

### **User Manual of Product 1:**

Osmo - Math Wizard and the Magical Workshop for iPad & Fire Tablet - Ages 6-8/Grades 1-2 -Addition & Subtraction-Curriculum-Inspired-STEM Toy Gifts for Kids,Boy & Girl-Ages 6 7 8 (Osmo Base Required)

### **User Manual of Product 2:**

Osmo - Base for Fire Tablet - Educational Learning Games for Boys & Girls-Physics, Drawing & more-STEM Toy Gifts for Kids-Ages 3 4 5 6 7 8 9 10 11 (Osmo Fire Tablet Base Included - Amazon Exclusive)



# Getting Started with Osmo Math Wizard & the Magical Workshop

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Version 1.1.0



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# What's Included?

Math Wizard and the Magical Workshop includes several games. All of these games will be accessible via rooms in your Sky Castle, which is the first thing we'll discuss in this guide!

Here are all the items that are included in Math Wizard and the Magical Workshop:

## Materials

- 28 Red Counting Cubes 
- 6 Blue Counting Rods



- 1 Postcard
- 1 Spell Book
- 2 Sheets of Ingredient Stickers
- 1 Mixing Mat

## Postcard



## Spell Book and Ingredient Stickers



## Mixing Mat



**Don't forget to also grab your Osmo iPad or Fire Base!**

(Base not included with Math Wizard & the Magical Workshop)



**iPad Base**



**Fire Base**

# Math Wizard First-Time Setup

## Selecting your Games

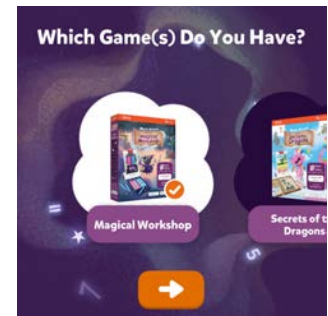
When you launch Math Wizard for the first time, it will ask for a grown-up to do a little setup. In these few steps, you'll let Osmo know which games you own so that the Player can easily access them.

1. On the first screen, tap on **I'm a Grown-Up!** to begin setup.
2. Then, tap on **→** to continue to the next screen.
3. Now, Osmo will ask you to grab the postcard that came in your Math Wizard and the Magical Workshop box. If you have it, tap on **Ok, I have it ready!** and read ahead to the "Finish Setup" Section. Otherwise, tap on **I can't find my postcard** and read on to the "Missing Postcard" section.

## Missing Postcard

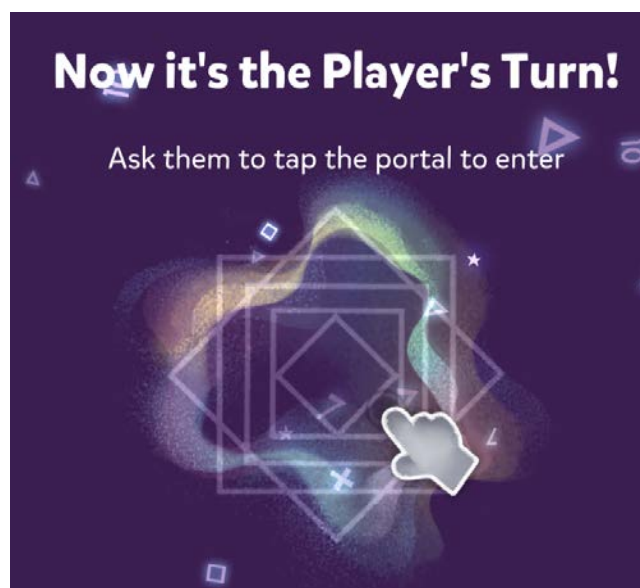
If you lost the postcard that came in your box, don't worry! When you see a screen like this one, simply tap on the Magical Workshop box (along with any other boxes for which you are missing postcards), and then hit the

**→** arrow to continue.



## Finishing Setup

When you get to a screen like this one, your setup is complete! You can now pass the Osmo back to the Player and ask them to tap where the portal in the center of the screen:




# Sky Castle

## Unlocking the Magical Workshop

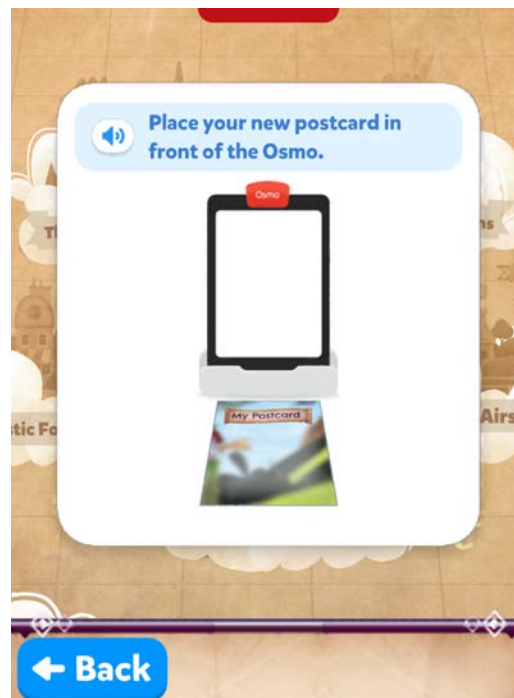
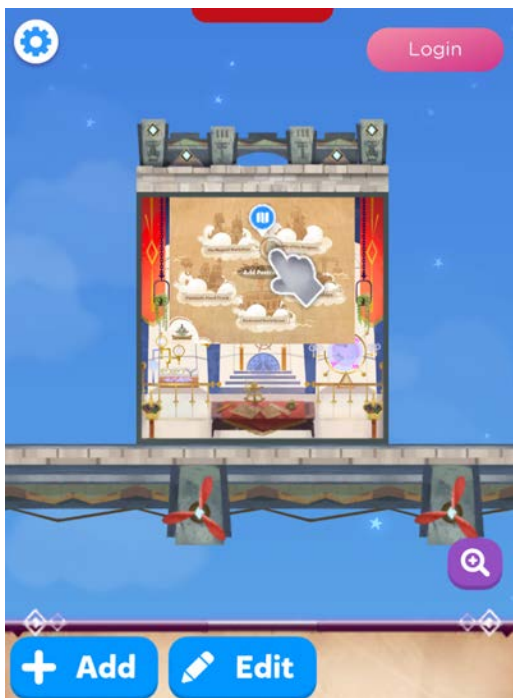
Every game you own in the Math Wizard series can be accessed through Sky Castle. Sky Castle is a home where you can place rooms that lead to games. To play games from the Magical Workshop, you'll need to use your postcard to unlock them.

Once you open the app, you'll enter Sky Castle and can use your postcard to unlock games from the Magical Workshop.

1. Tap on the navigation room. It's the bottom room with a large map! You can skip the next two steps if you said you're missing your postcard in the First-Time Setup steps above.
2. Next, tap  **Add Postcard**
3. Place the Postcard in front of your device as pictured.





You've now added the Magical Workshop to your map!

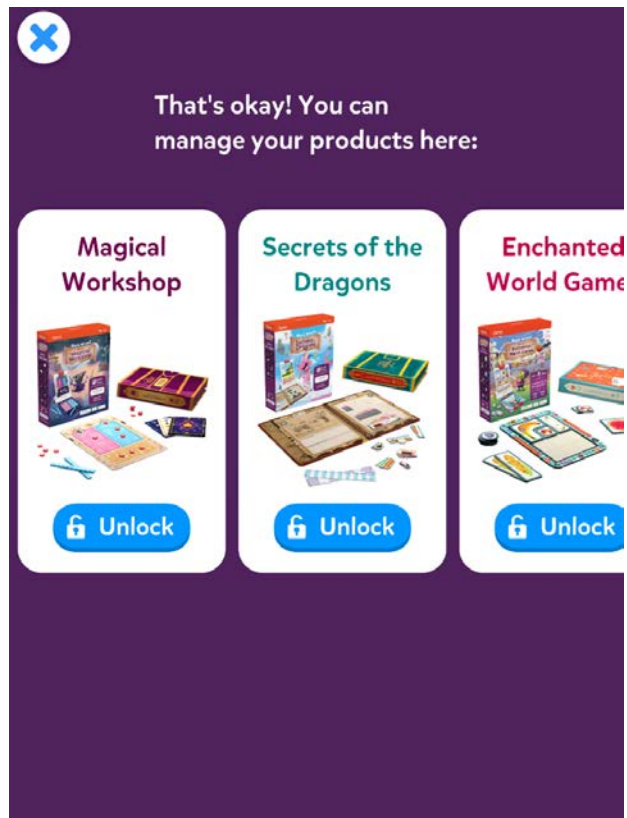
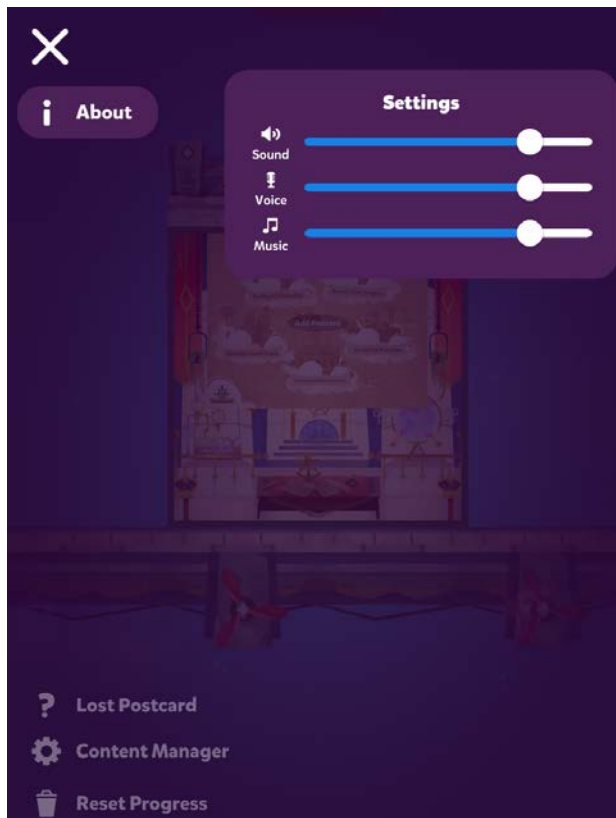




# Lost Your Postcard?

If you can't find your postcard:

- In the top right of the screen in Sky Castle, tap  from Sky Castle
- Next, tap  in the bottom left
- Lastly, select “Magical Workshop”





## Additional Sky Castle Content

There's lots of content to discover in the Math Wizard Sky Castle, no matter what boxes you own! To read more about the content that's available to everyone, from pets to new games, go take a look at the manual for the Math Wizard Sky Castle.



# Math Wizard and the Magical Workshop: Potions!



## Learning Objectives

Potions! focuses on concepts of addition and subtraction. Children will go on a customized adventure learning how to add and subtract single and double digit numbers.

## Game Objectives

Go on a magical adventure with Jumbles the cat! His cousin Grumbles is pranking villagers with magic... use Jumbles' potion machine to save the inhabitants of Wyverndell!


# What You'll Need

Math Wizard and the Magical Workshop includes several games, all of which are accessible via rooms in your Sky Castle. This section of the guide is specifically for Potions!

To play Potions! you'll need all items from Math Wizard and the Magical Workshop Box, shown [here](#).

## Main Menu Navigation


### Accessing your myOsmo Account

From either the Potions! Main Menu or Sky Castle, tap  (or your avatar, if you're already logged in) in the upper right corner to view the myOsmo account screen. See this [guide to myOsmo accounts and profiles](#) for more information.

### Language

The default language automatically selects based on the default language setting of your device. Potions! is currently offered in English (US, AU, UK, CA), Chinese (Simplified and Traditional), Japanese, French (FR, CA), German, Italian, Dutch, Swedish, Danish, Spanish, and Norwegian.


