



Getting Started with Osmo Coding

Updated 3.1.17 1.4.2



What's Included

Each set contains 19 magnetic coding blocks to control Awbie™, a playful character who loves delicious strawberries. With each coding command, you guide Awbie on a wondrous tree-shaking, strawberry-munching adventure!



Walk
Quantity: 4



Caution
Quantity: 1



Jump
Quantity: 1



#1 Quantifier
Quantity: 1



Hand
Quantity: 2



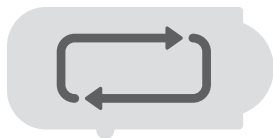
#2 Quantifier
Quantity: 2



Magic
Quantity: 1



#3 Quantifier
Quantity: 2



Repeat
Quantity: 1



#4 Quantifier
Quantity: 2



Play
Quantity: 1




#5 Quantifier
Quantity: 1


Menu Navigation

No matter where you are in Awbie's world, you can always reach the menu by tapping the upper left-hand corner of the screen.


Restarting a Level

1. Go to the level you wish to restart.
2. Tap  and tap **Restart Level**. You will lose all progress within that level.
3. Items will be regenerated and Awbie will be brought to the start of the level.

Resetting Progress



1. Tap  and tap **Reset Progress**.
2. Be careful! **All progress across all levels will be lost and reset.**

Accessing the Main Menu


1. Tap  and tap **Main Menu**.
2. You will be taken to the title screen.

Enabling the Compile Button

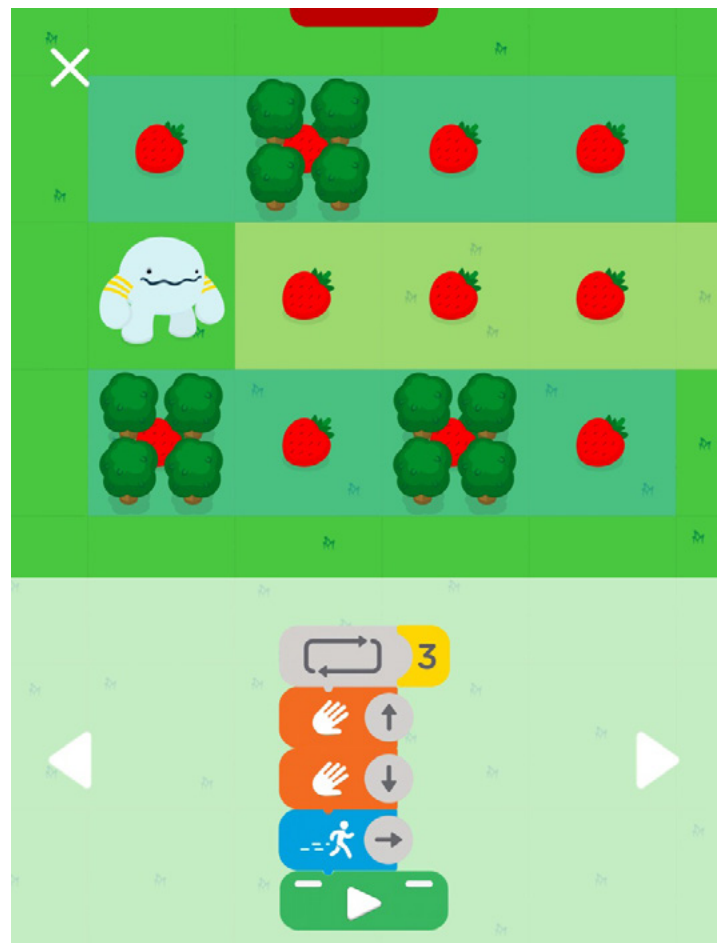
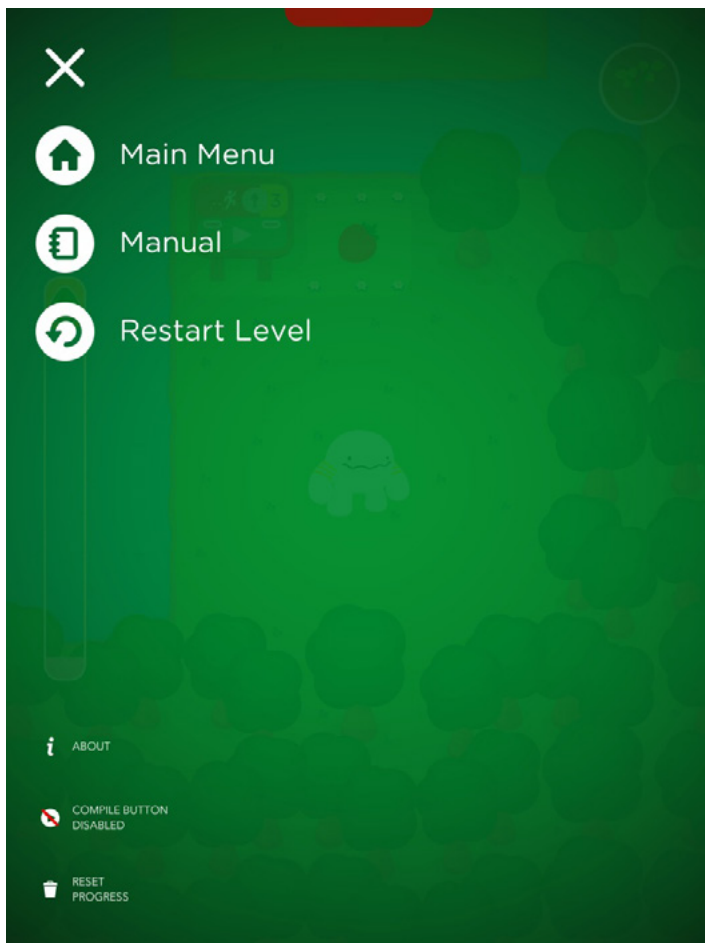
If you lose or break the green Play Block, you can still play the game.

