

System Requirements

8KB RAM
16KB VRAM
50/60 Hz

Credits

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Coding and Graphics

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Instruction Manual

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MSX 32K

Acknowledgements

This game is dedicated to the three most important persons in the world; Nora, Gemma, and Zoë.



Objective

The name of the game almost says it all. This is a peek-a-boo game for young kids from age 1 to 6. The main character of the game is the well-known Muppet Elmo from Sesame Street. Elmo hides in his room and he will show up at different places, just as you would expect from a peek-a-boo game.

There are two game modes, one for toddlers and one for pre-schoolers, all to allow kids from an early age to get a chance to experience the beauty of the MSX system.



Toddler Mode

The toddler game mode is started from the main title screen by pressing any key on the MSX keyboard. Once a key is pressed, you will move into Elmos bedroom.

The goal of the game is to make Elmo appear on the screen. To make Elmo show up, you need to hit a key on the keyboard. Elmo then pops up at a random location in the room and greets you. After a little while, Elmo hides again and you have to hit a key again to make him show up.

The game ends if the player does not hit any keys in 45 seconds. The game then returns to the main title page.

The game keeps count of how many times Elmo has been shown, and it also keep a high score of the most number of times he has been shown in one session.

Pre-schooler Mode

The pre-schooler game mode is a bit more advanced than the toddler mode. The pre-schooler mode is started from the main title screen by moving a joystick in any direction or hit any of the joystick buttons. Once the joystick is hit, you will move into Elmos bedroom.

Elmo will show up at random locations in the room and the goal is to move the joystick in the direction of Elmo as quick as possible. Elmo will only stay visible for a short amount of time and if he hides before you move the joystick in his direction, the game is over.

The game keeps count of how many times you successfully have located Elmo and the best score is shown for reference.

The time you have to find Elmo and move the joystick in his direction will get shorter and shorter the longer you play. So you need to sharpen your reactions to keep up with Elmo.



Elmos Room

The image below shows Elmos room. Elmo will appear at random places, e.g. behind the bed or from the dresser.