### Start Playing

Tap  to start playing Potions! If this is your first time playing, the game should walk you through how to play.

### Returning to Sky Castle

Tap  to go back to Sky Castle.

### Resetting Progress

You can reset your game progress from the Potions! Main Menu. Tap  in the upper left corner, then tap "Reset Progress". **Be careful! All progress and unlocks will be lost and reset.** Note that if you want to reset your Sky Castle instead of Potions! you should access settings from Sky Castle instead.

### Game Settings

You can edit the game settings from the Main Menu.

Tap  in the upper left corner to access the Difficulty and Sound settings.

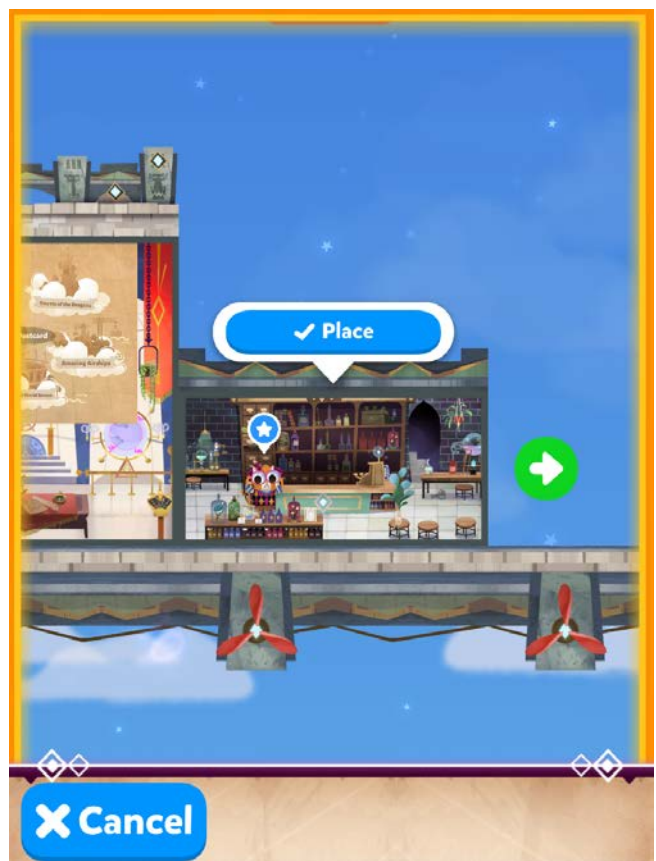
**Sound:** There are 3 individual sliders for controlling volume: Sound FX, Voice, and Music.

**Difficulty:** You can adjust your difficulty by selecting from any of 3 levels at any time. More detail about this can be found in the "Game Setup: Difficulty" subsection of this guide.

## Sky Castle: Adding the Potions Lab

Once you've unlocked the games from Math Wizard and the Magical Workshop, you can add the room for the Potions Lab and enter the game!




1. After adding the Magical Workshop to your map, you will unlock the Potions Lab.
2. In the bottom right corner, tap **+ Add** to bring up the rooms menu.
3. Next, tap the **+ Add** button on the Potions Lab.
4. In your Sky Castle, tap on any spot to place the room. You've added the Potions Lab!

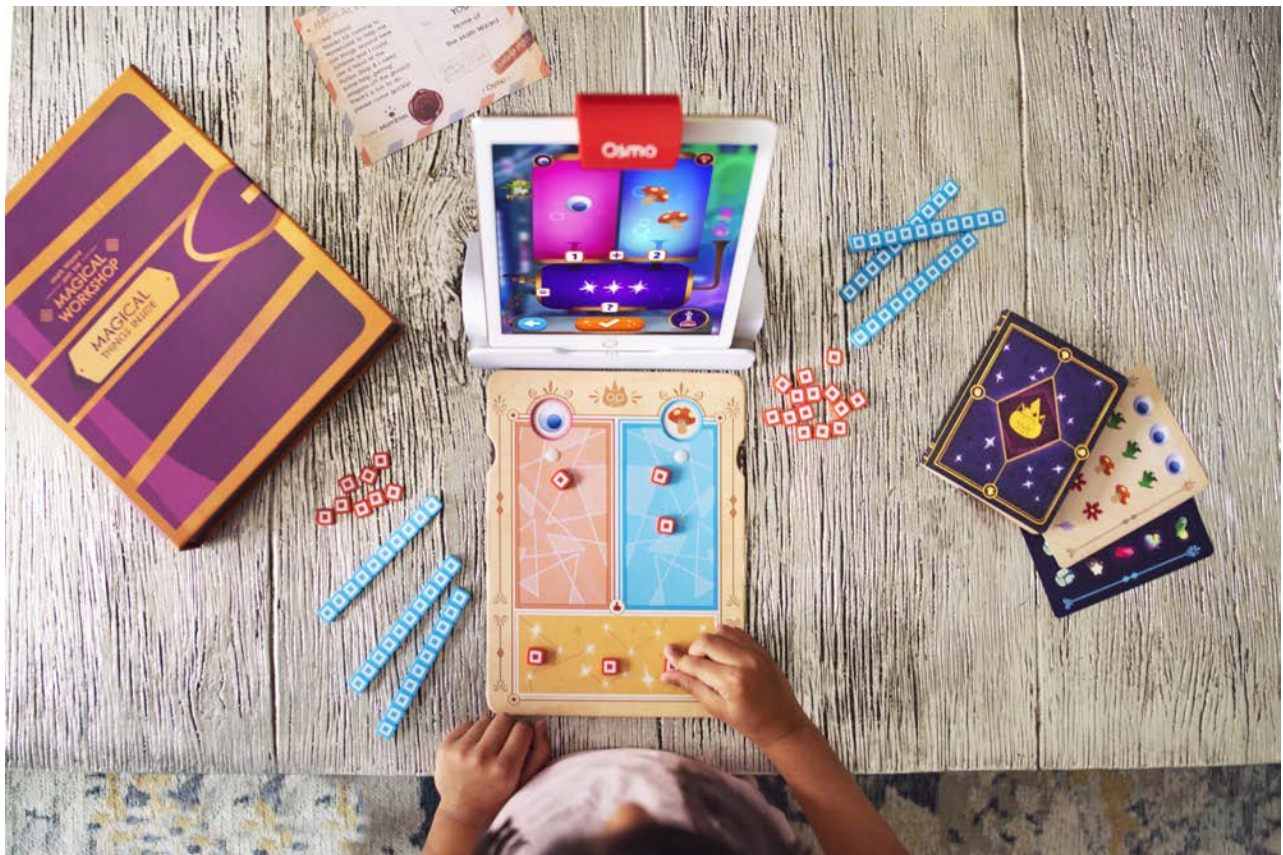






## Game Setup

To get started, grab your Osmo Base, Rods and Cubes, Postcard, Mixing Mat, Spell Book, and Stickers!

1. Set up your tablet device in your Osmo Base. Make sure you have the Math Wizard game app installed and ready to play.
2. Set your play materials aside within easy reach.
3. Enter Sky Castle and make sure Magical Workshop is unlocked on your map (refer to the “Unlocking Magical Workshop” section of this guide for more details).
4. Tap the  above Jumbles, then tap  to start loading Potions!
5. Tap  to start playing!





## Game Setup: Difficulty

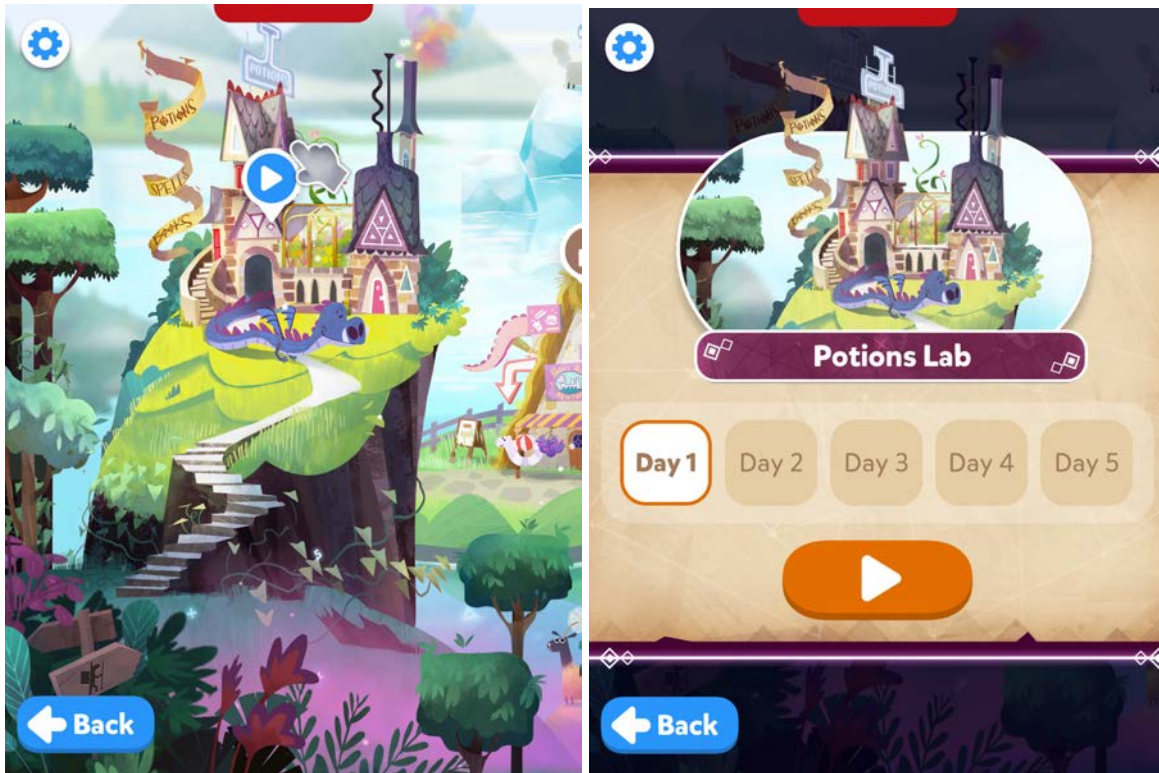
- When the game starts for the first time, the child will be asked to hand the device to a grown-up. The adult will be able to select a difficulty based on the child's math ability.
- There are 3 different options available for difficulty: Apprentice, Magician, and Wizard. Scroll through them using  .
- This difficulty can be changed at any time from the settings; keep this in mind if your child is finding the game too easy or too difficult.





## Selecting a Level

To select a level, first tap on  to select a world, then tap  to start on Day 1.



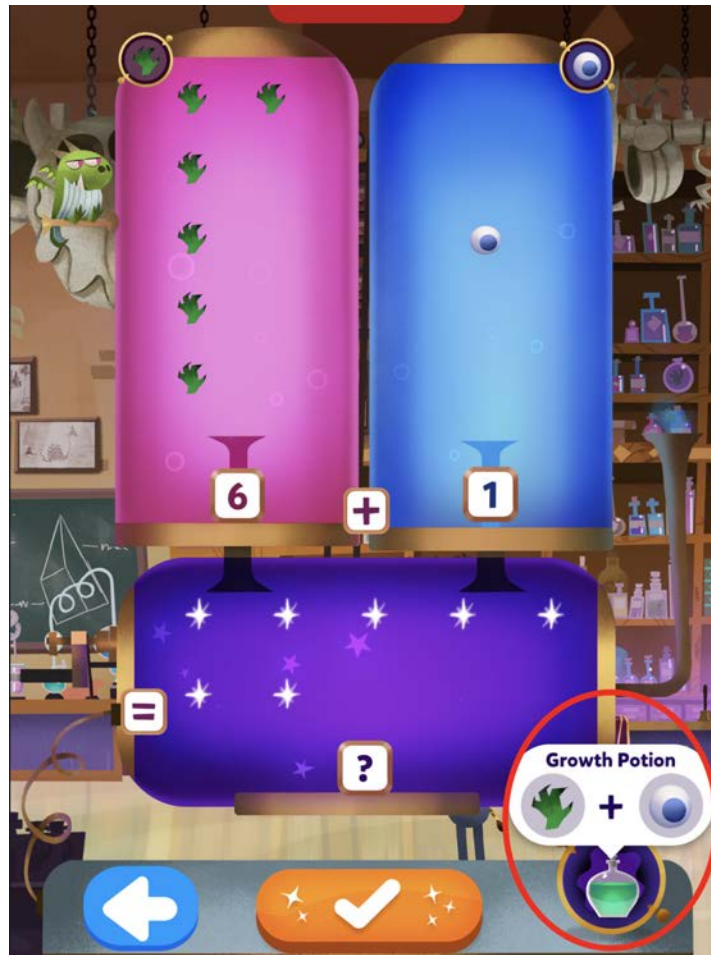
There are 4 worlds in Potions!, each with 5 days. You will unlock the next world once you've completed all 5 days in your current world.