1. Tap  and tap **Compile Button Disabled**.
2. Compile button is now enabled.
3.  will appear in the bottom left-hand corner of the game.
4. Use this button instead of the Play Block.

Game Manual



1. Tap  and tap **Manual**.
2. Watch animations of how each code block works and example sequences.
3. Use the **White Arrows** to switch to different coding examples.
4. Tap the **White X** to return to your game.

★ Note: You can also access the Game Manual from the title screen.



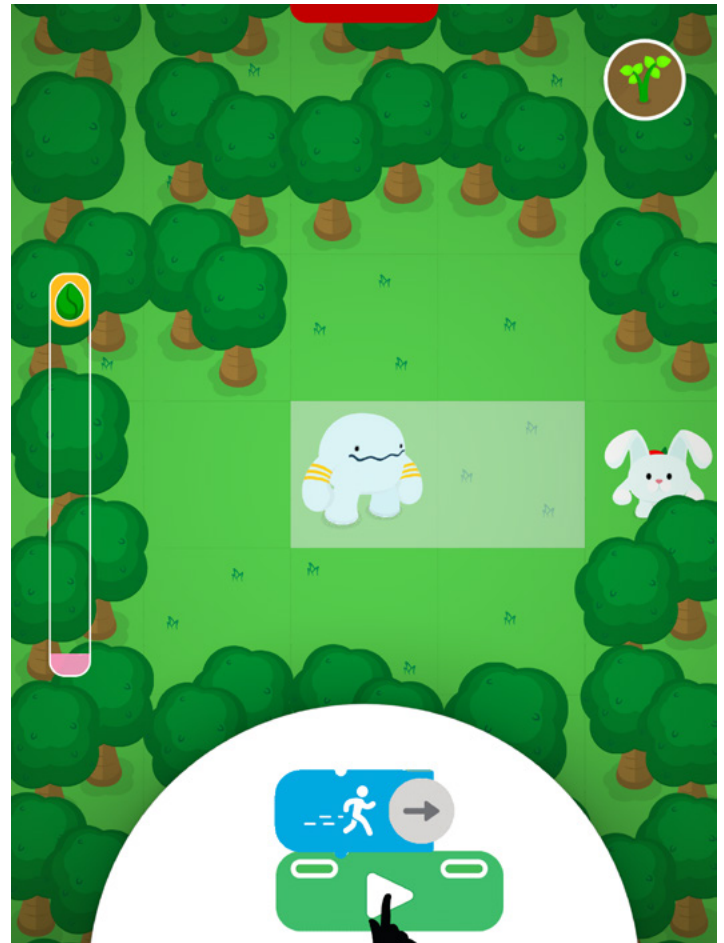
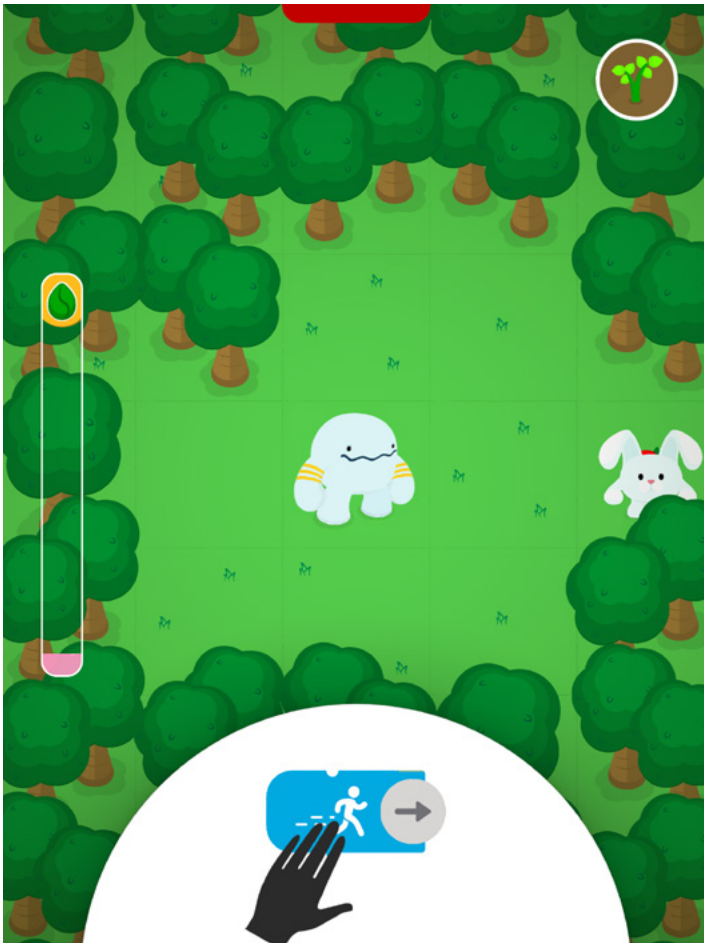
Build Your First Code

Walk-through 1

Slide a  and turn  to the “right.”

