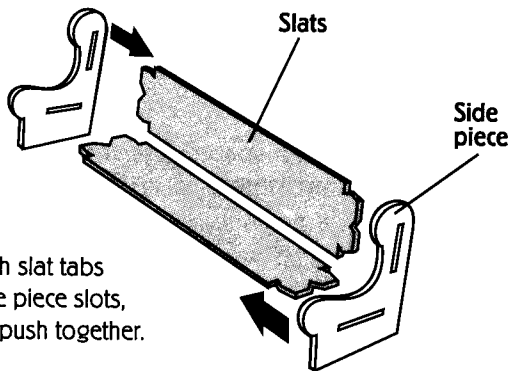
Fold the hallway piece along its scored lines. Then assemble it and attach it to the backdrop as shown in Figures 5A, 5B and 5C.



## 5. Assemble the bench

Put the 4-piece bench together as shown in Figure 6. Then place the bench on the gameboard (see Figure 1 for its location).

Figure 6

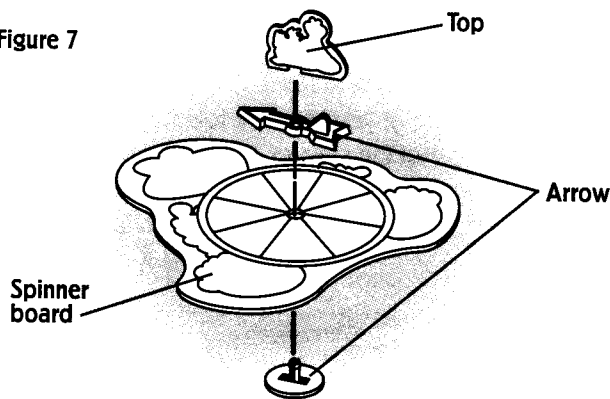


Fit the bench slat tabs into the side piece slots, then gently push together.

## 6. Assemble the spinner

Assemble the spinner board, 2-piece arrow and top as shown in Figure 7.

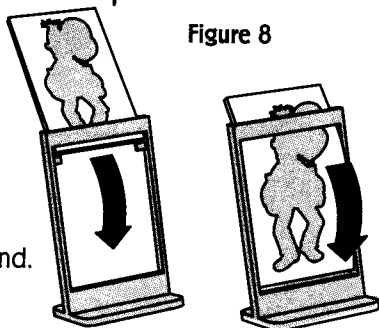
Figure 7



## 7. Assemble the pawns

Slide each of the character pawns into a pawn stand as shown in Figure 8. It doesn't matter which pawn goes into which stand.

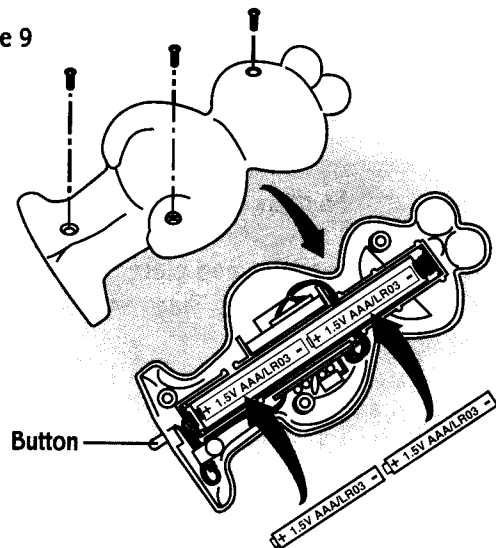
Figure 8



## 8. Insert Elmo's batteries

Using a Phillips head screwdriver, remove the 3 screws from the back of the Elmo figure and carefully separate the two halves of the figure. Place two AAA size batteries inside the battery compartment, matching up the "+" and "-" symbols. See Figure 9. Then fit the two halves together and replace the 3 screws.

Figure 9



To test the batteries, stand Elmo on a flat surface, then lift him up to release the button on the bottom of his foot. You should hear Elmo giggle, or say "Wheee!" or "Wow!" or a combination of these sounds. If you don't, the batteries may be weak or improperly installed.

### CAUTION:

- As with all small batteries, the batteries used with this game should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect.
- Make sure the batteries are inserted correctly and follow the toy and battery manufacturers' instructions.
- Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

## GAME SETUP

1. Choose a pawn and place it inside the START circle in front of Big Bird. All players do the same. Place any extra pawns out of play.

During the game, players will move their pawns along the colored path toward 123 Sesame Street.

2. Place Elmo on the rock that says START, at the beginning of the footprint path.

During the game, players will move Elmo space by space along the footprint path toward 123 Sesame Street.

3. Take any 3 present tokens and place them in front of you. All players do the same. Place any extra present tokens out of play.

## Gameplay

### Object

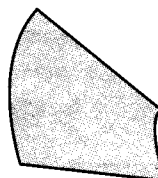
Who will be first to greet Elmo at his surprise birthday party? Race your opponents along the colored path toward 123 Sesame Street, while Elmo hops along his own path. To win, deliver your 3 present tokens and be first to reach the top step, with Elmo on the bottom step.

The youngest player goes first. Play continues in a clockwise direction.

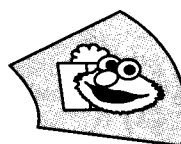
### On Your Turn

First, spin the spinner. Then move your character pawn ahead to the next open path space of the color you spun. (Pawns can't share path spaces.) Follow the directions for the space you land on.

