

Nintendo

GAME BOY COLOR

CTW

SESAME STREET

DMG-AELE-USA

The Adventures of
ELMO
IN
GROUCHLAND™



INSTRUCTION
BOOKLET

NewKidCo™

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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

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INTRODUCTION

Elmo loves his fuzzy blue blanket better than anything else in the whole world. The day doesn't begin until he's said "Good Morning" to his blanket, and he never, ever goes to bed without it. They are inseparable...a perfect team, and Elmo has vowed never to let anything happen to it.

He is able to keep his promise until a big gust of wind picks up his blanket and sends it whirling down Sesame Street. Elmo sets off in hot pursuit to recover his beloved blue blanket.



GAME CONTROLS

+ Control
Pad

SELECT

A Button

B Button

START



GETTING STARTED

Insert the Game Pak into your Game Boy® system and turn it ON. There will be several logos, a title screen and an options screen.

The Options Screen

Use ▲ or ▼ on the + Control Pad to select an option.

There are 3 options that may be changed:

1. Audio ON or OFF
2. Music ON or OFF
3. Level EASY or HARD

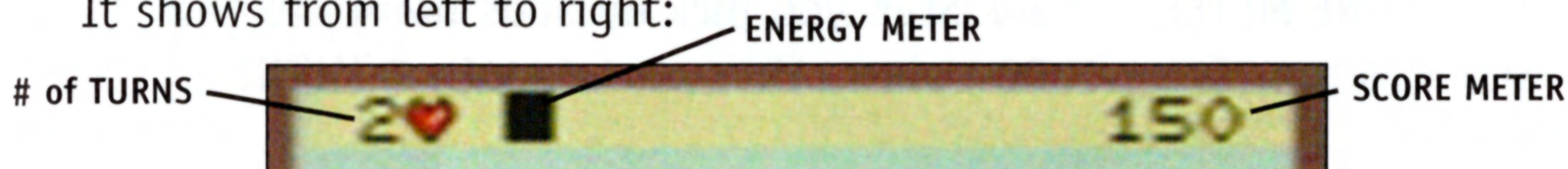


Use ◀ or ▶ on the + Control Pad to change any of the options. Once you have set the options you desire, press START to begin playing. If you press START at the options screen, then the game will default to the EASY Level and the Music and Audio will be ON.

THE GAME SCREEN

At the top of the game play screen is the Status Bar.

It shows from left to right:



The number of TURNS Elmo has left in the game. Each 'Heart' stands for a complete TURN. At the beginning of the game you will start with 3 TURNS. In your journey, if you see a 'Heart', jump up and catch it. You'll gain a whole other TURN!



The ENERGY METER. In Hard mode, landing or running into some objects (like getting wet from the fire hydrants in Level 1) will take away a little energy on the Energy Meter. While searching for Elmo's blanket, if you see a 'Star', jump up and catch it. Elmo will regain a bit of lost energy. When he runs out of energy, the TURN is over and you must start the level over again.

The SCORE METER. Every 'Star' you pick up adds points to the Score Meter. Every 1000 points, Elmo gains another TURN!

After running out of TURNS, the player will get a second chance to continue playing with 3 more TURNS. When the continued TURNS run out, the game is over...but you may restart your Game Boy® system and try again!



OBJECT OF THE GAME

The object of The Adventures of Elmo in Grouchland™ is to help Elmo recover his beloved blue blanket. The wind has picked it up and carried it down Sesame Street. When almost within grasp, his blanket falls down Oscar's trash can and travels all the way into Oscar's home town--the grouchiest, messiest place on earth, where no one else from Sesame Street has ever traveled before...Grouchland USA.

With your help and determination, Elmo must run, jump, splash and climb his way through 8 different areas of Grouchland to get to Huxley's Castle where Elmo's blanket is being held by the Huxocopter.



Elmo must successfully finish each level,
in order to proceed to the next level.

Level 1: The Chase is On (Sesame Street)

Level 2: Journey to Grouchland

Level 3: Unwelcome to Foggy Grouchland

Level 4: Water Games with the Huxocopter

Level 5: Mine Games

Level 6: Jumping in the Dump

Level 7: Flowers, Bugs & Cameras

Level 8: Huxley's House



DIFFICULTY LEVELS

There are 2 difficulty levels, Easy and Hard. The difference between the Easy and Hard Level varies in each world. In general, there are more obstacles and the pace of the game is faster in the Hard Level. For specific differences see each world's description below.