1. Slide up and connect  below .
2. Press the white Play Button to compile your first code.

Make sure that your fingers are not covering any part of the blocks. For best results, press the Play Button down with your index finger. Hold down the Play Button until you hear a “pop” noise from the game (usually 1 second).



Verb Command Blocks

Key Concept 1

Osmo Coding has four different verb commands, which are the building blocks of Awbie's interaction with the world. Three of the verb commands (Walk, Hand, and Jump) have turnable arrows and can use quantifiers. Combining verb commands will result in longer chains of strawberries, faster movement and huge bonuses!



Walk

The blue Walk Block will make Awbie walk one square in a desired direction.



Jump

The red Jump Block allows Awbie to jump over one square (moving two squares). Jumping will get you over obstacles like bushes or rivers, however, Awbie cannot jump over trees or obstacles that are two squares long.



Hand

The orange Hand Block will tell Awbie to grab at strawberries, treasures, pets, and beavers in an adjacent square or obtain items that are hidden in bushes.



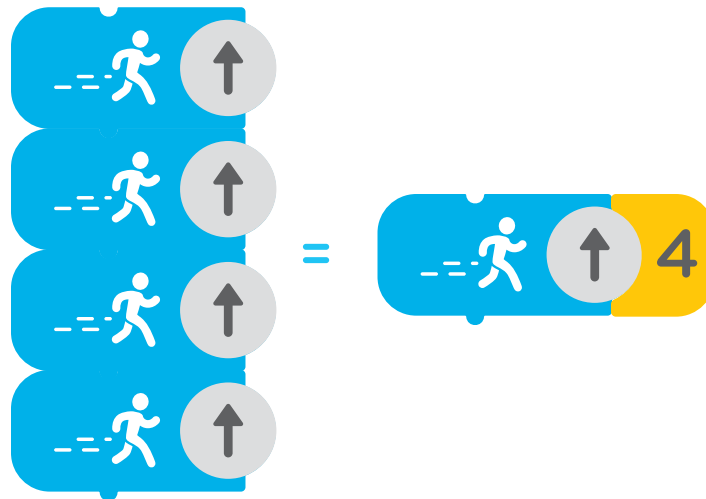
Magic

The purple Magic Block changes Awbie's environment. It grows permanent flowers that remain even if you leave the level. Mark areas Awbie has explored or just beautify the land! For advanced players, attach the Magic block as a Stop Command under the (conditional) Caution Block.

Quantifiers

Key Concept 2

The Quantifiers are the yellow number blocks. If you attach a quantifier to a command verb (Walk, Jump, or Hand), Awbie will repeat the action **X** times. Quantifiers range from 1 to 5. **Think of quantifiers as parameters to a function.**

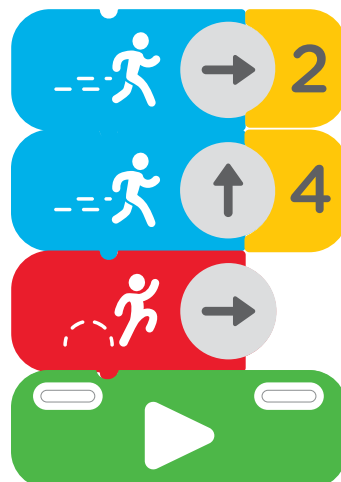


Sequencing

Key Concept 3

Sequencing is when you connect two or more blocks together. When you start using multiple blocks in a sequence, you begin an important step towards a key computational concept, sequencing. Awbie walks faster when you sequence.

★ Note: **The order of actions that Awbie follows is read from the top down.** In the below sequence, Awbie will walk right 2, then walk up 4, then jump right 1.



Sequencing + Frenzy

Key Concept 3 - Continued

When you create a sequence that lines up more than one strawberry or pie in a row, Awbie becomes super happy and goes into Frenzy. Each pie and strawberry will change color and increase in bonus value. **Get as many purple strawberries or pies as you can for the highest bonus!**



+1



+5



+10



+25



+50



+100



+50



+75



+100



+150



+250

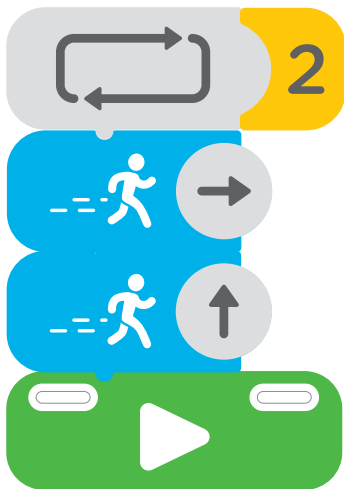
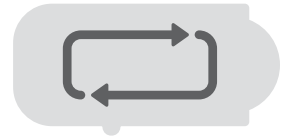