## Adding Recipes to the Spell Book



When you encounter a new potion recipe, you will be asked to add the ingredient stickers to your Spell Book. You can find images of the Ingredient Stickers and Spell Book above. If you forget to add your stickers, lose your spellbook, or run into any other problems, you can simply tap the Potion in the bottom right.



## Selecting a Customer

Once you've entered a level, tap on a customer or the  above their head in order to help them.



# Using the Potion Machine

1. First, place the **Mixing Mat** in front of your device, as shown in Image 1.



^ Image 1

2. Now, try spinning the wheels of your Mixing Mat to select the correct **recipe**. If you're not sure what the correct recipe is, tap on the potion in the bottom right.





^ Image 2

3. To add an **ingredient** to one of the tanks, place a cube on your mat. In Image 3, there's 1 cube in the pink tank and 2 cubes in the blue tank. These correspond directly to the number of ingredients in the pink and blue rectangles on the player's mat.
4. The number of ingredients you need is determined by the numbers at the bottom of the machine. In Image 3, the machine needs 1 ingredient in the pink tank and 2 ingredients in the blue tank.



^ Image 3

5. **Magic Sparkles** are added to the machine by placing cubes in the bottom section of your mat. The number of Magic Sparkles should equal the total number of ingredients. In Image 4 the player has 3 total ingredients: 1 on the left and 2 on the right. They have correctly used their cubes to place 3 magic sparkles in the bottom.
6. Tap  to finish making your potion!  
If you don't see  yet, some number of cubes on your mixing mat is incorrect.



^ Image 4

**Blue Rods** represent 10. If they're in one of the top rectangles, that means 10 ingredients. If they're in the bottom rectangle, that means 10 magic sparkles.

## Using the Potion Machine: Multiple Numbers

- Sometimes the Potion Machine will have multiple numbers in a single tank. In the image on the right, you can see the pink tank says “3 or 5 or 1.”
- This means the player has a choice, they need to use their cubes to select either 3, 5, or 1.
- They can pick 3, 5, or 1, but the number of magic sparkles must still equal the sum of the ingredients in the top two tanks.



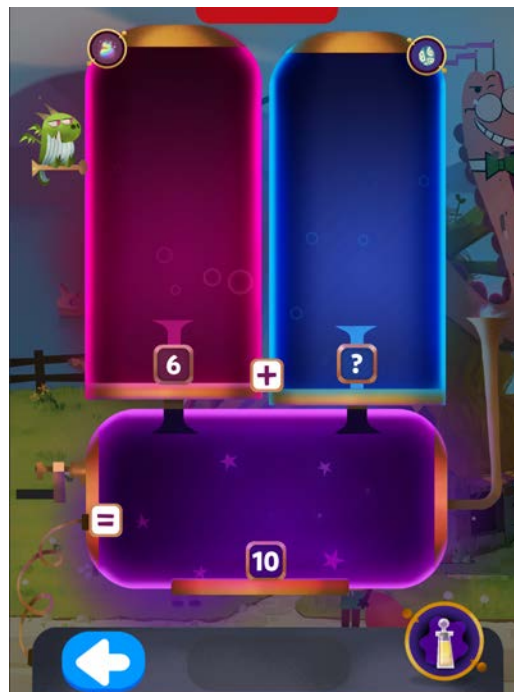
- This image shows a level with multiple numbers in all 3 tanks.
- In this instance, players can choose any number for each tank, but only one combination of numbers will make the sum of the ingredients equal to the number of Magic Sparkles.
- In this case, the player should pick  $3+9=12$ , because no other combination can produce a balanced equation.





## Night Side of the Mat/Machine

- The Night Side uses different ingredients and makes different potions
- It represents and teaches subtraction.
- Subtraction is illustrated by the Magic Sparkles going up to the ingredients when a potion is made, instead of ingredients coming down to Magic Sparkles. This represents the deconstruction of a number.




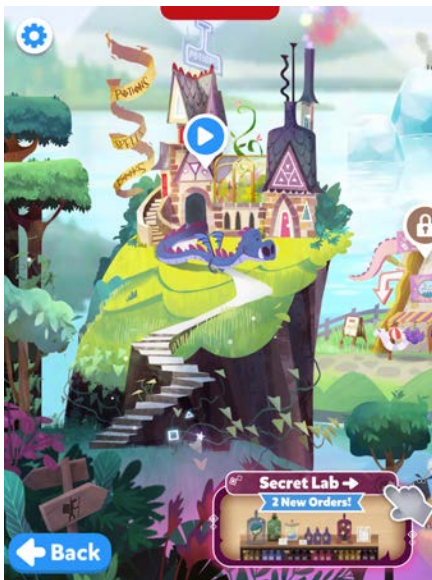
In the image above, you can see the player knows they need 10 Magic Sparkles, but they only have one number for ingredients. They can use  $10-6=4$  to find that they need 4 ingredients in the blue tank of the machine.


# Secret Lab

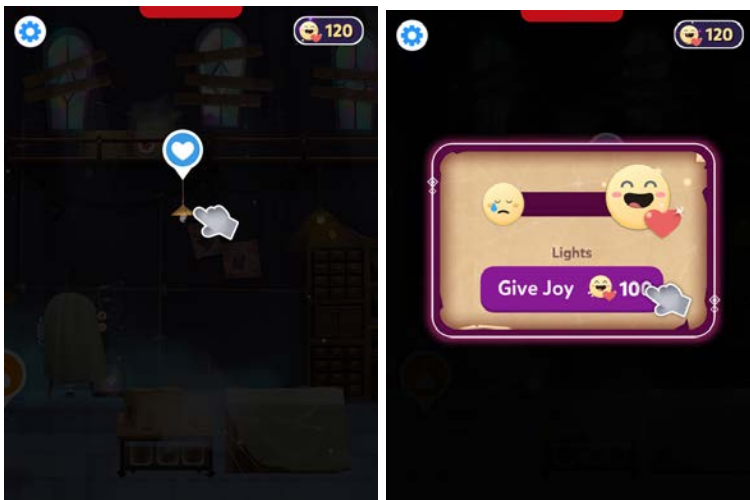
## Unlocking the Secret Lab

Once you beat Level 2 of the game, you'll unlock the Secret Lab. The Secret Lab has new ways to play, and some exciting items to upgrade.

Tap  to enter the Secret Lab.



Tap on the broken lightbulb, then tap  to fix the bulb and see the lab.





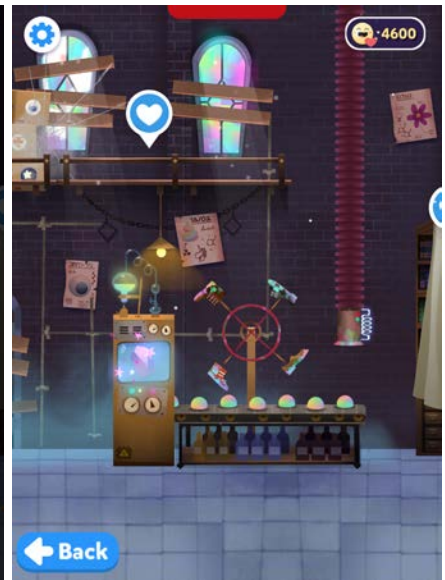
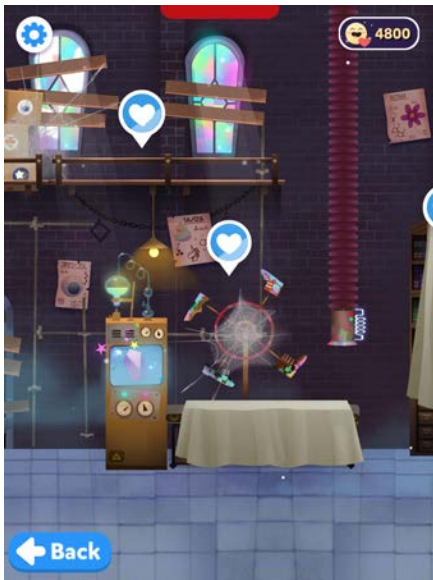


## Joy and Upgrades





Joy is the currency of the Secret Lab. You'll earn Joy from helping customers anywhere in the game, including in regular levels and in the Secret Lab.

### Upgrading the Lab

You can use your Joy by "Spreading Joy" to items in the lab, which will upgrade them and make your lab look even better. You can tap anything with a  icon and then tap  to spread Joy, just like you did with the broken lightbulb on the previous page.





## Jumbles' Costumes

You can spend your joy on outfits for Jumbles by tapping  on him in the lab and then tapping  200 beneath the outfit. To swap between outfits you own, tap  then tap the  beneath an outfit to dress Jumbles.



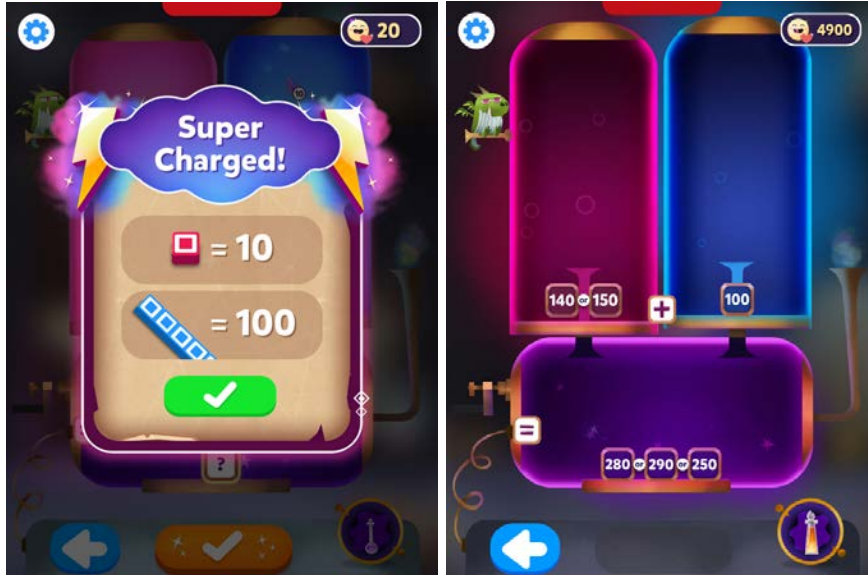
## Customer Orders

Within the Secret Lab, if you tap  on Casey, you can see a list of customers who have placed orders for potions. Some of these customers work just like any other customer, but some of them will be special (see the next page for more info). In either case, simply tap  to help the customer. If you are out of customers, you can get more by either completing a story level, or waiting until tomorrow. Once you have beaten all of the levels, you will get unlimited customers on this screen.



