

No. 1500

3+



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When you purchase Sesame Street products, you are supporting the education of children at home and around the world.



MY FIRST TV FUN & GAMES

5 Built in
Games!



Manual



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Thank you for purchasing the My First TV Fun & Games. This unit includes a controller with built-in software and A/V cable.

Please read Precautions / Warnings and all instructions before attempting to connect the My First TV Fun & Games to your TV.

The TV must have Audio/Video Input (AV) Jacks to be able to play the My First TV Fun & Games – If the TV does not have the Input Jacks, you may purchase a RF/Scart Adapter that has AV inputs built in.

If you chose to connect the unit through your VCR, you may need to select the LINE OUT button on the TV/VCR to display the initial menu screen. You may need to consult the instruction guide to the TV or VCR for more information about your specific equipment.

Installing the Batteries:

- Have an adult install 4 "AAA" batteries (not included). All batteries should be the same brand.
- Caution: When installing the batteries make sure that the positive (+) and negative (-) ends are facing in the correct position. Follow the diagram in the battery compartment.
- Note: when the batteries begin to lose their charge, the power indicator LED will begin to dim and the My First TV Fun & Games will turn itself off.
- Remember to take out the batteries when the My First TV Fun & Games is not being used for a long period of time.

Getting Started:

1. Make sure the power switch on the unit is in the OFF position.
2. Turn your TV on and turn the volume

that accepts the input line.

3. Move the power switch on the Controller to the ON position. The indicator light will illuminate (if not, check the batteries).
4. The TV screen will display the opening screen shot for approximately 10 seconds and then switch to the Game Menu.
5. Use the left and right keys to help Elmo learn about shapes, letters, and numbers with their favorite Sesame Street Pal Elmo!

TURN OFF CONSOLE

1. Slide power switch to the OFF position.
2. Turn your TV to the desired channel to view regular TV programs (when using A/V jacks you will need to set the TV/Video switch back to the TV position).

TROUBLE SHOOTING

1. No picture to the screen

- * Is the TV Games turned on?
- * Is the TV turned on?
- * Is the AV output connected properly?
- * Is the battery capacity too low?
- * Are the batteries installed properly?

2. Screen flickers or no color

- * Are the TV's color controls set correctly?

3. No game sound

- * Is the TV volume set too low or in the off position?
- * Has the Audio cable come loose or become disconnected?

4. Picture on TV screen is unsteady

- * Adjust the vertical and horizontal controls until corrected.

5. Picture is blinking or distorted

- * Press the reset button. If there is no improvement, power off the unit and try again.

6. No power

- * Check whether the batteries were installed properly.

Hardware Precautions/Maintenance:

1. Do not disassemble or try to repair the My First TV Fun & Games unit or its components.
2. Always slide the power switch to the off position before connecting the unit to the TV.
3. Do not store the unit in a humid place or where it could collect dust, lint or other debris.
4. Do not drop, hit or otherwise abuse the unit or its components.
5. Make sure that all connections to the unit are correct (refer to Back View Diagram) and the plugs are inserted straight into the proper sockets.
6. Make sure the unit is in the off position before disconnecting any plugs. Carefully remove the cable from the plug itself, not by pulling on the cable.
7. Do not expose the unit to high heat or direct sunlight for extended periods of time. This will cause the unit to malfunction.
8. Do not spill any liquids on the unit or its components. If cleaning the unit, use a soft damp cloth and let it dry completely before attempting use.
9. Do not rapidly turn the power switch on/off. This may shorten the life of the batteries.

Warnings & Precautions:

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g. a seizure or loss of awareness) immediately consult your physician before using any video games. We recommend that parents observe their children while they play the games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician. FOLLOW THE PRECAUTIONS WHENEVER USING the My First TV Fun & Games:

- When using your controller, do not sit or stand too close to the television.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10 or 15 minute break every hour while playing.

Repetitive Strain Warning:

Some people may experience fatigue or discomfort after playing for long periods of time. If your hand or arms become tired or uncomfortable while playing, stop and rest.

Warning! Not suitable for children under 36 months. Small parts and long cords present a choking hazard to small children.