+500

Using Repeat

Key Concept 4

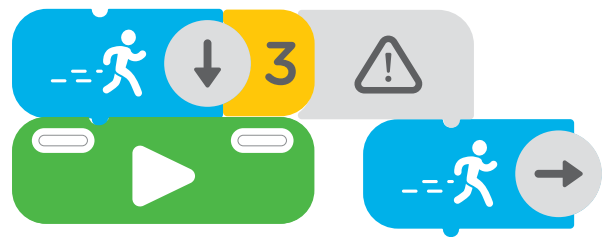
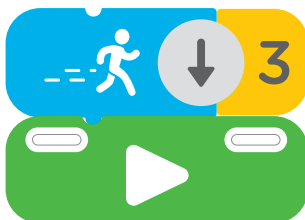
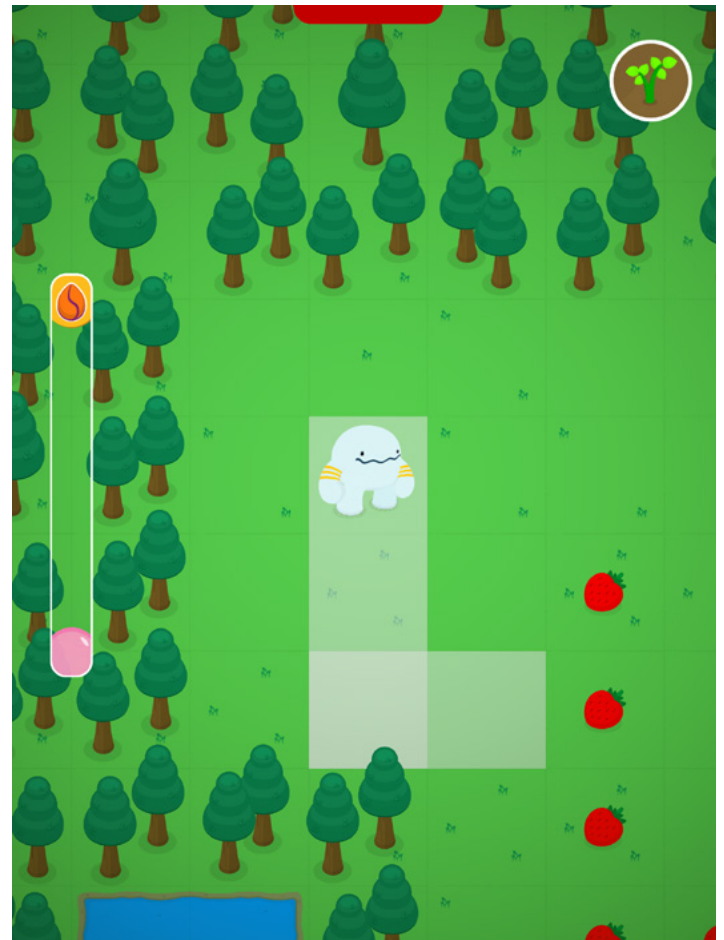
Use the Repeat Block to “loop” your code. A loop is when a sequence of commands is repeated, and is another key concept in computational thinking. By default, the Repeat Block loops the connected sequence twice. By adding a quantifier, you can repeat sequences up to 5 times. **Look out for repeating patterns in the landscape; they are opportunities to use the Repeat block.**



Using the Conditional






Key Concept 5 (Advanced)

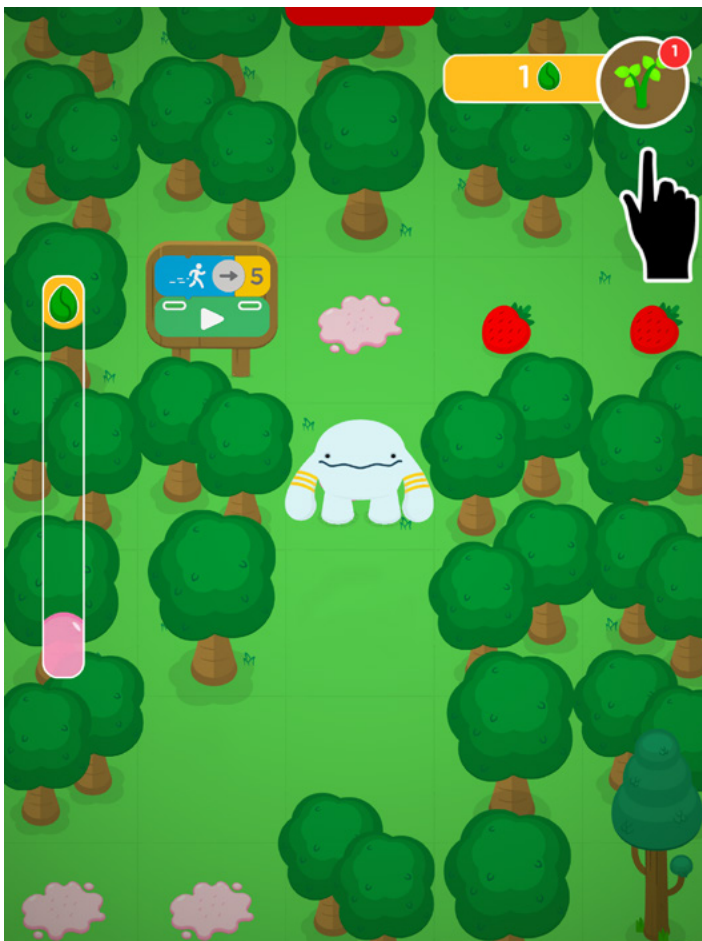
The gray Caution Block will prevent Awbie from hitting an obstacle. By attaching the Caution Block to a command and attaching alternate commands under the Caution Block, Awbie will listen to the alternate blocks if the original path leads to an obstacle (trees, water, etc). **Combine the Repeat Block and Caution Block to plan advanced paths.**