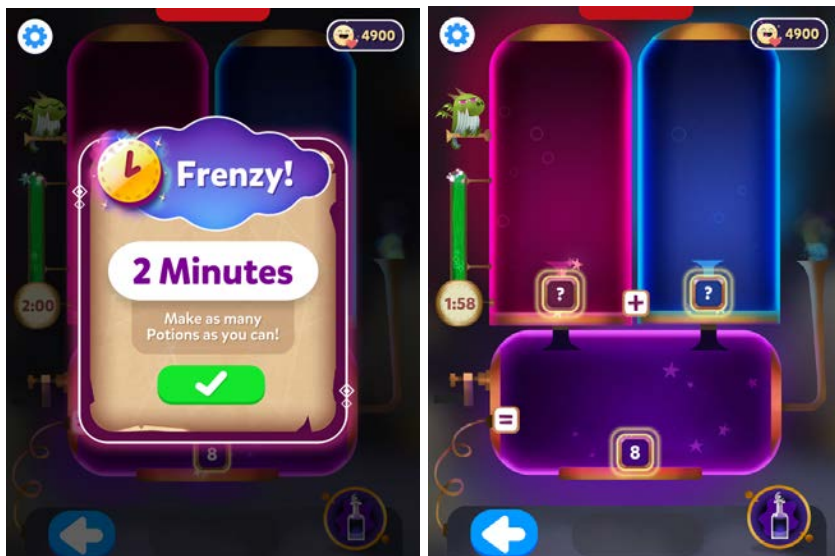
## Supercharged Customers

Some customers are Supercharged, which means everything becomes multiplied by 10. The game functions the exact same way, but now cubes are worth 10, and rods are worth 100.




## Frenzy Customers

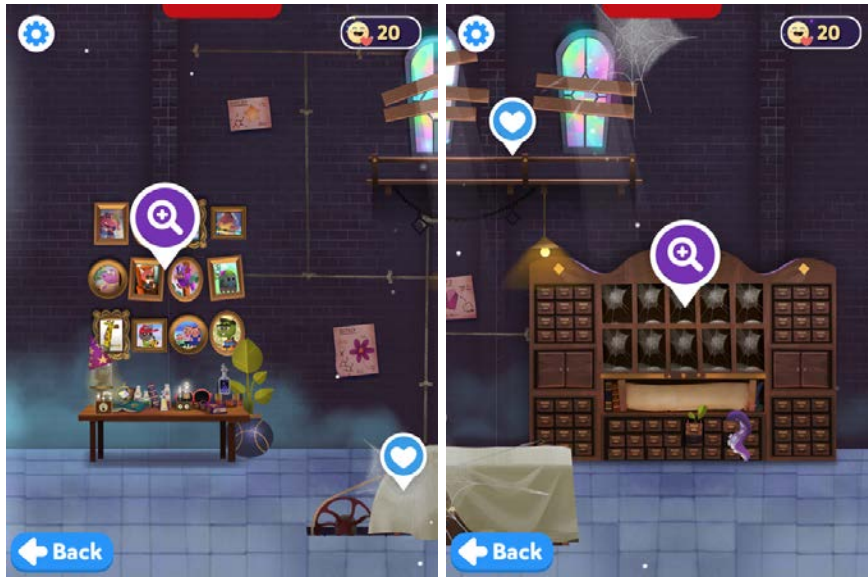
Sometimes a customer will have a potion-buying Frenzy, which means they want as many potions as you can make within a set time. The green timer is on the left of the machine; simply make as many potions as you can before the time runs out.







## Collections

The secret lab features two collections, one on each side of the lab. Both of them can be viewed by tapping .

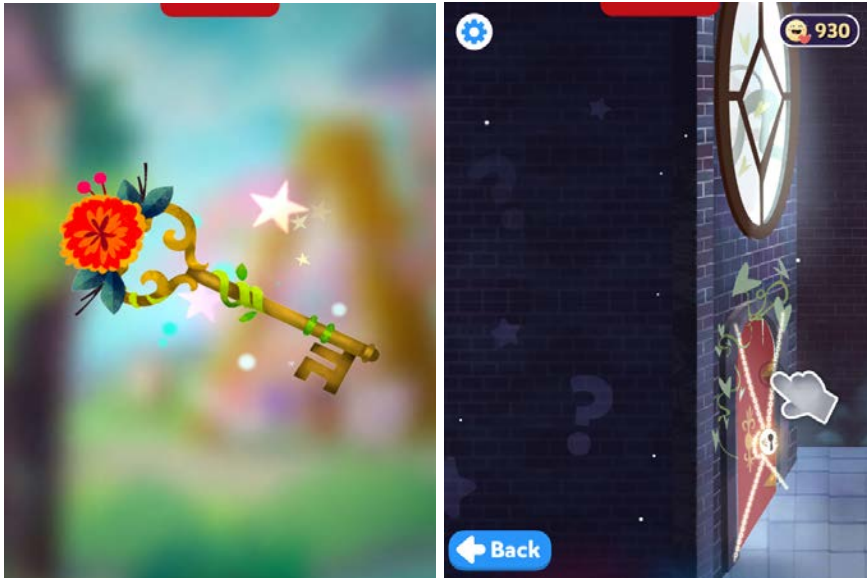


The collection on the left has a framed photo of every customer you've ever helped. The collection on the right has a bottle of every potion recipe you've learned. You can scroll through the Villagers Helped collection by tapping   at the bottom.

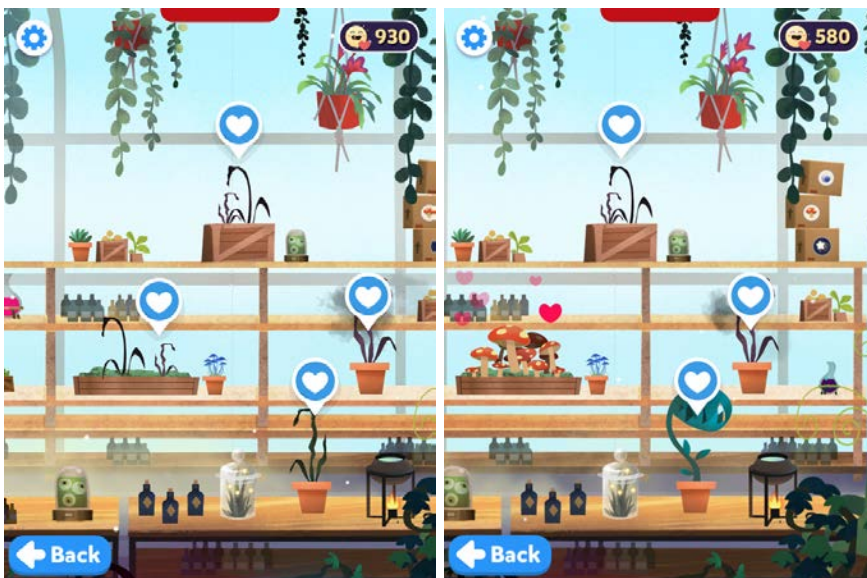


## The Greenhouse (Locked Room)

You will get the key to the Greenhouse upon completing level 9. Once you have the key, tap on the locked door to unlock it.



Plants in the greenhouse can be upgraded by tapping  and then tapping  just like regular items, but plants are a little different. Once a plant has been upgraded once, it will only cost 50 Joy to upgrade it again, but upgrading it will give you 100 Joy. You can do this kind of an upgrade once per plant per day.



# Math Wizard and the Magical Workshop: Dragon Drop



## Learning Objectives

Dragon Drop focuses on concepts of addition and subtraction. Children will go on a flying adventure learning how to add and subtract single and double digit numbers.

## Game Objectives

In this game, children will help dragons fly using balloons, jetpacks, rockets and more. Add the right amount of rods/cubes to help dragons reach the correct floor. Discover new dragons as you play, each with their own quirk and fun mechanic!




## What You'll Need

Math Wizard and the Magical Workshop includes several games, all of which are accessible via rooms in your Sky Castle. This section of the guide is specifically for Dragon Drop.

To play Dragon Drop, you'll need these items from Math Wizard and the Magical Workshop Box:

### Materials

- 28 Red Counting Cubes 
- 6 Blue Counting Rods



### Don't forget to also grab your Osmo iPad or Fire Base!

(Base not included with Math Wizard & the Magical Workshop)



**iPad Base**




**Fire Base**

# Main Menu Navigation


Most features available from the Main Menu are described in the Main Menu section for Potions! [above](#). Features specific to Dragon Drop are described here:

## Store

Tap  to open the Store. You can buy different balloon lifters and clothing items for the dragons in the Store.



## Game Settings

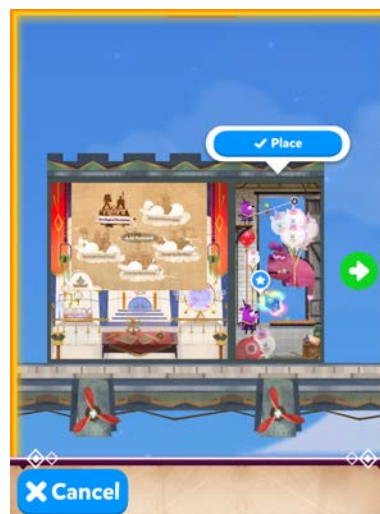
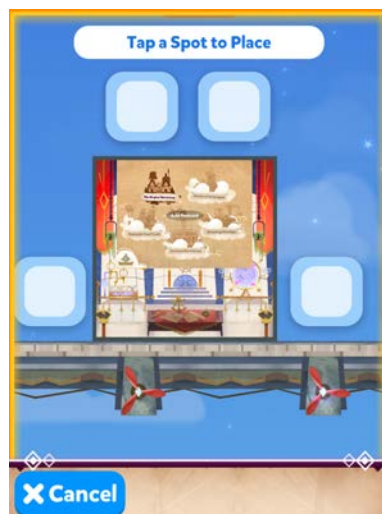
You can edit the game settings from the Main Menu.

Tap  in the upper left corner to access the Sound settings. There are 3 individual sliders for controlling volume: Sound FX, Voice, and Music

# Sky Castle: Adding Dragon Drop




Once you've unlocked the games from Math Wizard and the Magical Workshop, we can add the room for Dragon Drop and enter the game!

1. After unlocking the Magical Workshop games, you will unlock Dragon Drop.
2. In the bottom left corner, tap  to bring up the rooms menu.
3. Next, tap the  button on Dragon Drop.
4. In your Sky Castle, tap on any spot to place the room. You've added Dragon Drop!



# Game Setup

To get started, grab your Osmo Base, Rods and Cubes, and your tablet device.

1. Set up your compatible tablet device in your Osmo iPad or Fire Base. Make sure you have the Math Wizard game app installed and ready to play.
2. Set your play materials aside within easy reach.
3. Enter Sky Castle and make sure Magical Workshop is unlocked on your map (refer to the “Unlocking Magical Workshop” section of this guide for more details).
4. Tap the  above the bear at in the Dragon Drop room, then tap  to start loading Dragon Drop.
5. Tap  to start playing!