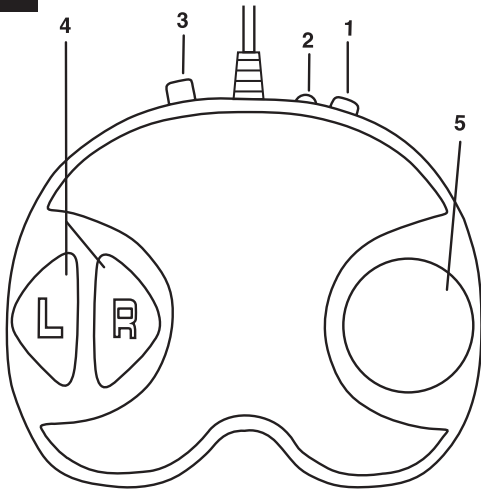
Front View of Controller

USING THE CONTROLLER

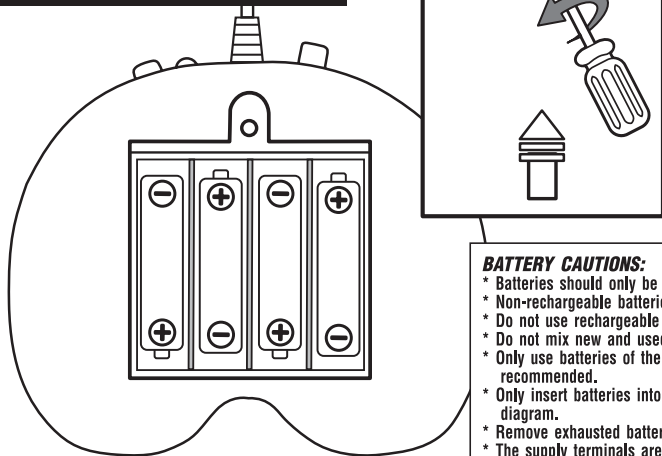
1. On/Off: Slide the button on top of the controller to turn it on and off.
2. LED light: Illuminates when the power is on.
3. Home: Returns you to the game opening screen.
4. Left and right arrows: Moves Dorothy left and right
Moves Elmo left and right
Move to select shapes
5. Enter: Select the game you would like to play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS and PLASMA FLAT SCREEN TELEVISIONS

Do not connect your Controller to a projection OR plasma TV without first consulting the user manual for your projection OR plasma TV. Otherwise, it may permanently damage your TV screen.



Battery Installation



Requires 4 x AAA (LR03, 1.5V, UM4) Batteries.
(Not Included)

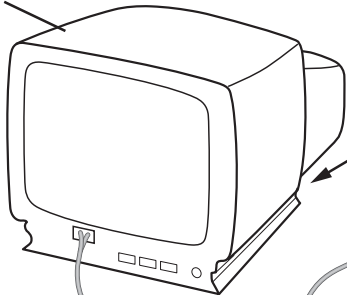
BATTERY CAUTIONS:

- * Batteries should only be replaced by an adult.
- * Non-rechargeable batteries are not to be recharged.
- * Do not use rechargeable batteries.
- * Do not mix new and used batteries.
- * Only use batteries of the same type as recommended.
- * Only insert batteries into the unit as shown in the diagram.
- * Remove exhausted batteries from the toy.
- * The supply terminals are not to be short-circuited.
- * Do not dispose of batteries in fire.
- * Remove batteries from the product when not in use.

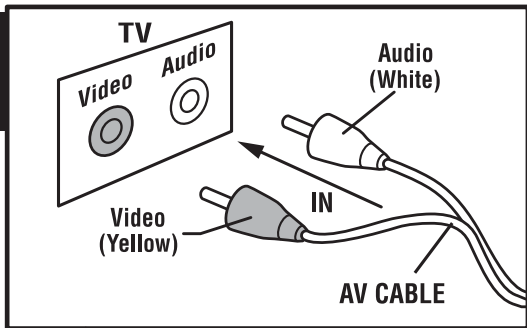
Audio / Video Input (US & Japan)

The AV jacks can be found in the front, back, or both of the TV set, depending on the TV set.