Planting Seeds in Awbie's Garden






Walk-through 2

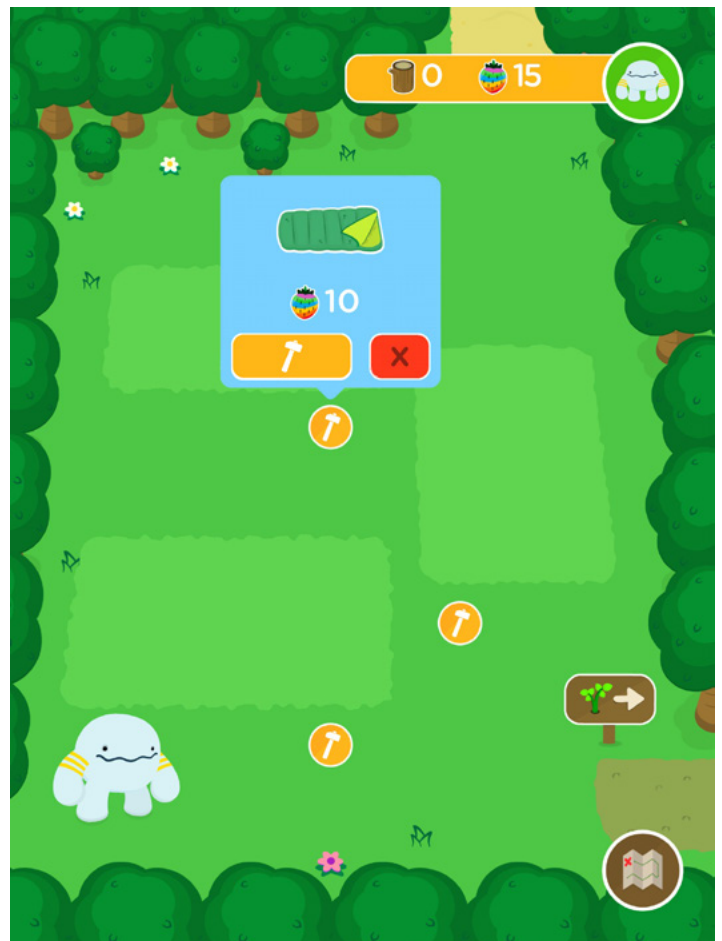
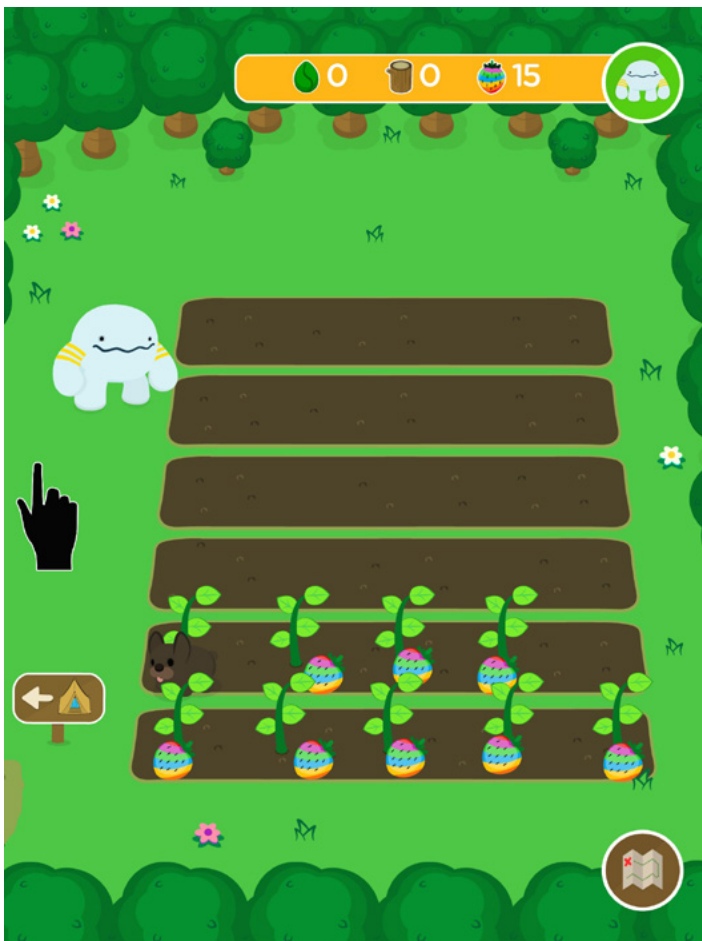
1. Fill your strawberry meter by eating . Once full, a seed will appear in front of Awbie and a red notification will appear next to the Garden Button in the upper right-hand corner of the screen.
2. Tap on  and it will take you to Awbie's garden.
3. In the garden, tap on  to grow a rainbow strawberry plant.
4. Each plant drops rainbow strawberries. Tap and collect strawberries, which can then be used to build and upgrade Awbie's home.
5. Tap on  to return to where you left off in the game or  to return to the map.