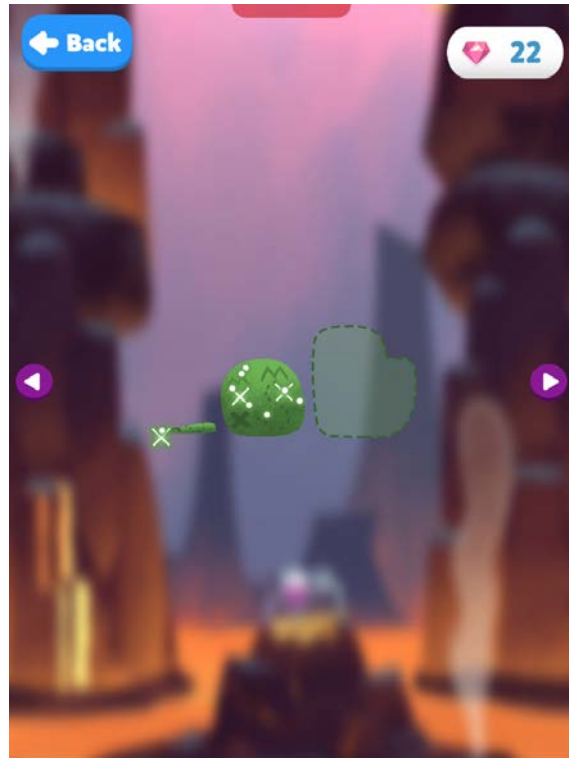
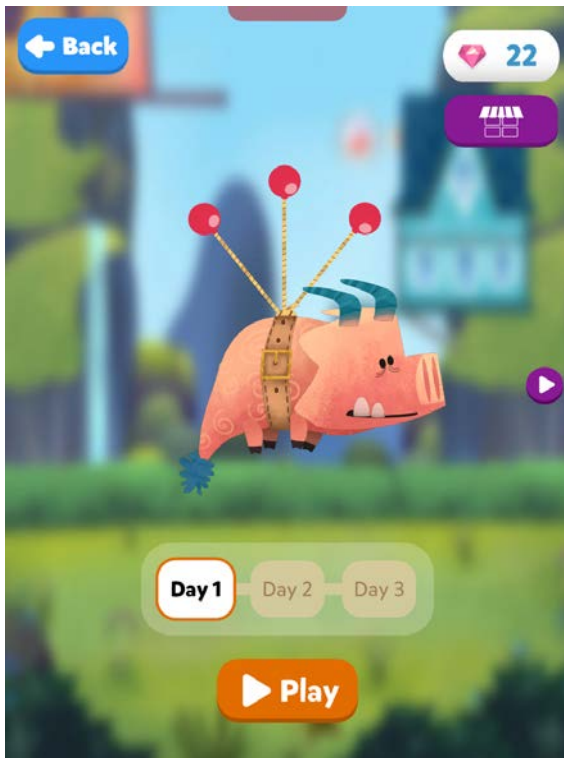


## Selecting a Level

To select a level, tap on any of the Days, then tap



to start the corresponding level.



There are 7 dragons in Dragon Drop, each with 3-5 days. You will unlock the next dragon by collecting magical rocks (such as the one shown in the above right image) along your way.

# Gameplay

Place rods and cubes in front of the iPad to help the dragon fly

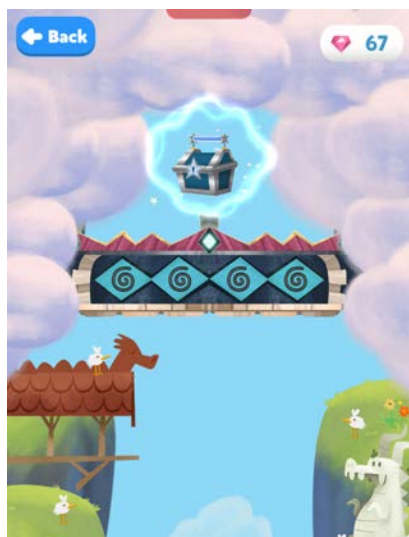


Each cube will add one balloon to your dragon and take it up by 1 floor  
Each rod will add ten balloons to your dragon and take it up by 10 floors



Use the numberline on the left to navigate to the correct floor  
The minimap shows you the floor your dragon is on and the floor it must go next

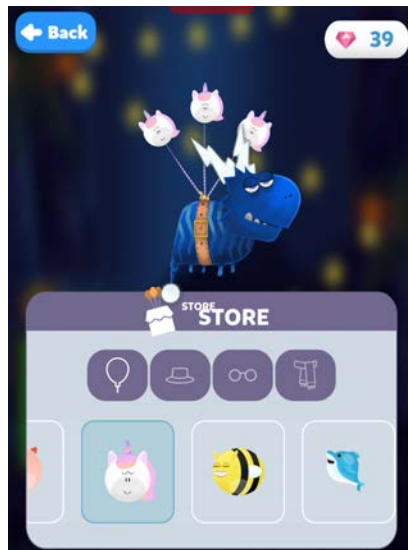
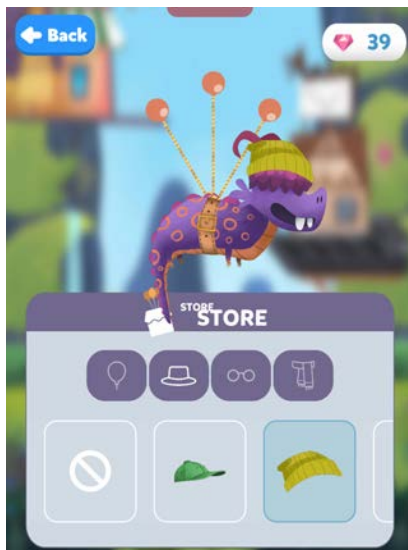


To complete each level you must reach the magical chest.  
Find keys in the level to unlock the gates guarding the chest.



## Using the Store

While playing the game, there are multiple ways for children to collect Gems . These gems can be used in the store to buy different balloon lifters and clothing items for the dragons. The upgraded lifters help the dragons fly faster. The store can be accessed by pressing the  button on the main menu.





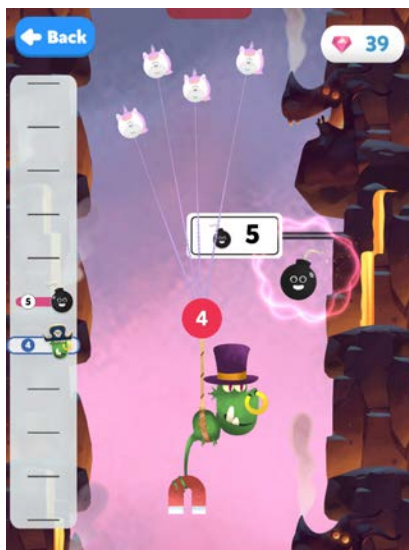
# Dragons

## Piggy Dragon



The first few levels begin with Piggy Dragon.  
Just go to the floor Mumbles is on and get the keys to unlock the gates.  
For example, if Mumbles is on floor 4, add 4 balloons to go to Mumbles and get a key.

## Pirate Dragon



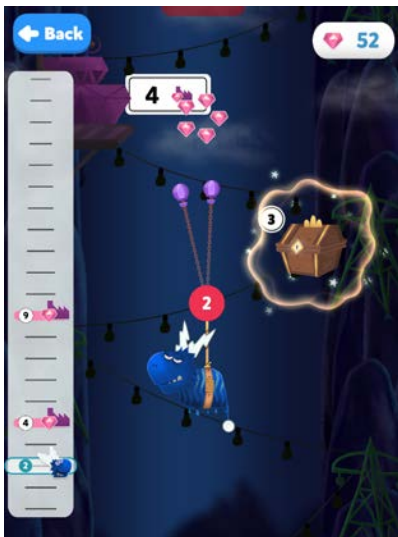
The chests in Pirate's world are stuck inside some lava rocks.  
Break it free by dropping bombs on it.  
You will find the bombs at different floors of these levels.  
Use the magical number line on the left to guide your way.

## Ringo Dragon



Ringo is a delivery dragon!  
He has packages to drop and keys to collect for his services.  
The number line will tell where to pick up and drop off the packages.

## Electra Dragon



In Electra's world, the power has gone out.  
But when Electra sneezes at the power station, the electricity comes right back.  
With the power on, the factories will produce goodies for you to collect.  
The factories also make keys to unlock the gates at the top of the level.

## Friends Dragons



Can you help these friends meet?

Every balloon you add to the purple haired dragon on the left, is one balloon removed from the unicorn dragon on the right.

Get your balance right and they will meet in the middle!

## Firefighter Dragon



The firefighter dragon must extinguish the flame-lings!

First go to a fire hydrant and load up with water.

Then go to the floor with the fire and put out the flame-lings!

The more water in your belly, the heavier you get.

Add more balloons to balance out the weight of the water.

## Croco Dragon



In this level, you don't attach balloons to the dragon but to objects in the world.  
Solve the problems by answering with the correct number of balloons.  
Unblock Croco's way and help him reach the top.

# Hazards

During the journey, dragons will meet various hazards. Use math to solve the hazard and continue on your journey.

## 1. Door Hazard



To pass a door hazard your dragon's balloons must equal the number on the door.

## 2. Cloud Hazard



The cloud attaches to your dragon if you get too close to it. Each cloud lifts you up by one extra floor.




### 3. Blob Hazard



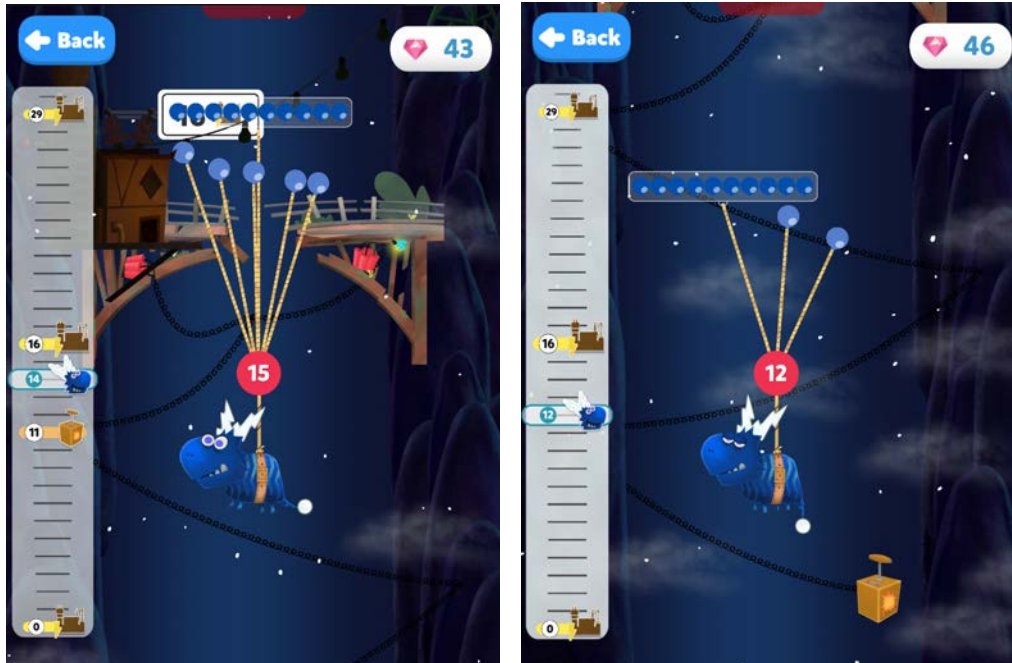
The blob jumps on your dragon when you pass by it.  
Each blob weighs the dragon down by 1 floor.

### 4. Freeze Hazard



You can only pass through the freeze ray when it's charging with a  icon.  
Otherwise the dragon will be frozen for a few seconds.

## 5. Broken Bridge Hazard



To get past the old bridge you must destroy it.  
Follow the wire and find the switch a few floors below.  
Stop near the switch and watch the bridge go Kaboom!

# Math Wizard and the Magical Workshop: Chronicles of Wyverndell



## Learning Objectives

The Chronicles of Wyverndell focuses on concepts of addition and subtraction. Children will go on an adventure learning how to add and subtract single and double digit numbers.