LEVEL 1: THE CHASE IS ON (SESAME STREET)

Elmo is chasing his blanket down Sesame Street! Help him catch his wonderful blanket. Run and jump over fire hydrants that get in his way.

In Hard mode, Elmo will lose a little bit of energy every time he gets sprayed by the water from the fire hydrants while attempt-



ing to hurdle them. Use the boxes on the street to cover the manholes so he won't fall through while attempting to hurdle those as well. If Elmo falls down the manholes, he will have to start over.

Use ◀ or ▶ on the + Control Pad to move back and forth.
Use the A Button to jump.

LEVEL 2: JOURNEY TO GROUCHLAND

What is this place Elmo is in? It's a long wormhole that leads to Grouchland USA. Help Elmo get through the mess of trash and other strange objects that are floating around in the wormhole. Stay clear of all objects, or he will lose a little bit of energy.



As Elmo is falling, be sure to watch for 'Stars' - these will give Elmo his energy back!

In Hard mode Elmo will travel much FASTER! Whooooooo!

Use ◀ or ▶ on the + Control Pad to move back and forth.
Use the A Button to jump.

LEVEL 3: UNWELCOME TO FOGGY GROUCHLAND



Elmo has successfully maneuvered down the wormhole and now he finds himself on Main Street, Grouchland USA - Yuck! He never knew this is where more grouchy Grouches like Oscar come from! What's little Elmo to do? He must forge ahead and find his blanket - it must be here somewhere!



On Main Street Grouchland, Elmo must make his way over the trash cans to get down the street. The problem is that he can't see through the thick smog well enough to make his way down the street! Elmo must find a fan to blow away the smog so he can see the trash cans that litter the street and jump over them. He must clear all the smog before he can jump over the trash cans.

In Hard mode, make sure Elmo doesn't step on the smelly garbage in the street. Elmo will lose a little energy each time he steps on a smelly fish.

Use ◀ and ▶ on the + Control Pad to move back and forth.

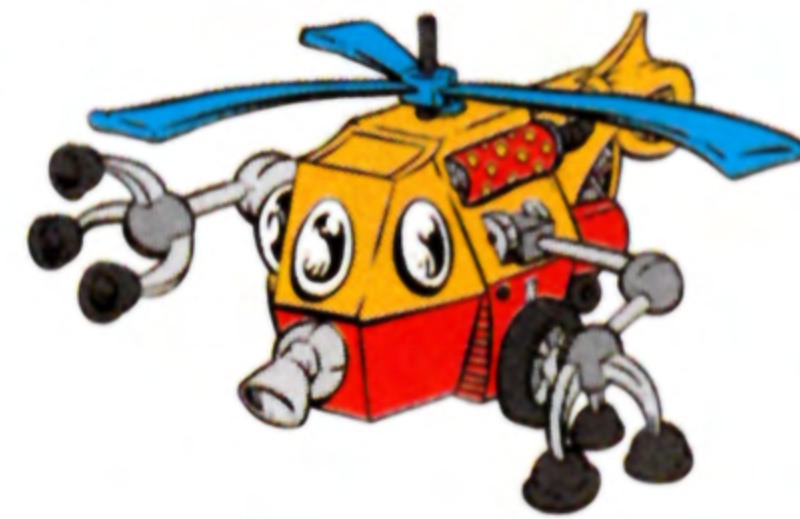
Use the B Button to turn the fan on and blow away the smog.

Use the A Button to jump.



LEVEL 4: WATER GAMES WITH THE HUXOCOPTER

The villainous Huxley flies through Grouchland in his giant flying machine, the Huxocopter, sucking up everything that is not nailed down, including Elmo's blanket! Elmo sees the Huxocopter flying above and sees his blanket hanging out of it. If only he could knock his blanket down...hmmm. Elmo sees fire hydrants and decides to spray water at the Huxocopter in hopes of making the blanket fall. When the Huxocopter flies over a fire hydrant, help Elmo spray it with water.



In Hard mode, you've got to move fast to slow Huxley down.