Building and Upgrading Awbie's Home

Walk-through 3

1. Tap and collect  which can then be used to build and upgrade Awbie's home.
2. To visit Awbie's home, tap the side of the garden screen or on .
3. Tap on  to view the cost or to upgrade different areas of Awbie's home.
★ Note: Some upgrades require wood or shells that are only found in levels.
4. Tap on  to return to where you left off in the game or  to return to the Map.

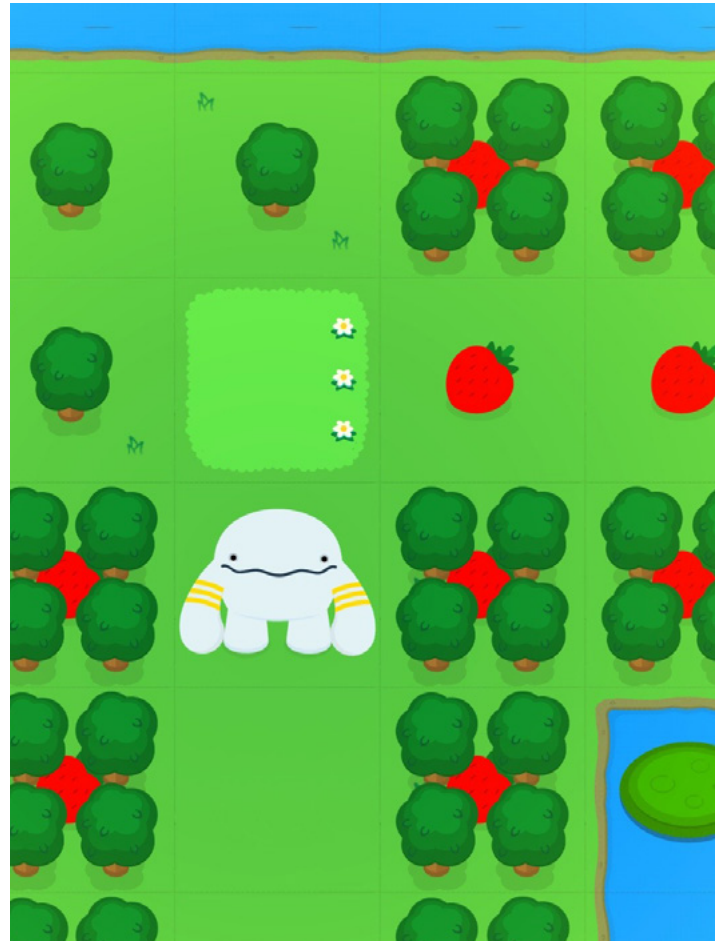


Tips & Tricks

Helper Signs and Code Hints

Throughout levels there are signs that will help teach new coding concepts and usage of verb command blocks. Activate the Helper Signs by moving Awbie to the adjacent white flower patch. Reproduce the code that appears on the sign.

Later in the game, there are code hint flower patches that do not have brown signs. Use these spots as starting points for larger codes that can be planned out.



Tips & Tricks

Awbie's Thought Bubble


Toggle on and off the Thought Bubble by tapping to the left of Awbie. It shows coding blocks that Awbie can see in front of the Osmo. When Awbie is running through the code, each coding block in the Thought Bubble will light up to show the command that Awbie is currently following.



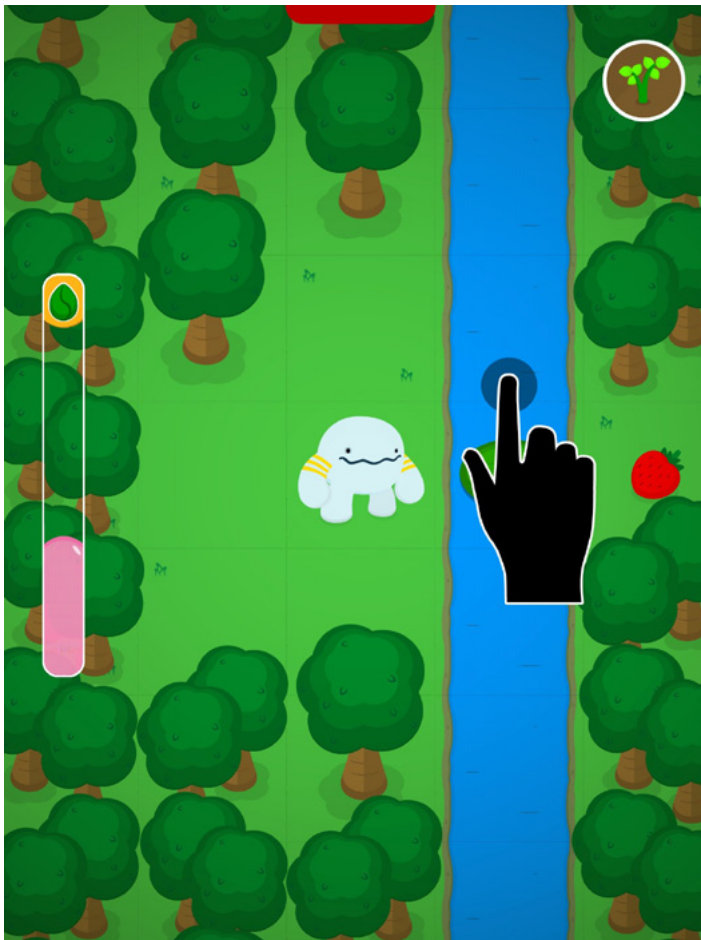
Tips & Tricks

Panning the Screen

Swipe the screen in any direction to see farther to chain more strawberries!

