



Getting Started with Osmo Numbers

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What's Included?

Each Numbers set contains 40 game play pieces:



"1" dot "5" Number
Quantity: 10 Quantity: 2



"2" dot "6" Number
Quantity: 6 Quantity: 2



"5" dot "7" Number
Quantity: 4 Quantity: 2



"1" Number "8" Number



Quantity: 2 Quantity: 2



"2" Number "9" Number



Quantity: 2 Quantity: 2



"3" Number "0" Number



Quantity: 2 Quantity: 2



"4" Number
Quantity: 2

We have Numbers tiles available for sale separately on [our shopping page](#).

The Numbers app is available free of charge [on the App Store](#) (for compatible iPads) and [on Amazon](#) (for compatible Fire tablets). Please check [this list of Osmo-compatible devices](#).

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.

- Starting a new level:

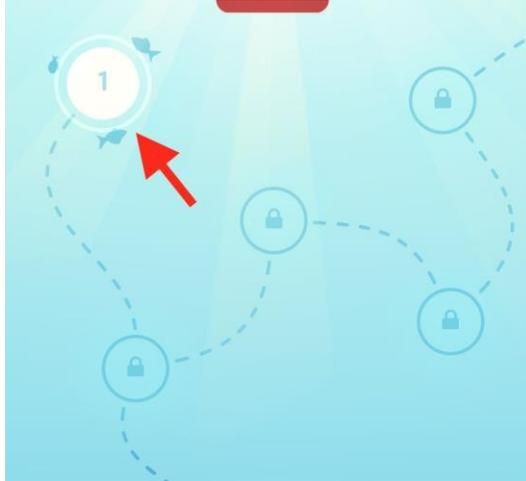
First tap the **Play** button to get started.



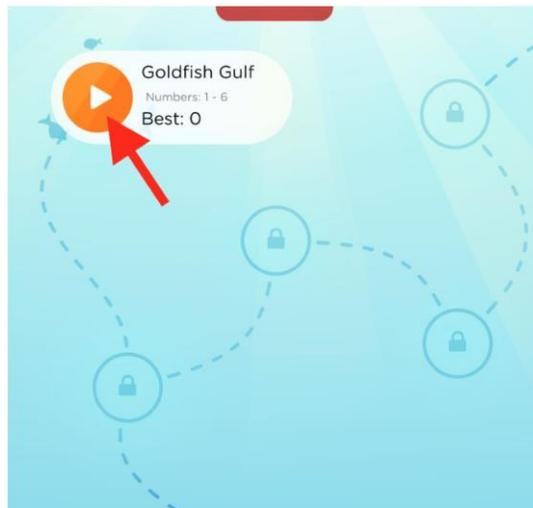
Next, swipe left and right to choose a game mode (Count, Add, Connect or Multiply). You can also switch modes by tapping the white arrows on the left and right sides of the screen.



Tap the number of the level that you want to start. This will show you the name of the level and your current best score if you've played it before.



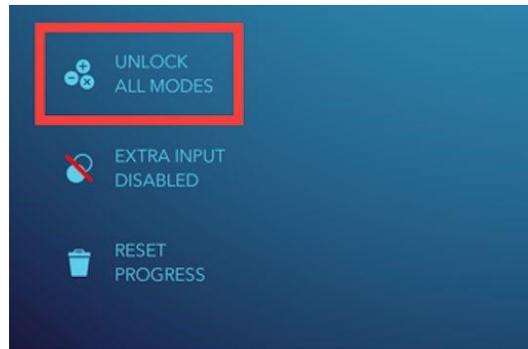
Then tap the orange **Play** button to start the level.



- Enabling all modes
(for educators who wish to access later modes for curriculum use)

From the main menu, tap the Settings icon  in the top left corner. If you have the Osmo World app installed, tap the globe icon, then tap .

From there, tap “Unlock All Modes”.



- Enabling all levels
(for educators who wish to access later levels for curriculum use)

From the main menu, tap the Settings icon  in the top left corner. If you have the Osmo World app installed, tap the globe icon, then tap .

From there, tap “Unlock All Levels”. That option will only be available if you have already unlocked all modes.