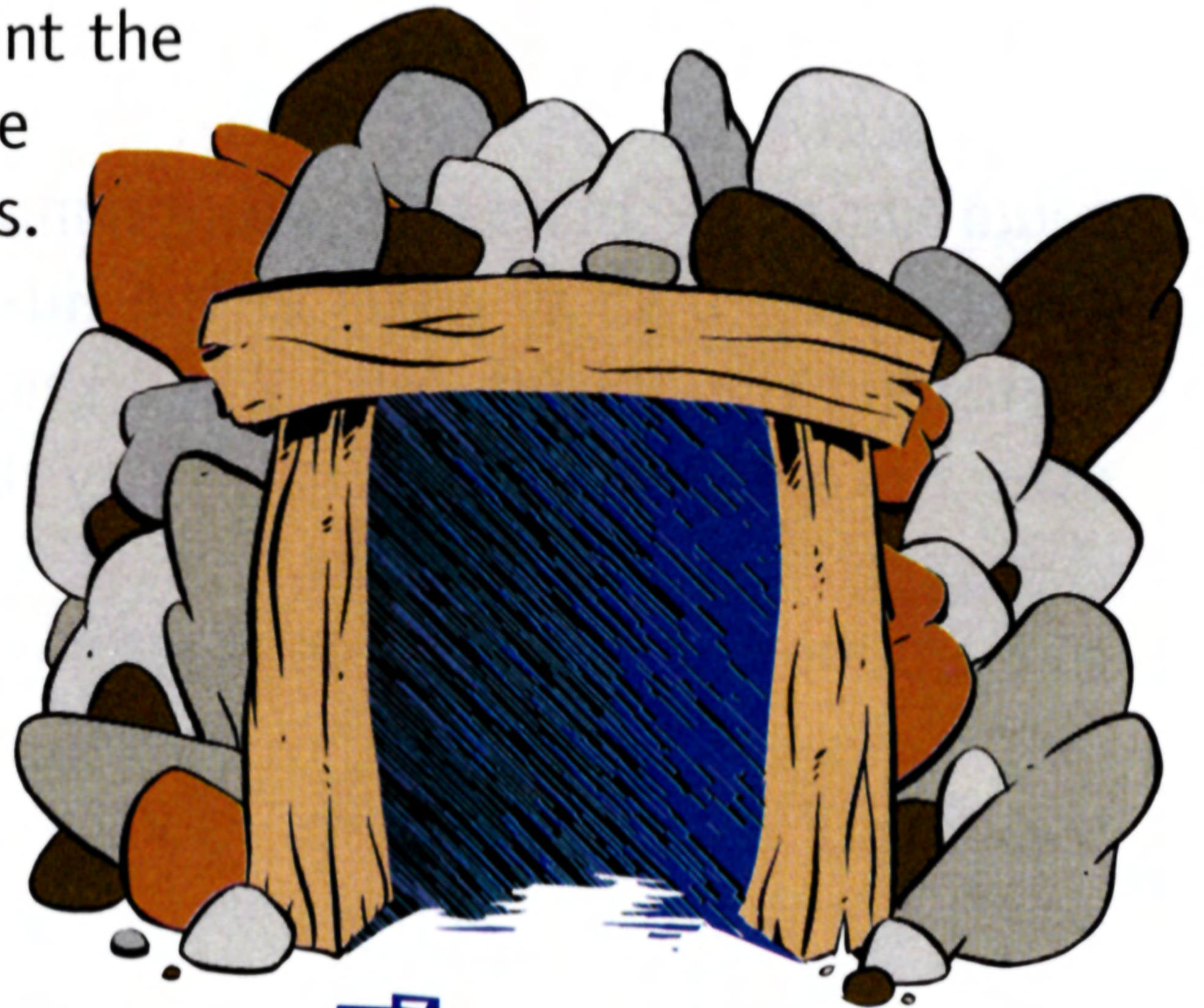
Use ◀ or ▶ on the + Control Pad to move back and forth.

Use the B Button to spray water when next to a fire hydrant.



LEVEL 5: MINE GAMES

Elmo sees a sign for a shortcut to Huxley's House. He follows it to a Mine. Ohhhhhh it's sooo dark in here! Follow the fireflies, who will get together to point the way. Watch out Elmo! There are low stalactites and lights. Duck down!



In Hard mode, Elmo has to think fast.

Use ◀ or ▶ on the + Control Pad to move Elmo.

Use the A Button to make Elmo jump into the cart.

Once in the Mine Cart:

Use ▶ on the + Control Pad to make the cart go faster.

Use ◀ on the + Control Pad to make the cart go slower.