Tap on  to return to Awbie or by hitting the Play Button.

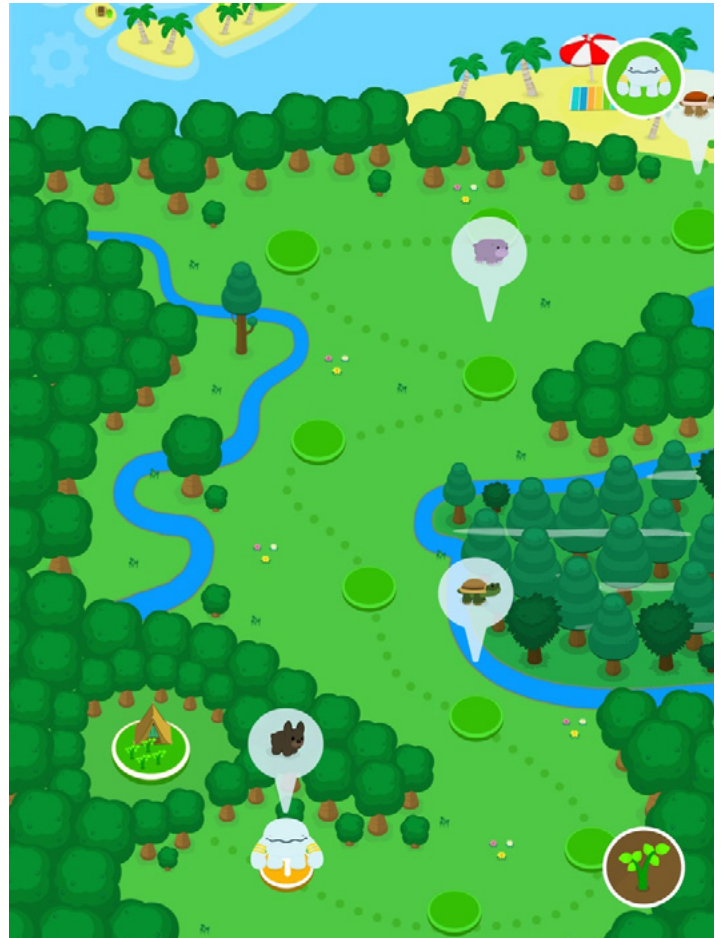
★ Note: Be aware that if your arm is covering your code blocks while panning, the camera will not be able to see your code.



Tips & Tricks

World Map Indicators

When the Mountain first sneezed, Awbie's critter friends were startled and scattered across the world. Help Awbie bring them home! From the **World Map**, you can see icons indicating where they are hiding. Once found, the indicators will disappear and your buddy will be safe and sound in Awbie's garden.



Tips & Tricks

How to Cross a Pond on Lily Pads

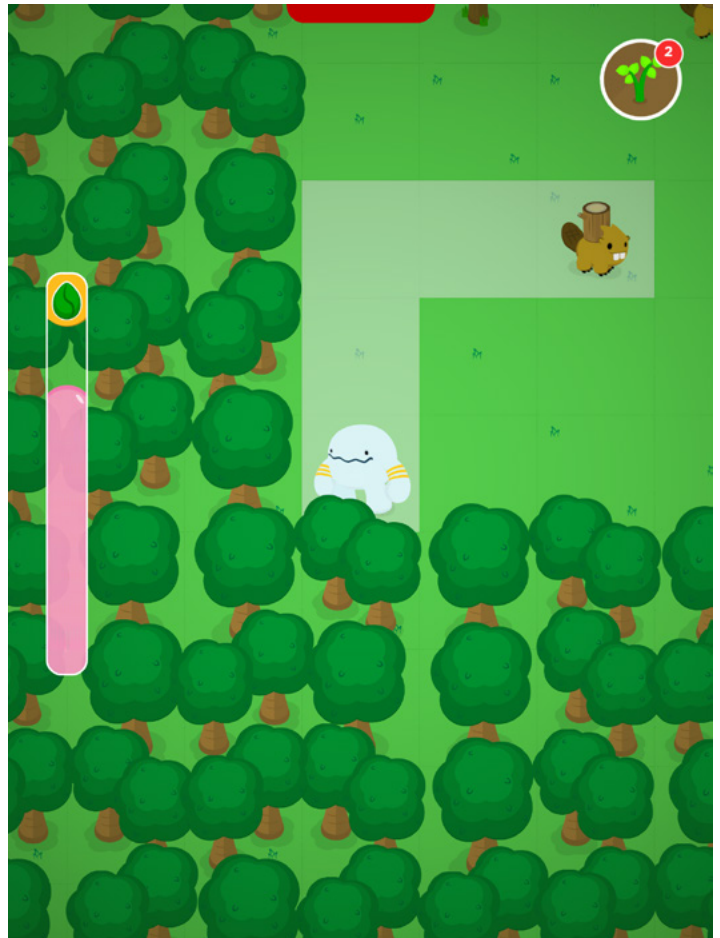
Lily pads cannot hold weight for a long period of time. If Awbie stops on a lily pad, it will sink and Awbie will restart in the nearest safe square. Plan out Awbie's entire path until you're off the water.