Game Manual

A. Object of the Game

The goal of Numbers is to collect all of the fish! You can do this by unlocking all levels and trying to get the highest score possible. There are over 90 fish that you can find in the game. Each mode/depth contains different types of fish to discover, including tropical fish, food fish, instrument fish, and even monster fish!

You increase your score by popping bubbles piled up on top of the fish tank. Bubbles pop when you place tiles in front of your device in such a way that their total matches the number inside the bubble. The bigger the number inside the bubble, the more water it adds to the tank when it pops.

B. Game Modes

The Numbers app has four modes: **Count**, **Add**, **Connect**, and **Multiply**. Each mode has 8 levels.

- The **Count** mode makes use of the dot tiles. If the tiles are placed next to each other, their values are added. The easiest level of **Count** has numbers from 1 to 6, and the hardest covers numbers from 15 to 26.



- The **Add** mode uses the number tiles, and bubbles have larger values than in the **Count** mode. If the tiles are placed next to each other, their values are added.



- In the **Connect** mode, you can place tiles next to each other to make multiple digit numbers. However, any tile placed away from a group of closely placed tiles will be added. For example, a 2 tile placed away from the 3 and 6 tiles would bring the total up to 38.



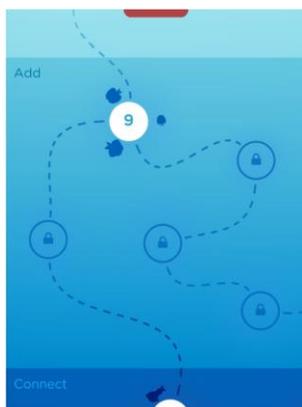
- In the **Multiply** mode, if the tiles are placed next to each other, their values are multiplied. However, any tile placed away from a group of closely placed tiles will be added, just like in the **Connect** mode.

For example, a 2 tile placed away from the 3 and 6 tiles would bring the total up to 20.



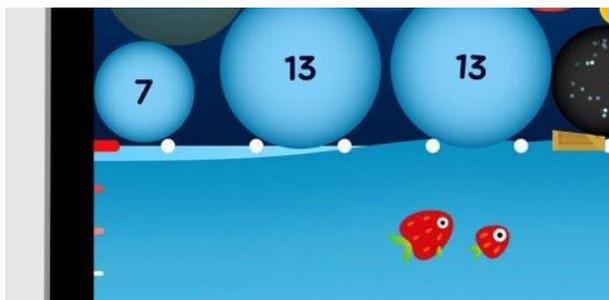
Remember that you can have several close groups and several “away” tiles in a single move for maximum flexibility in forming totals. For example, you can form something like $(2 \times 4) + (3 \times 9) = 35$.

C. Level Maze



The maze represents your path through all the modes and levels in the game. You can play levels that are unlocked anytime. Some levels may display a padlock icon; you need to unlock these levels first to play them. They can be unlocked by playing earlier levels that are connected to them by dotted lines. Save a fish in any level to unlock the next level.

D. Level End



The level ends when you fill the tank up with water.

E. Number Combos

Combos are earned when you pop at least 2 or more water bubbles with a single move. For example, if there are two bubbles with the number 6, then put down two tiles that equal 6 (e.g., $2 + 4$). This way both 6s will pop simultaneously giving you bonus points AND will evaporate so the tank won't fill up so fast.

Try to strategize so that more than one of the same number becomes active before you target it (when possible).

Another example: if there are three bubbles with the number 10, then place 3 tiles that equal 10 (e.g., $5 + 3 + 2$). This will result in a triple combo!

F. Power-Ups

- The Lightning bubble eliminates all bubbles that match its number without adding water to the tank. Try to get as many at once as you can, you get extra bonus points for each bubble in the chain!
- The Mystery Crate gives you decorations or fish food that will help you grow your fish and earn more points.
- The Bomb removes all the targets near it, helping you clear out an area quickly, without adding water to the tank.
- The Sponge removes water when it falls into the tank, so you can play longer and have more time to unlock all the fish and get the highest score possible. The longer it stays on the top of the screen, the bigger it gets, and the more water it will remove when you get it into the tank.
- The Tornado goes through the top of the screen and rearranges the bubbles.
- The Wormhole consumes any objects nearby and spits them out at the top of the screen.
- The Hook takes a fish out of the tank and puts it back on the top of the screen. Let the hook take one of your fish and then get it back into your tank again for more points!