TV

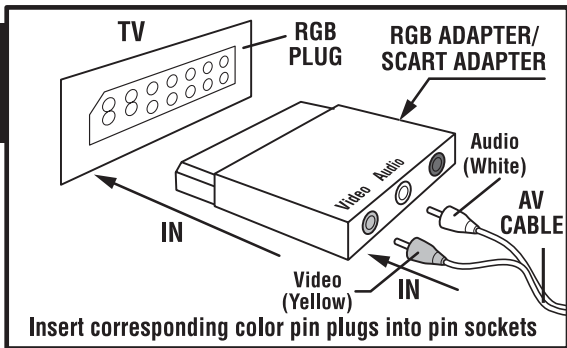
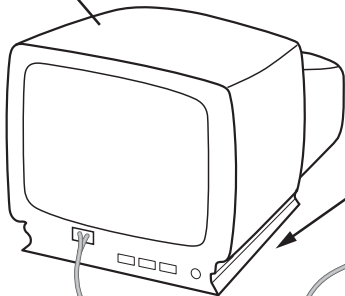


AV CABLE



Audio / Video Input (Europe)

EUROPEAN
TV



4

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5 Built-in Games!

INSTRUCTION MANUAL



STARTING THE GAME

Turn the controller on and the Main Menu Screen will appear. Use the left and right arrow buttons to see the games and press the enter button to select the game you would like to play.

DINNER FOR DOROTHY



Object:

Move Dorothy left and right in her fish bowl to catch the food falling from the top of the screen.

How to Play:

1. From the main game menu, select Dinner for Dorothy by pressing the enter button.
2. Use the left and right arrow buttons to move Dorothy left and right on the screen to catch the falling fish food.
3. By pressing the left and right arrow buttons, Dorothy moves either left or right one position at a time. There is no continuous movement if the player holds down the button. They must release it and press again to move to another position.
4. 1 point is earned for each piece of food Dorothy eats.
5. 1 chance is lost each time Dorothy misses the food. There are a total of 3 chances each represented by a Dorothy icon at the top of the screen. Each time a chance is lost, 1 Dorothy icon disappears.
6. Once the player has lost all 3 chances, the game is over.

Keep Learning! Encourage your child to count how many pieces of food he catches as Dorothy eats them. This can help foster early math skills.

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ELMO'S SUPER SOCCER



Object:

Move Elmo left and right in the goal to save the ball.

How to Play:

1. From the main game menu, select Elmo's Super Soccer by pressing the enter button.
2. After the Ready 3, 2, 1, Go! countdown, move Elmo left and right to save the ball and keep it from going into the goal.
3. By pressing the left and right arrow buttons, Elmo moves either left or right one position at a time. There is no continuous movement if the player holds down the button. They must release it and press again to move to another position.
4. 1 point is earned for each saved ball. The balls speed up after every 3 catches.
5. 1 chance is lost each time Elmo misses a ball. There are a total of 3 chances each represented by a soccer ball icon on the right side of the screen. Each time a chance is lost, 1 soccer ball icon disappears.
6. Once the player has lost all 3 chances, the game is over.

Keep Learning! *To promote hand-eye coordination and get your child moving, encourage her to jump left and right with Elmo as he catches the ball.*

ELMO'S SEA SEARCH



Object:

Move Elmo left and right to catch the letters, numbers and shapes that float up in bubbles.

How to Play:

1. From the main game menu, select Elmo's Sea Search by pressing the enter button.
2. Use the left and right arrow buttons to move Elmo left and right on the screen to catch letters in level 1, numbers in level 2 and shapes in level 3.
3. The letters appear in alphabetical order at the top of the screen and 2 dots appear over and under each letter once it is caught. Once the letters have been caught in alphabetical order, the numbers 1 through 20 will appear followed by the shapes.
4. In level 1, the letters appear in alphabetical order and the next consecutive letter cannot appear until the previous letter has been caught. In level 2, the numbers appear in numerical order and the next consecutive number cannot appear until the previous number has been caught. In level 3, the shapes appear in the order shown at the top of the screen.
5. After the child completes level 3, the game returns to the alphabet level, but faster.