Tips & Tricks

How to Catch a Beaver

Beavers are fast and sneaky. If given the chance, they will run away! To catch a beaver, program a sequence that reaches it in one press of the Play Button.



Tips & Tricks

Beach Music Puzzles

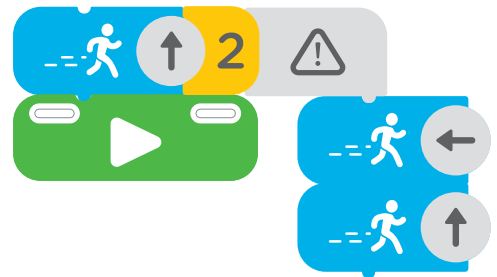
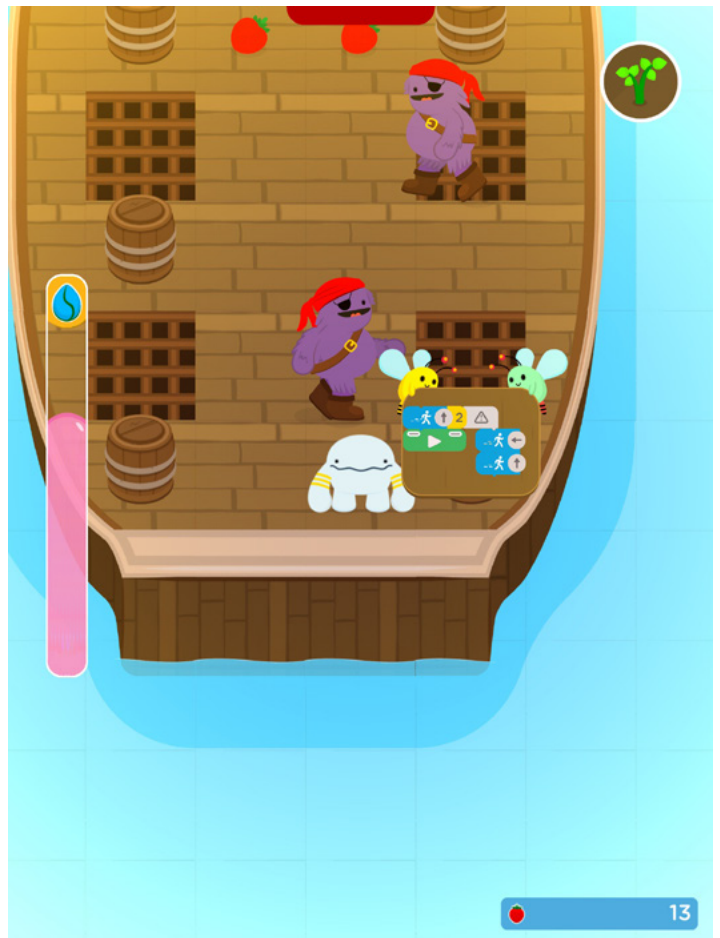
Pirate conductors love music, follow their tune and win prizes! Walk up to the music stage and watch for the conductor's directions. Touch the corresponding colored music tiles in the exact order shown by using the walk, jump, and hand blocks. If you make a mistake, you can retry the song from any music tile on the music platform.



Tips & Tricks

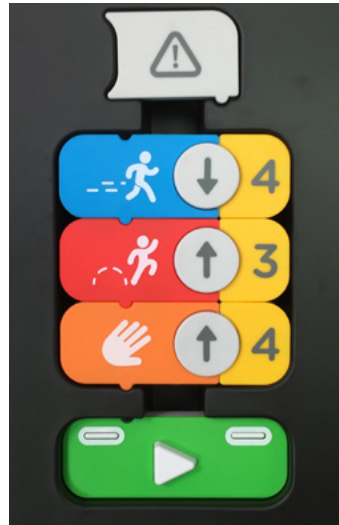
How to Pass by Patrolling Pirates

The Patrolling Pirates are very busy and often don't look where they are going. They may bounce Awbie backwards if not careful. To pass, try using the **Hazard Block** to redirect Awbie around any obstacle. The code below shows: If Awbie runs into a pirate while walking up 2 spaces, instead of running into it, Awbie will walk left and then up.



Storage Overview

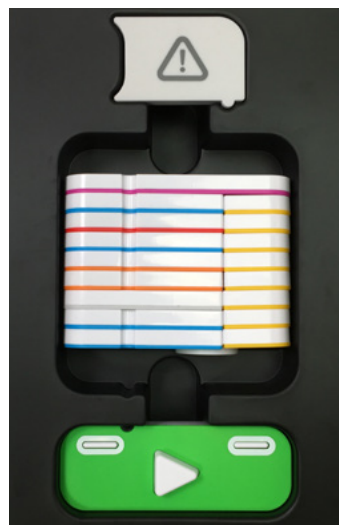
There is a removable cardboard insert at the bottom of the box that reads, "Remove this piece for faster storage". The packaging was designed so you can store the blocks two different ways.



Option 1

Leave in the cardboard insert.

Tip: Make sure that you place the Repeat Block in the first row.



Option 2

Remove the cardboard insert and stack your blocks.

Tip: Put the purple Magic Block on the bottom of your stack.