Use the B Button to duck down.



LEVEL 6: JUMPING IN THE DUMP

Phew! Elmo made it out of that old dark mine. But where is he now? It looks like a big dump! Boy the journey to Huxley's house sure is long but Elmo must keep going if he wants his blanket back.

The Dump is full of conveyor belts and tons of trash and junk. Don't fall into any trash cans or Elmo will have to start over. Where is the exit?

In Hard mode, look out for the newspapers and stuff falling from the door at the top. They'll take away some energy. In Easy mode, jump straight to the right to exit on the first level.



Use ◀ or ▶ on the + Control Pad to move back and forth.
Use the A Button to jump from conveyor belt to conveyor belt.

LEVEL 7: FLOWERS, BUGS AND CAMERAS

Does the road to Huxley's House ever end? Hmmmm...I think Elmo's getting real close! But, don't let those security cameras take his picture, or Huxley will know he's here...

In Hard mode, look out for the worms, as well. Nobody wants to step on a worm...not only because Elmo will lose a little energy every time he does, but also because the worms don't appreciate it!

Use ◀ or ▶ on the + Control Pad to move back and forth.
Use the A Button to jump.



LEVEL 8: HUXLEY'S HOUSE

Elmo is there! He has made it! Well...almost. He sees Huxley's House. But he also sees Huxley's tiny insect patrol...his henchmen, the Pesties. They're on guard, in all the windows and doors. The Pesties are tossing balloons around Elmo to try and confuse him. No problem. Elmo is here to save his blanket! Let's see... where is Elmo's blanket?

Use ◀ or ▶ on the + Control Pad to move back and forth.
Use the A Button to jump.



CONGRATULATIONS! You have helped Elmo retrieve his best friend and true companion, Blanket! Suppose you go back to Sesame Street and ooops... here comes the gust of wind and there goes Blanket... here we go again!



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Special thanks to Jim Henson whose imagination and vision continue to inspire us all, and to Cheryl Henson for helping us keep the vision alive.

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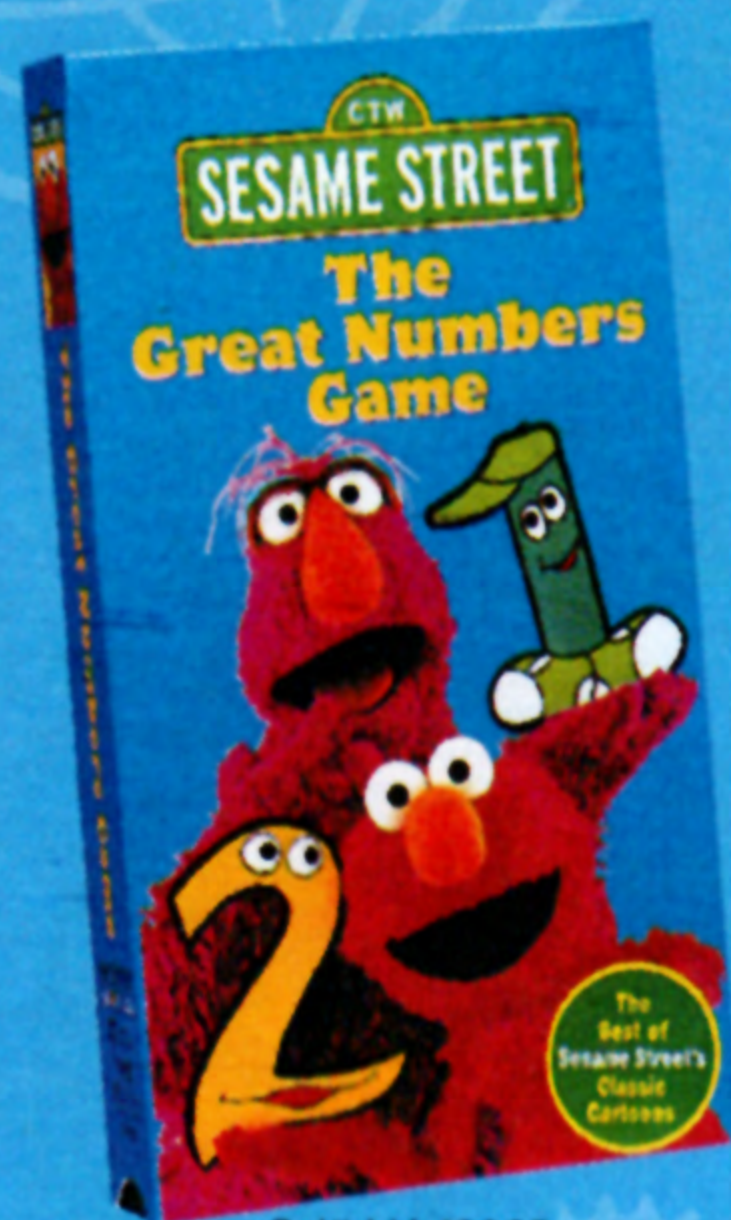
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Marching Ants