### Space Directions



• **Plain colored spaces:** If your pawn lands on one of these spaces, your turn is over.



• **Elmo spaces:** If your pawn lands on a space that shows Elmo and a present, you get to hop Elmo along the footprint path, and deliver a present to 123 Sesame Street! Here's how:

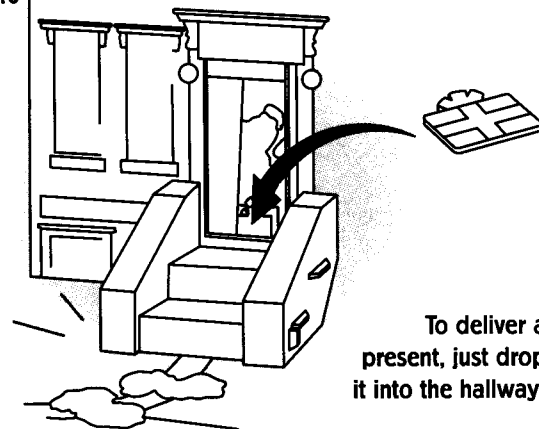
#### 1. Hop Elmo Ahead. Wheee! It's Fun!

First, hop Elmo from the footprint space he's on to the one just ahead of it. To hop Elmo ahead, pick him up and place him on the next footprint space. With each hop toward 123 Sesame Street, Elmo will giggle or talk – or both! That's because he can't wait to see his pals!

#### 2. Deliver a Birthday Present!

Now place any one of your present tokens into the hallway at the top of the stairway. Figure 10 shows how to do this. (If you've already delivered all 3 of your present tokens, just skip this part.) Your turn is over.

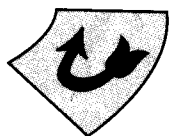
Figure 10





- **Oscar spaces:** If your pawn lands on a space that shows Oscar the Grouch, **slide Elmo back** one space on his footprint path. Your turn is over. (If Elmo is still on START, just leave him where he is.)

When you slide Elmo back, he won't giggle or talk. It's not as exciting for him to move back, away from the fun at Sesame Street!



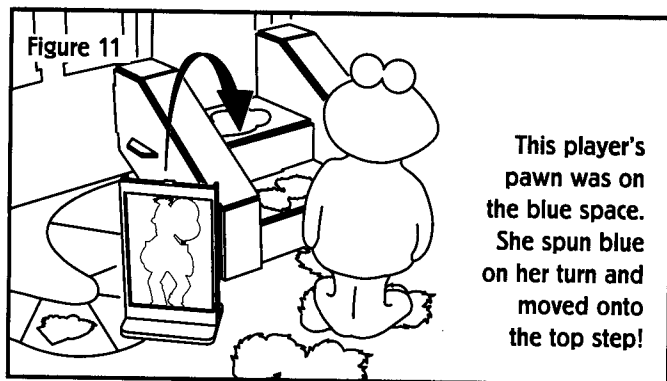
- **The arrow space:** If your pawn lands on the yellow space with the arrow on it, your turn is over. This space has a special rule, explained at right.

## Taking a Shortcut

If you land on the purple slide space, the yellow bridge space or the green plank space, move ahead to the connecting space. Follow the directions for that space. Figure 12 at right shows an example of taking a shortcut.

## Reaching 123 Sesame Street

Move your pawn to the top step at 123 Sesame Street when there are no more open path spaces that match the color you've spun. See Figure 11 for an example.



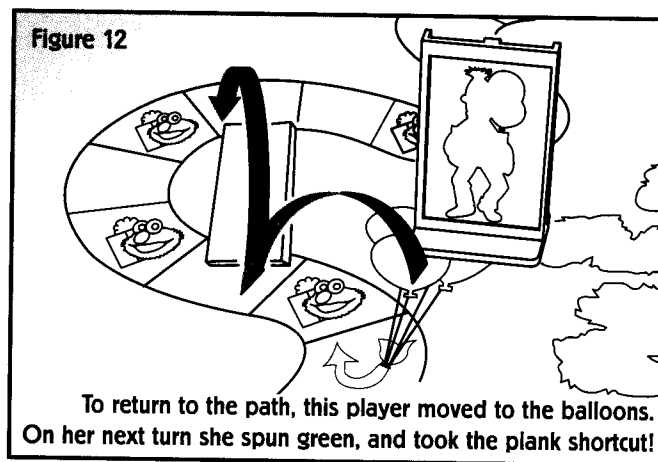
When you land on the top step, move Elmo ahead one footprint, then deliver a present, if you have any left. If Elmo is **already** on the bottom step, just leave him there – that's the last space on his path.

- If Elmo is on the bottom step and you've delivered all 3 of your present tokens, you win!
- If Elmo is **not** on the bottom step, or you still have one or more present tokens to deliver, you must return to the path.

## Returning to the Path

Immediately place your pawn on the balloons beside the path. (It's OK if one or more other pawns are there, too.) Your turn is over.

On your next turn, spin the spinner and move back onto the path by way of the arrow space. Now you have another chance to finish delivering your presents, or to let Elmo reach the bottom step! Figure 12 shows an example of returning to the path.



## How to Win

At the end of your turn, if your pawn is on the top step, Elmo is on the bottom step, and all 3 of your presents have been delivered, the game is over and you win!

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