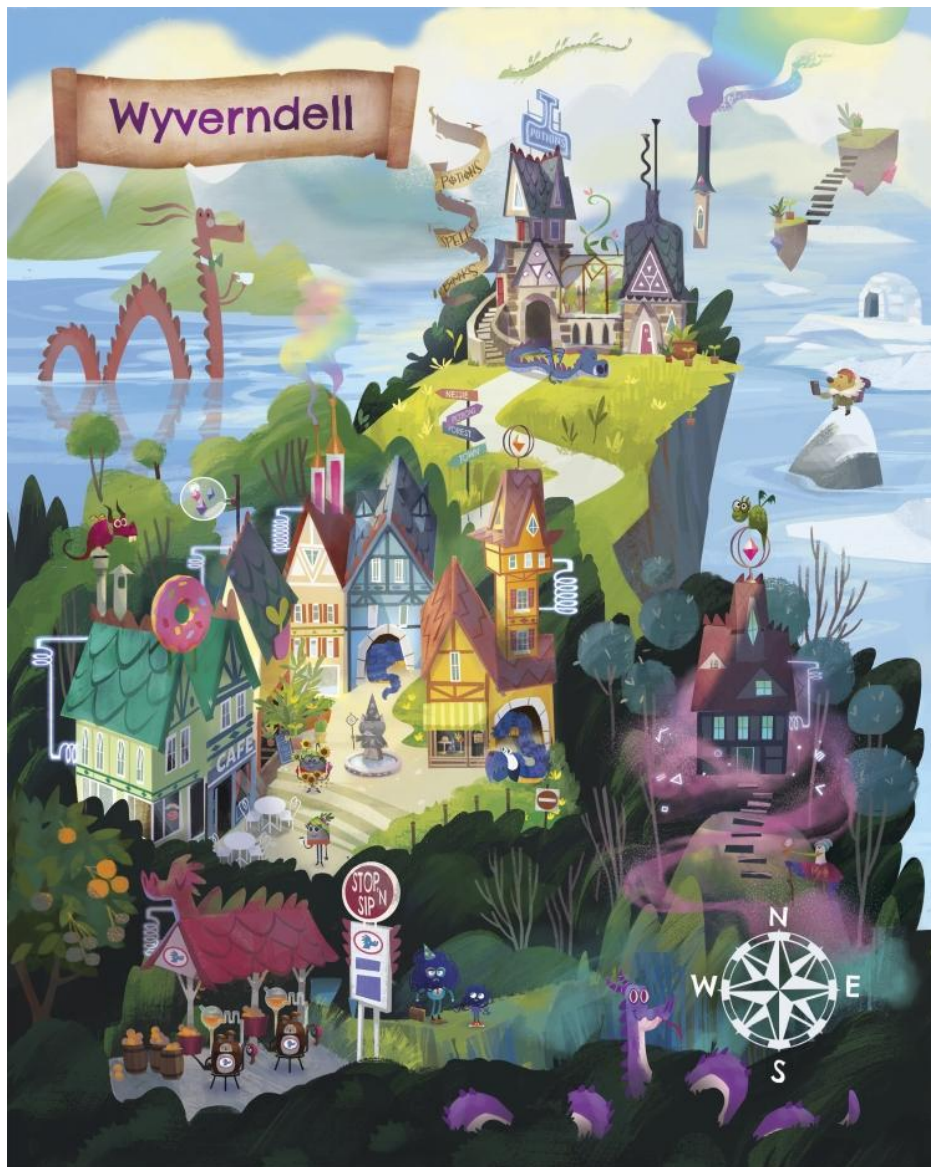
## Game Objectives

Go on an adventurous mission with Sam the tiger! Wacky Sam loves tinkering around, but this last experiment went awfully wrong. It has left the castles of Wyverndell destroyed and the townsfolk extremely unhappy! Help Sam and his team rebuild the wrecked castles and bring back the smiles on everyone's faces!

## What You'll Need

Math Wizard and the Magical Workshop includes several games, all of which are accessible via rooms in your Sky Castle. This section of the guide is specifically for The Chronicles of Wyverndell.

The Chronicles of Wyverndell is a digital game and does not require any hardware pieces. If you'd like, you can grab your Osmo Base to use while in Sky Castle. You can set all the other included materials aside.






# Main Menu Navigation

Most features available from the Main Menu are described in the Main Menu section for Potions! [above](#). Features specific to The Chronicles of Wyverndell are described here:



## Game Settings

You can edit the game settings from the Main Menu.

Tap  in the upper left corner to access the Sound settings. You'll find a single slider to control volume.

# Sky Castle: Adding the Chronicles of Wyverndell

Once you've unlocked the games from Math Wizard and the Magical Workshop, we can add the room for the Chronicles of Wyverndell and enter the game!




1. After unlocking the Magical Workshop games, you will unlock the **Chronicles of Wyverndell**.
2. In the bottom right corner, tap  to bring up the rooms menu.
3. Next, tap the  button on **Chronicles of Wyverndell**.
4. In your Sky Castle, tap on any spot to place the room. You've added the Chronicles of Wyverndell!







## Game Setup

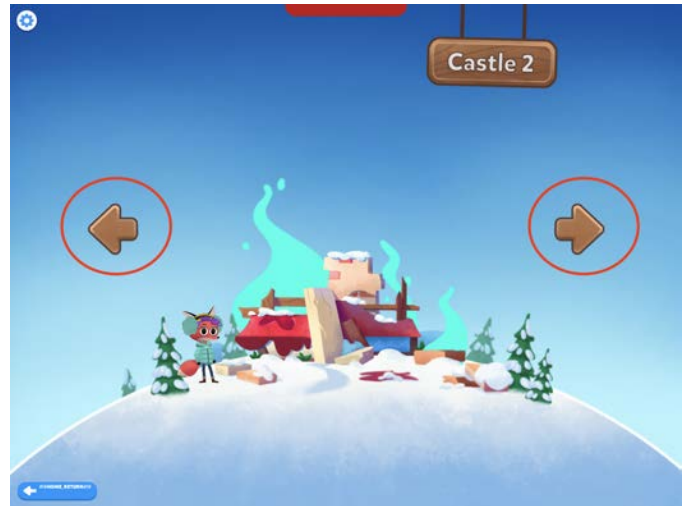
To get started, grab your Osmo Base and Postcards!

1. Set up your tablet device in your Osmo Base. Make sure you have the Math Wizard game app installed and ready to play.
2. Enter Sky Castle and make sure Magical Workshop is unlocked on your map (refer to the “Unlocking Magical Workshop” section of this guide for more details).
3. Tap the  above **Sam**, then tap  to start loading **The Chronicles of Wyverndell**.
4. Once **The Chronicles of Wyverndell** starts loading, take the device off the Osmo base. You won't need anything but your device to play!
5. Tap  to start playing!

## Selecting a Level

Tap **1** to start level 1 of Castle 1. Scroll the dial left or right to go to another level within a castle.

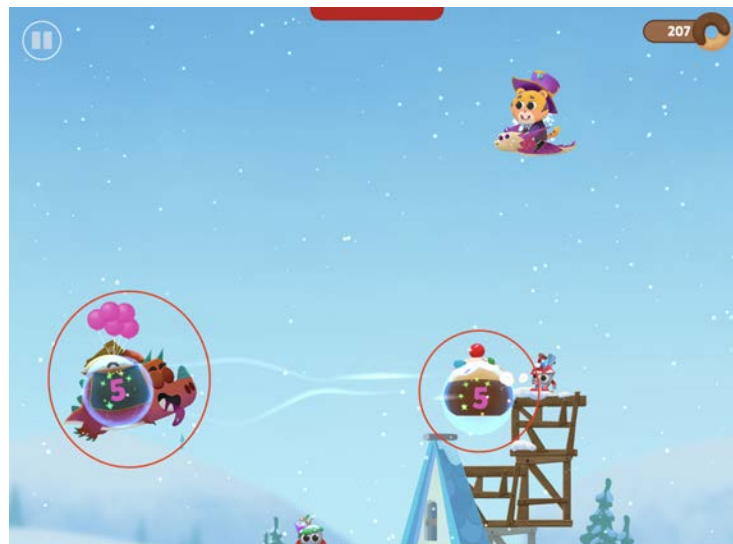
Tap  or  to view the previous or the next castle.



There are four castles in The Chronicles of Wyverndell that need to be rebuilt, each with a fixed number of levels. You will unlock the next castle once you've completed all the levels of the current castle.

## Balancing the Sleeping Dragon Cart

Once you have entered a level, the objective is to match the number on the sleeping dragon cart to the number on the cupcake. This can be done by collecting balloons and gyroscopes.



## Collecting Balloons and Gyroscopes


Place your finger on Sam the tiger and drag it across a balloon or a gyroscope to collect it.

- Balloons get added to the sleeping dragon cart and make it go higher.
- Gyroscopes take balloons away from the sleeping dragon cart and make it go lower.



## Completing a Level



Tap  to wake the dragon up once the number on the sleeping dragon cart is the **SAME** as the number on the cupcake . This will complete the current level and take you to the next one.




## Collecting Donuts

Place your finger on Sam the tiger and drag it across the donut to collect it. You can use donuts to buy the magic potion and new outfits for Sam and his dragon.



## Buying the Magic Potion


Tap  to buy the magic potion with the donuts that you have collected. The magic potion will give you the exact number you need to complete the level.



## Shopping for New Outfits



Tap to go to the shop.

Tap  to buy new outfits for Sam and his dragon in exchange for donuts you have collected!





# Math Wizard and the Magical Workshop: Wyverndell Express



## Learning Objectives

Wyverndell Express focuses on concepts of addition and subtraction. Children will go on an adventure learning how to add/subtract single digit numbers and learn the language of mathematics along the way.

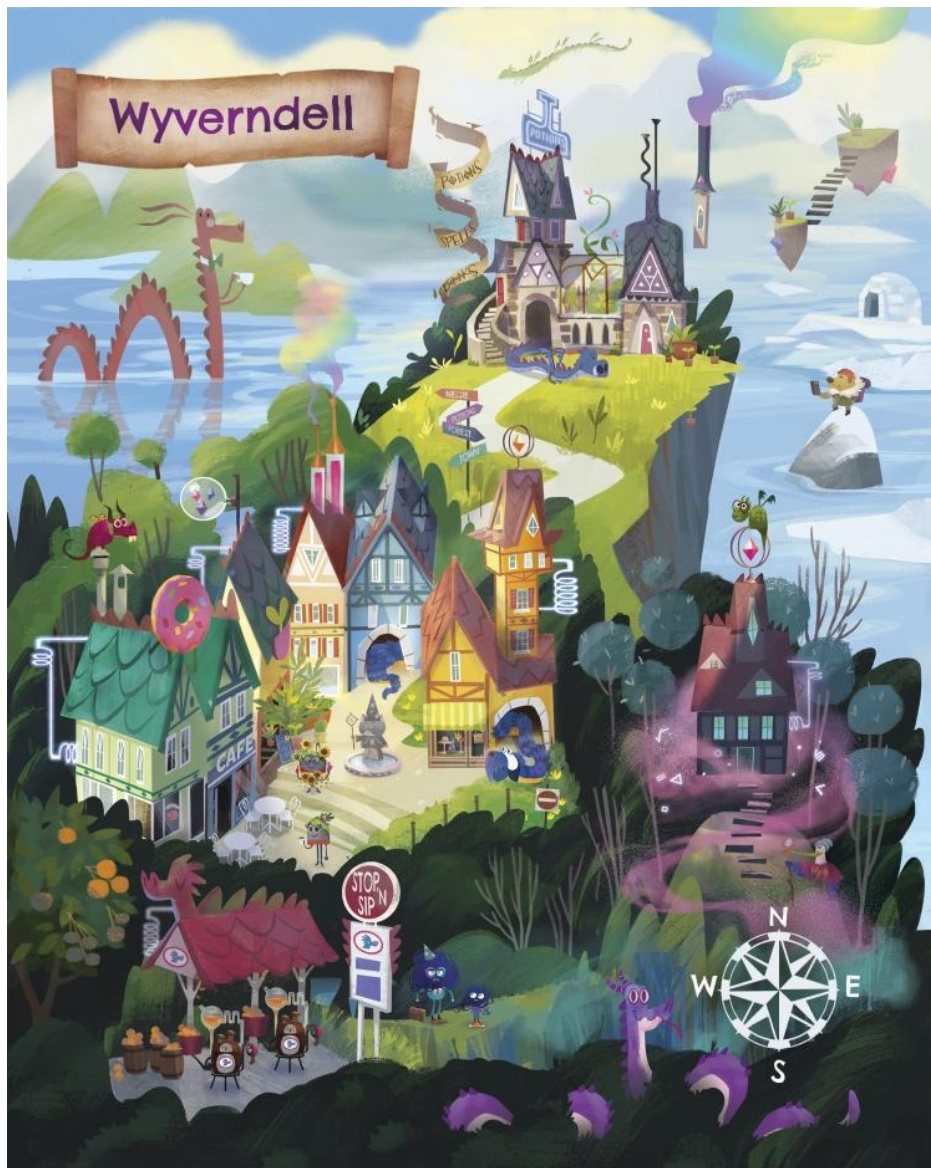
## Game Objectives

Uncle Joe runs a lucrative business delivering goods across the expansive land of Wyverndell on his friendly dragons. However, the business has gotten too big for him to manage by himself. Get into the family business with Uncle Joe and guide the dragons to deliver goods to the various villages and towns across the landscape of Wyverndell. Along the way, grow your dragons and accessorize them with the choicest trinkets from the store.