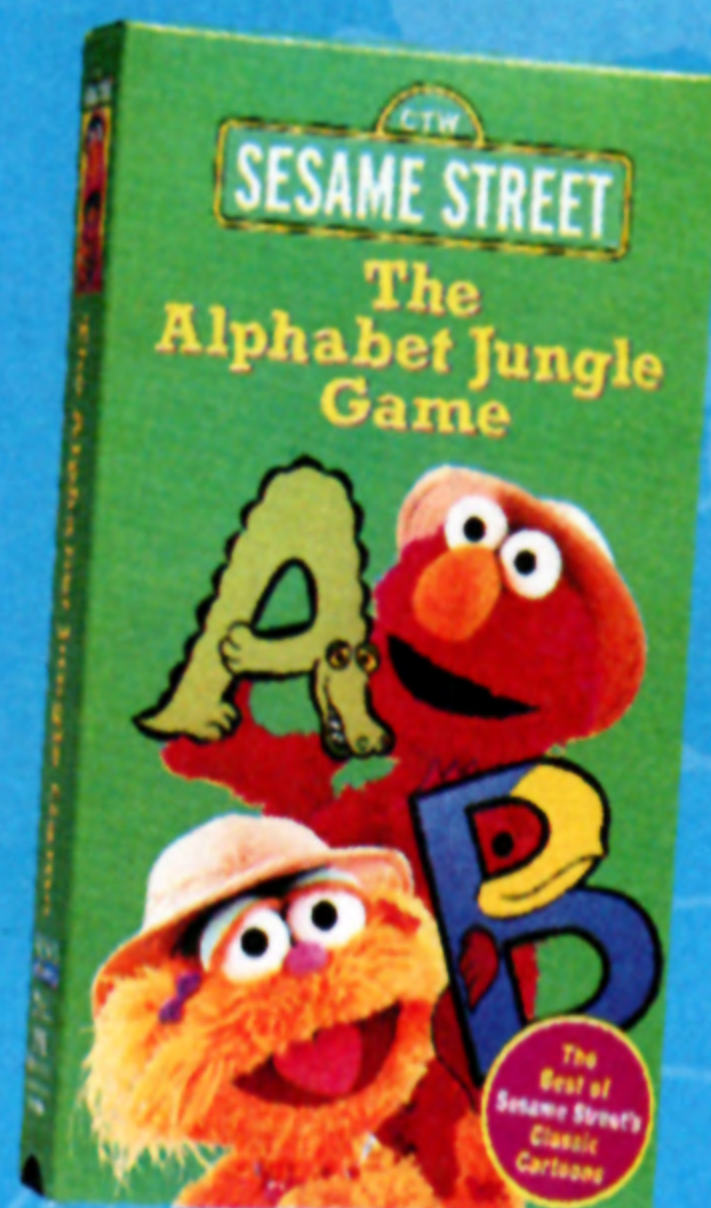


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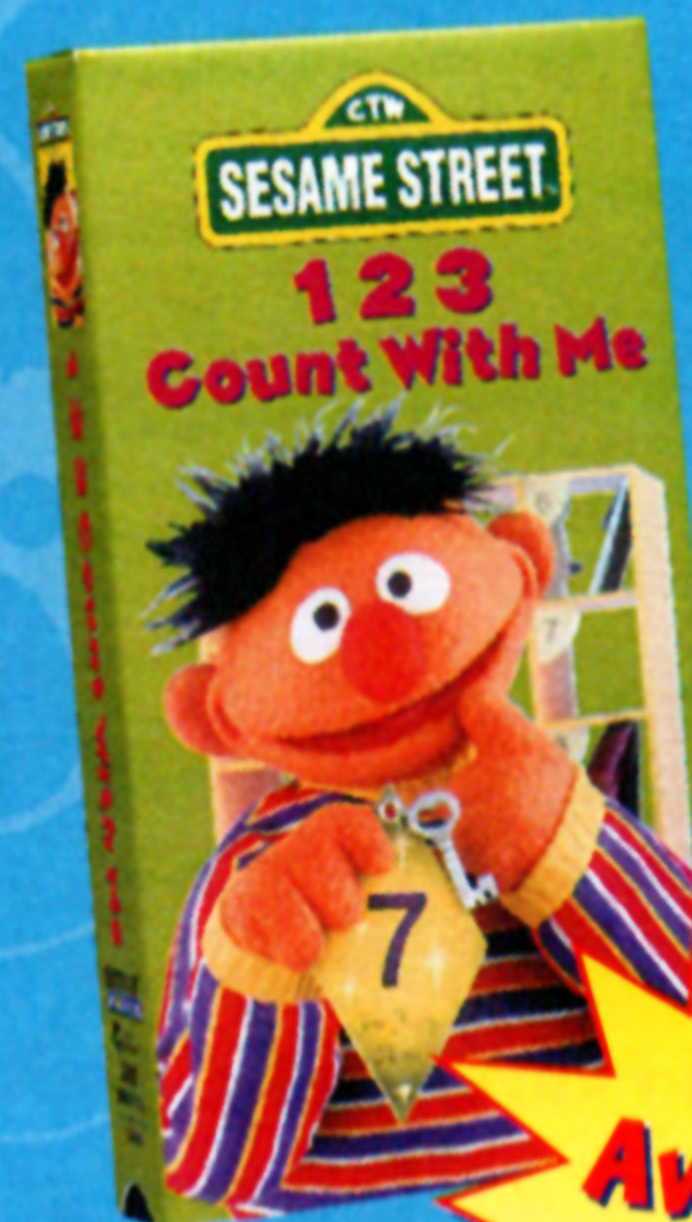