6. By pressing the left and right arrow buttons, Elmo moves either left or right one position at a time. There is no continuous movement if the player holds down the button. They must release it and press again to move to another position.
7. 1 point is earned for each letter, number and shape Elmo catches.
8. Dorothy will randomly appear and swim by on the screen. 3 bonus points can be earned if Elmo catches Dorothy.
9. 1 chance is lost each time Elmo catches an empty bubble. There are a total of 3 chances each represented by an Elmo icon on the top of the screen. Each time a chance is lost, 1 Elmo icon disappears.
10. Once the player has lost all 3 chances, the game is over. If the child tries again, he will start at the furthest completed level, not at the beginning.

Keep Learning! *Before the game begins, sing the alphabet song with your child and practice counting. Also, name the shapes that are highlighted in the game. Then, encourage your child to label the letters, numbers, and shapes as he is playing. This can enhance early literacy and math skills.*



TRIANGLE



SQUARE



RECTANGLE



RHOMBUS



PARALLELOGRAM



TRAPEZOID



PENTAGON



HEXAGON

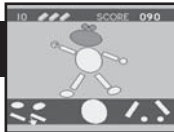


STAR



CIRCLE

ELMO'S SHAPE MATCH



Object:

A shape puzzle game where the player must identify shapes shown in a horizontal row at the bottom of the screen and match them to the correct shape in the puzzle shown in the center of the screen.

How to Play:

1. From the main game menu, select Elmo's Shape Match by pressing the enter button.
2. At the beginning of the game, the screen shows the outline of an object built out of shapes and a horizontal row of shapes along the bottom.
3. One shape in the puzzle will have a question mark (?) on it or next to it. This is the shape the player must match to one on the bottom of the screen.
4. Use the left and right arrow keys to move the cursor (hand icon) to the shape you would like to select and press the enter button. If the correct shape is selected, the shape in the puzzle changes colors and the ? will move to the next shape that needs to be matched. This continues until the puzzle is completed.
5. By pressing the left and right arrow buttons, the cursor will move left and right one position at a time. There is no continuous movement if the player holds down the button. They must release it and press again to move to another position.

6. 5 points are earned for correctly solving the puzzle. Bonus points can be earned based on how quickly the puzzle is completed.
 - 0 to 15 seconds earns 25 points
 - 16 to 30 seconds earns 20 points
 - 31 to 40 seconds earns 15 points
 - 41 to 50 seconds earns 10 points
 - 51 to 60 seconds earns 5 points
7. 1 chance is lost each time an incorrect shape is selected. There are a total of 3 chances per puzzle each represented by a crayon icon at the top of the screen. Each time a chance is lost, 1 crayon icon disappears.
8. Once the player loses 3 chances in one puzzle, the game is over. If the child tries again, she will start with the first puzzle in the game.

Keep Learning! *To foster shape recognition and early math skills, help your child label the shapes as she matches them. Count how many sides and angles make up each shape. Then, have her name the picture she created once the puzzle is finished.*

ELMO'S SHAPE JUMP



Object:

Get Elmo across the river by jumping from shape to shape and matching colors, too.

How to Play:

1. From the main game menu, select Elmo's Shape Jump by pressing the enter button.
2. At the beginning of the game, Elmo is standing on a shape on the left side of the screen. The same colored shape appears on the right side of the screen. Three columns of shapes appear across the center of the screen. The shapes in the center move from top to bottom in random order.
3. Use the right arrow button to make Elmo jump from shape to shape across the water. Elmo must jump to the same colored shape that he started on in order to get across the water.
4. By pressing the right arrow button, Elmo moves right one position at a time. There is no continuous movement if the player holds down the button. They must release it and press again to move to another position.
5. 5 points are earned for each successful shape jump.
6. 1 chance is lost each time Elmo jumps to the wrong shape. There are a total of 3 chances each represented by an Elmo icon at the top of the screen. Each time a chance is lost, 1 Elmo icon disappears.
7. Once a player has lost all 3 chances, the game is over.

Keep Learning! As each new shape appears, help your child label each shape and name its color. Also promote physical activity by encouraging him to get up and hop with Elmo.

This device complies with the part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

Shielded cables must be used with this unit to ensure compliance with the class B FCC limits.

Questions? Comments?

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Product specifications and colors may vary.

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