## What You'll Need

Math Wizard and the Magical Workshop includes several games, all of which are accessible via rooms in your Sky Castle. This section of the guide is specifically for Wyverndell Express.

Wyverndell Express is a digital game and does not require any hardware pieces. If you'd like, you can grab your Osmo Base to use while in Sky Castle. You can set all the other included materials aside.




# Main Menu Navigation

Most features available from the Main Menu are described in the Main Menu section for Potions! [above](#). Features specific to Wyverndell Express are described here:



## Game Settings

You can edit the game settings from the Main Menu.

Tap  in the upper left corner of the Main Menu to access the Sound settings. There are 3 individual sliders for controlling volume: Sound FX, Voice, and Music

# Sky Castle: Adding Wyverndell Express




Once you've unlocked the games from Math Wizard and the Magical Workshop, we can add the room for Wyverndell Express and enter the game!

1. When the Osmo reads your postcard, you will unlock Wyverndell Express.
2. In the bottom right corner, tap  to bring up the rooms menu.
3. Next, tap the  button on Wyverndell Express.
4. In your Sky Castle, tap on any spot to place the room. You've added Wyverndell Express!



## Game Setup

To get started, grab your Osmo Base and Postcards!

1. Set up your tablet device in your Osmo Base. Make sure you have the Math Wizard game app installed and ready to play.
2. Enter Sky Castle and make sure Magical Workshop is unlocked on your map (refer to the “Unlocking Magical Workshop” section of this guide for more details).
3. Tap the  above Uncle Joe, then tap  to start loading Wyverndell Express.
4. Once the Wyverndell Express starts loading, take the device off the Osmo base.
5. Tap  to start playing!



## Selecting a Station

While the game automatically begins at station 1, you will be taken to the map screen at the end of each station. You can place your finger on the screen and swipe up and down to scroll up and down the map to see your progress.



The icons on the map are color coded.



Completed station (can be played again)



Current unlocked station



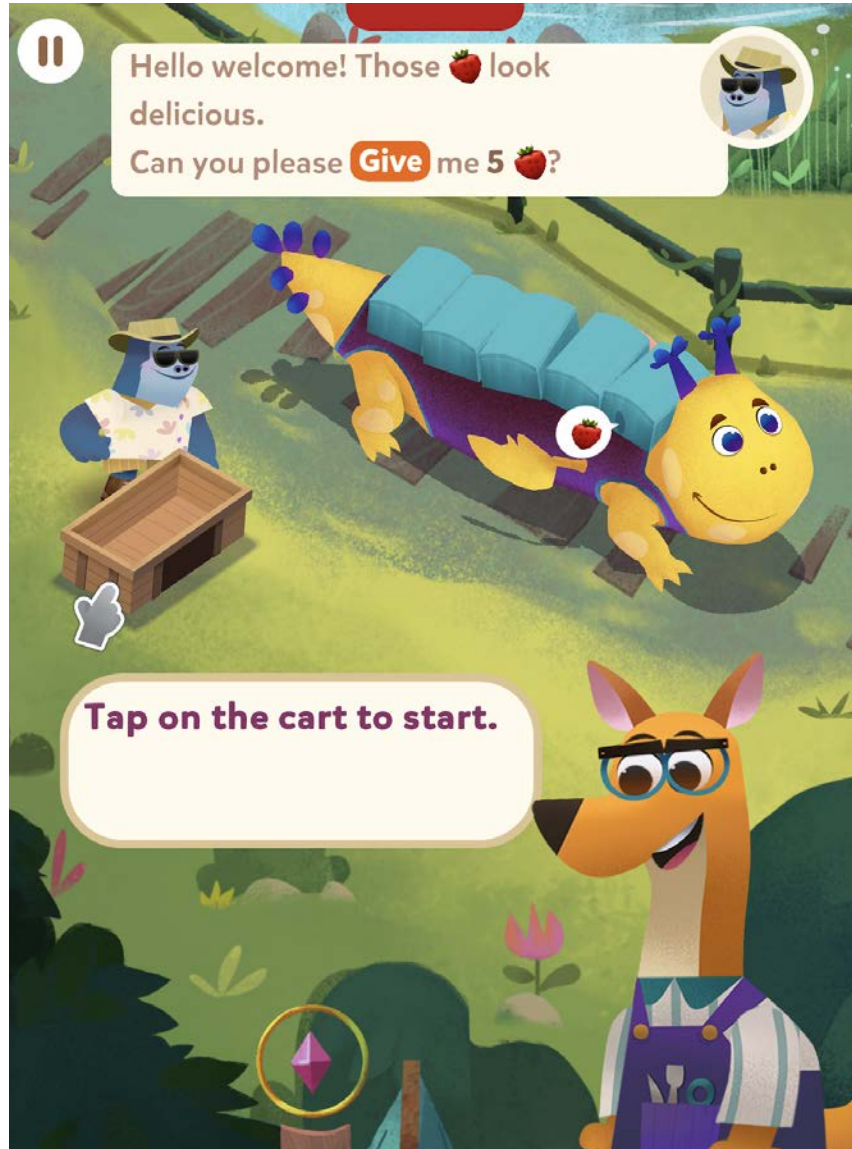
Locked stations (can't be played unless previous stations are completed)



## Completing a Station

Once you have entered a station, the objective is to load/unload the dragon cart at the station by solving the word problems.

Once a question shows up on screen, tap your finger on the cart next to the trader to activate it.



# Completing a Station: The Number Wheel

When the cart is activated, the number wheel appears.

To pick the number on the *tens* place, place your finger on the outer wheel and move it until the correct number moves to the empty position on top. In image 1, the number 10 has been selected.

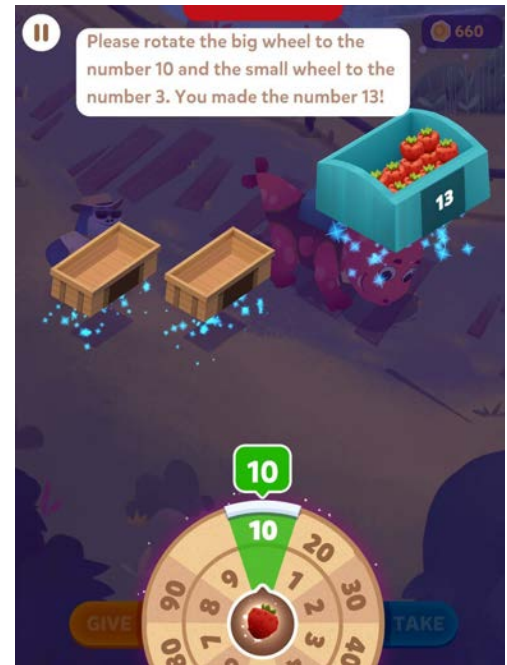


Image 1 ^

To pick a number on the *ones* place, place your finger on the inner wheel and move the inner wheel until the correct number moves to the empty position on top. In image 2, the number 3 has been selected, which is then added to 10 to make 13.

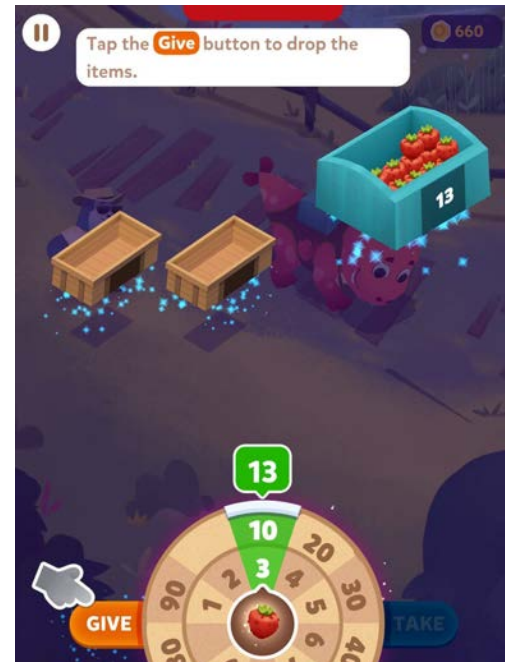



Image 2 ^

After making the required number, tap on the **GIVE** or **TAKE** button depending on the question being answered.

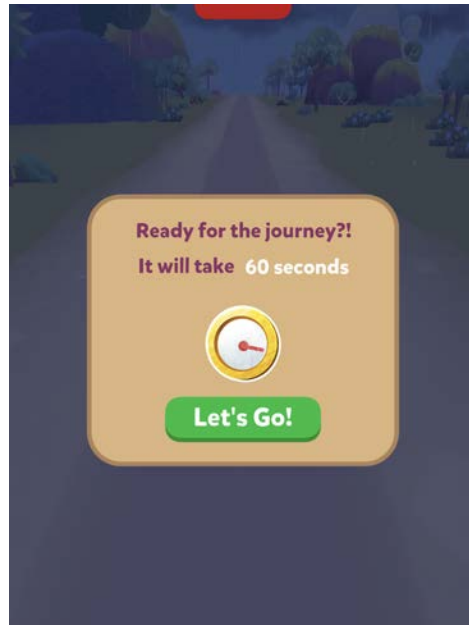


Once the questions have been answered and the goods have been transferred to and from the carts, tap on  to collect and add them to your wallet. Once you've finished, tap on the **Next Station** button to travel to the next station.



## Playing the Mini Game

The objective of the mini game is to collect 🌟 and 🍦 while flying from one station to another. To do this, you will need to avoid the obstacles that appear on the path of the flying dragon. To start the mini game, tap on the **Let's Go!** button on the goal screen.



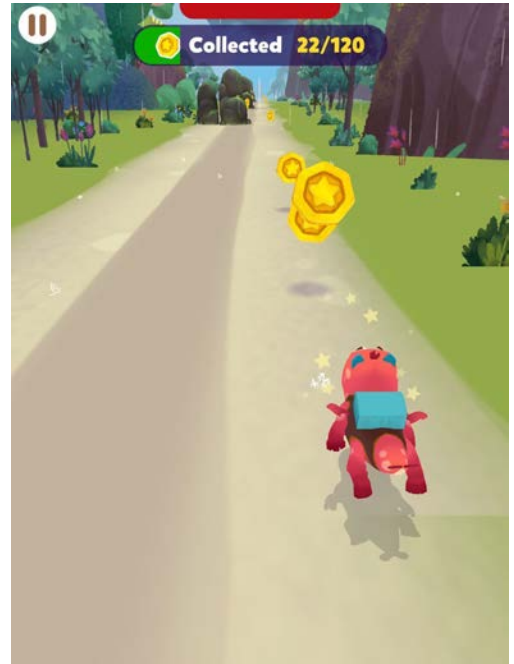
When the dragon starts flying, swipe left and right on screen to help the dragon avoid obstacles.