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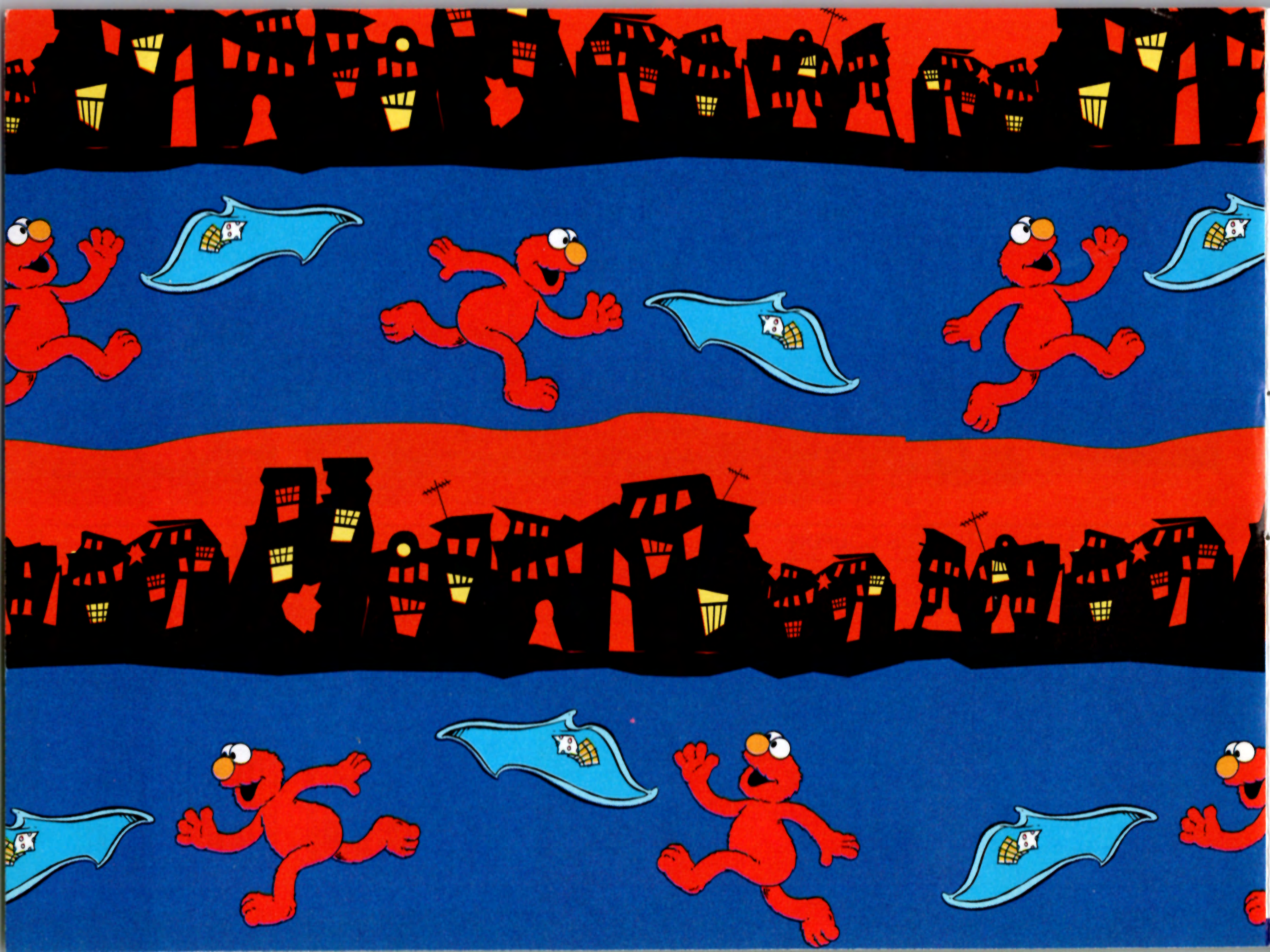
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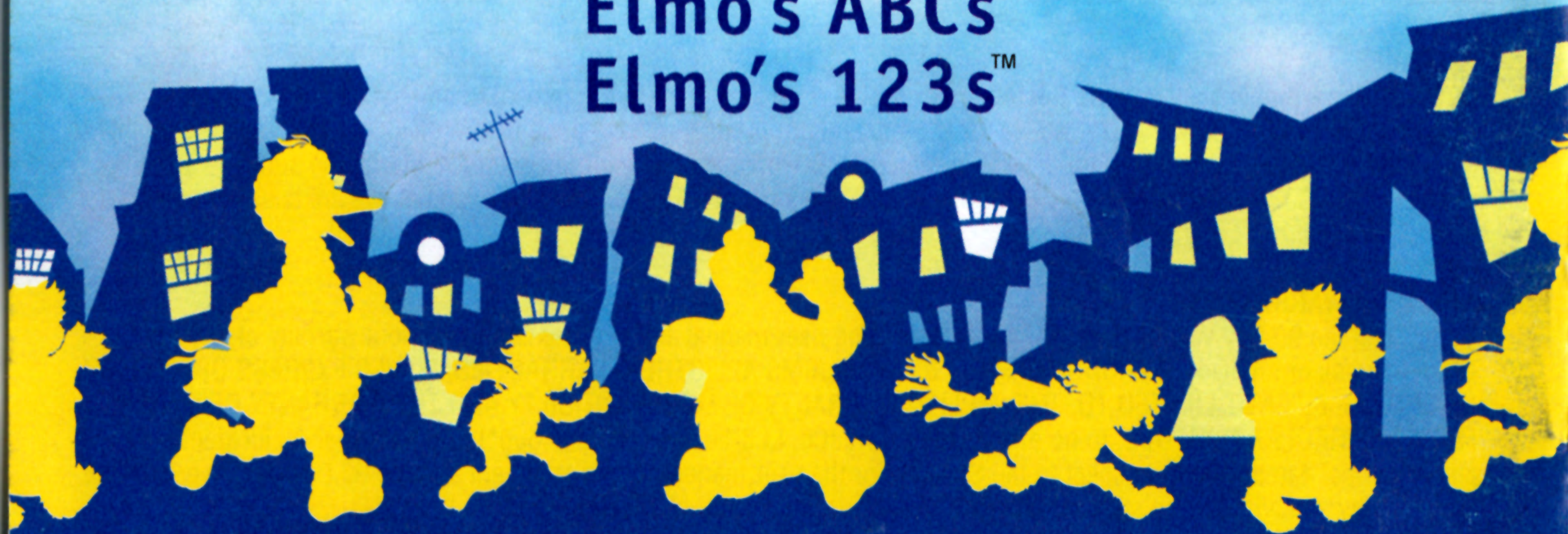
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