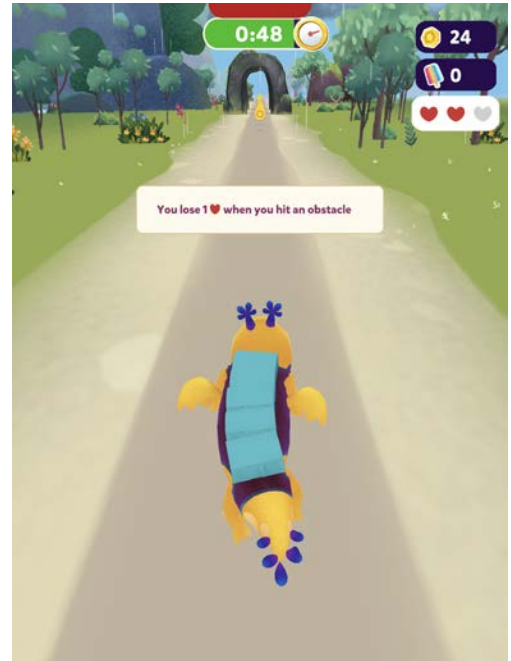
While avoiding obstacles, swipe left and right to move the dragon to the path where 🌟 and 🍦 can be collected.




The time it will take for the dragon to complete the journey is shown by 🕒. This will also tell how much time you will have to collect 🌟 and 🍦.

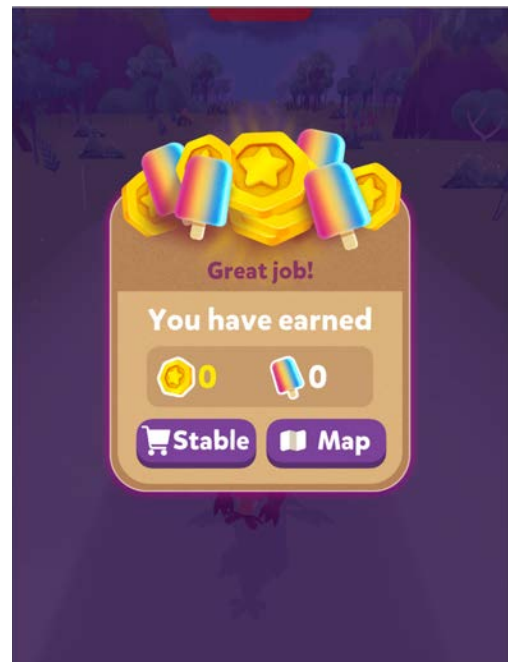




If the dragon collides with an obstacle, it will lose a ❤️. On the right side of the screen  shows how many chances the dragon has. Losing all ❤️ will end the journey before the time is over.



Once you run out of time, a result screen will appear showing how many  and  you collected. To proceed, tap on the  Map button to be taken back to the map screen.



## The Stable

As you progress in the game, you can spend your





and



in the Stable to buy accessories for your dragons, and to upgrade them.


















To go to the stable, tap on  on the map screen or  at the end of the mini game.

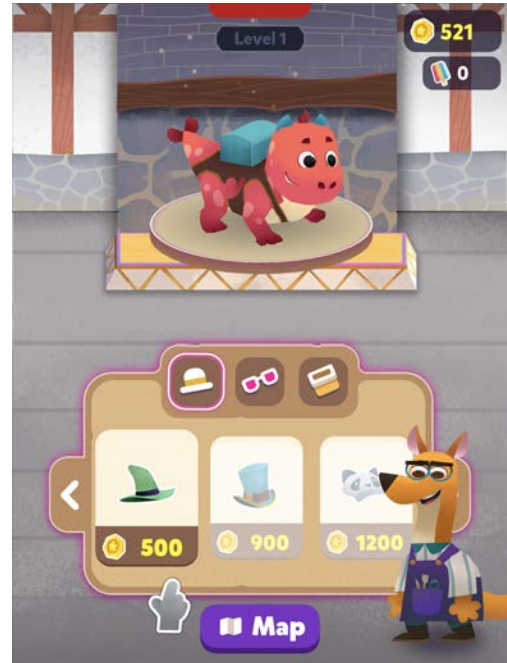


# The Stable: Using Coins and Popsicles

In the stable you can buy accessories (hats, goggles, carts)

using , and upgrade your dragon using .

- You can use  to buy accessories for your dragon. Tap on one of the item categories displayed, e.g. Hats , Eyewear , Carts .
- To view the list of items available in that category, tap on  and .
- To buy an accessory, tap on it. A confirmation will be presented if you have enough . Tap  to confirm your purchase and place the item on the dragon.
- Accessories bought once will be owned and can be placed on any dragon in Wyverndell Express.
- You can upgrade your dragons by using . To upgrade the dragon, click on the  next to the value indicated, e.g.  200 .
- If you have enough , then the dragon will be upgraded to the next level: it will increase in size, and one more basket will show up on its back.



## Finding New Dragons


- At certain stations you will receive new dragon eggs. You will see  on the map over a station that has a new dragon egg. To collect it, you simply need to progress through that station.



Image 1 ^


- When you collect a new , the egg hatching screen (image 2) will appear allowing you to hatch it.
- From the egg hatching screen (image 2) tap on the egg two times to hatch it and find your new dragon.



Image 2 ^

# Appendix

## Best Practices for Effective Osmo Detection



**iPad Base**



**Fire Base**

1. Keep hands and fingers away from game pieces after placing them so that Osmo can see it.
2. Keep the reflector placed squarely in the center so the camera can see the play space.
3. Play in a well lit room, without hard shadows.
4. Make sure the mirror in the reflector is clean.
5. Make sure you are using a device that is compatible with Osmo. Please check [this list of Osmo-compatible devices](#).
6. If you experience any issues despite this setup, please reach out to us for assistance through this form: <https://support.playosmo.com/hc/en-us/requests/new>.



## Other Questions

### **What do I do if I lose a piece?**

Please reach out to us for assistance through this form:

<https://support.playosmo.com/hc/en-us/requests/new>.

### **Can I clean the pieces?**

#### **Rods and Cubes**

The rods and cubes can be hand washed with mild soap and water.

#### **Mixing Mat**

If you accidentally spill liquids or water on the mixing mat, towel dry it carefully, thoroughly and quickly to ensure no damage occurs. Pay special attention to the edges of the mat, which are more vulnerable to water damage.

Note that any kind of dry erase, wet erase, or other markers will permanently stain and ruin the mat.



# Getting Started with Osmo Newton

Updated 10.05.2019

Version 2.9.1



## What's Included? (if you have a Creative Set)

- 1 x Osmo Creative Board
- 6 x Yoobi Erasable Markers
- 1 x Blue Fuzzy Pouch



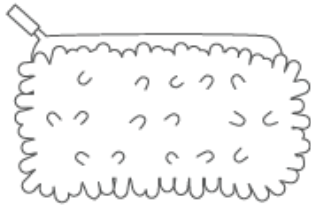
**Osmo Creative Board**

Quantity: 1



**Yoobi Erasable Markers**


Quantity: 6



**Blue Fuzzy Pouch**

Quantity: 1

# Menu Navigation

Tap  (or your avatar, if you're already logged in) in the upper right corner of the home screen to view the myOsmo account screen. See this [guide to myOsmo accounts and profiles](#) for more information.

- Bounce
  - Tap **Bounce** to bounce on into Newton! There are 61 levels of Bounce.
- Roll
  - Tap **Roll** (once unlocked with Creative Board) and enjoy any one of 18 slightly more difficult rocking and rolling levels!

## Game Manual

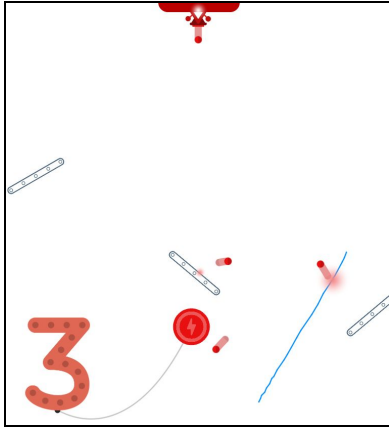
### Object of the Game

Use your creative noggin and inventive objects like a hand-drawn basket, Grandma's glasses, Dad's keys, or anything around you to guide falling on-screen balls into targeted zones. Osmo Newton is very much *your* game. Grab any object near you to help you hit targets for points and to reach more levels.

### Achievements include:

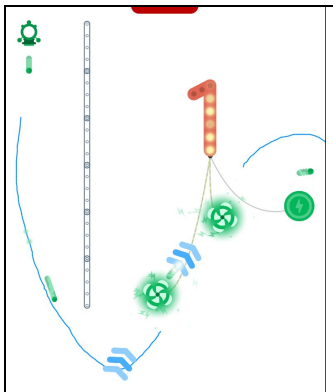
- **Winner:** Complete 3 levels.
- **Two-Pointer:** Hit 2 targets at the same time.
- **Achiever:** Complete 9 levels.
- **Hat Trick:** Hit 3 targets at the same time.
- **Grand Slam:** Hit 4 targets at the same time.
- **Overpopulated:** Keep 100 balls on screen at the same time.
- **Completionist:** Complete all levels.
- **Efficient:** Complete 5 levels without losing any balls off screen.
- **Fission:** Break 100 balls inside walls.

## Bounce



Use the objects in front of your iPad to bounce the balls toward the balloon targets. Hit each target four times to make it charge, then move on to a more challenging round.

## Roll



In the Roll level, balls roll along lines, so the player must draw paths rather than bounce the balls to their targets.



## Tips and Tricks

- Balloon targets require 4 hits from balls of the same color to explode. All balloons need to be exploded to finish a level.
- Fans need balls of the same color passing through them to power up. All fans in a level must be spinning fast enough to complete the level (they shoot out sparks when they're fast enough).
- Balls bounce off grey walls.
- Color changers do just that: they change balls from one color to another. This can be useful when you need to change purple balls to green so they can hit a green balloon, for example.
- Some levels utilize "No Draw" zones (represented by a white bubble) that don't allow for lines to exist. Players have to redirect the ball away from or through these zones using other means.
- Rolling levels were designed to take advantage of physics that is different from Bounce, so certain puzzles are best completed by making ramps or loops.
- More complex levels might require you to think about several different elements at once, especially some of the later Roll levels. Look for ways to mix and match the different gameplay elements to complete each round.
  - For example: You may need to use a "teleporter" to get balls of one color into a different part of the level so that they can more easily go into a "color changer".
- Speed boost arrows are normally placed as a hint towards the direction you might want the balls to go to easily complete the puzzle.
- Only certain colors can "complete" that color's targets (like the balloons or fans), however, "grey" targets can be satisfied by balls of any color.

## Best practices for effective Osmo detection



1. If you are using a Creative Board, place it flat against the Osmo Base so that the Osmo logo is closest to the screen. If you are not using a Creative Board, we suggest securing your paper beneath the Osmo base so it doesn't move while you're playing.
2. Keep the reflector placed squarely in the center so the camera can see the play space.
3. Play Newton in a well lit room.
4. Make sure you are using a device that is compatible with Osmo. Please check [this list of Osmo-compatible devices](#).
5. If you experience any issues despite this setup, please reach out to [support@playosmo.com](mailto:support@playosmo.com) for assistance.

## Other Questions

### **What do I do if I lose a piece from my Creative Set?**

Please reach out to us at [support@playosmo.com](mailto:support@playosmo.com).

### **How can I best clean the Creative Board?**

Blue fuzzy pouch included in the Creative Set works well (you can lightly dampen it with water). For a more thorough cleaning, you can use products such as Mr. Clean Magic Eraser or Windex.

Here are some other options:

1. Vinegar and water solution
2. Peroxide
3. 99% or 90% Isopropyl alcohol
4. Hand sanitizer