Tips and Tricks

How do I get the third fish?



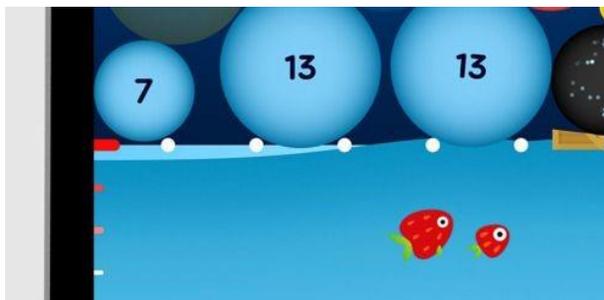
In Numbers, each level allows you to unlock three new fish. Out of them, the third fish is always the most interesting and fun. However, it is also the most challenging to unlock. Here are our top three tips to help you catch the third fish every time!

1. Maximize your score



When playing, having a high score will make the game spawn the next version of the fish. You should always keep an eye on your score, which is located at the top right corner of the screen.

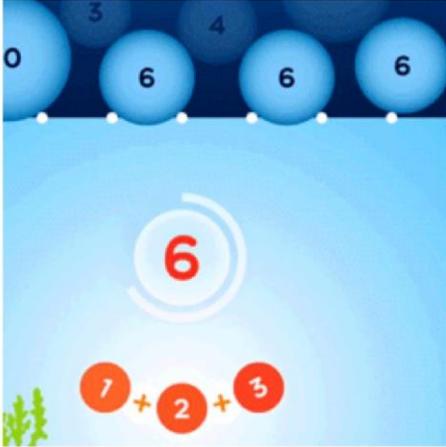
2. Keep the water low



The game is over when the water hits the line of white dots at the top of the fish tank. Because getting a high score takes time, you want to make your game last as long as possible. This is why you need to keep the water as low as possible. To do so, try to pop the special bubbles such as the bombs, electric or tornado bubbles. These bubbles increase your score without changing the water level. If you see a sponge, try to keep it out of the water as long as possible. It will grow after every turn, and when it touches the water, it will decrease the water level significantly! If you use more tiles to make a number than there are bubbles to pop with that number, any extra tiles will fall to the bottom of the tank as rocks. This will add water to the tank and make

the level end faster, so try to use the same number of tiles as there are bubbles showing with that number, whenever possible, to have more time to earn points and unlock all the fish.

3. Go for combos



The best way to get a high score is to do combos. Combos are done when you pop multiple bubbles at once. To do so, wait until you have more than one active bubble of the same number. In the example above, there are three “6” bubbles. Using three or more tiles will allow to pop them all at once, giving you a 3x combo. Also, notice that none of the bubbles produced water drops, thus keeping the water unchanged. Truly, combos are the best way to get the third fish!

Notice that you only pop as many bubbles as the number of tiles you place to make the number. For example, if there were 3 bubbles with value 10, you would need to place at least 3 tiles to make 10 in order for all of them to pop, such as 2, 3 and 5. If you placed 4 and 6, only 2 of the bubbles would pop.

Storage Overview



Place numbers and dots in their separate trays.

Best Practices for Effective Osmo Detection



1. Keep hands and fingers away from game pieces after placing them so that Osmo can see them.
2. Keep the reflector centered along the top edge of your device so the camera can see the play space.
3. Keep the tiles close to your device so the camera can see them.
4. Play in a well lit room.
5. If your table top or surface is a dark color, it may be interfering with the software detection. Try placing an 8.5 x 11 sheet of white paper on the tabletop, and then the pieces on top of the paper.
6. Make sure you are using a device that is compatible with Osmo. Please check [this list of Osmo-compatible devices](#).
7. If you experience any issues despite this setup, please reach out to support@playosmo.com for assistance.

Other Questions

What do I do if I lose a tile?

Please reach out to us at support@playosmo.com.

Can I clean the tiles?

You can gently wipe the pieces with a damp cloth if they get dirty.

What is the Numbers Toybox app?

The new Numbers Toybox app is a package of three different early math experiences designed especially for early learners (ages 4-6). It requires Osmo Numbers game pieces, as well as an Osmo base, to play.

The Numbers Toybox app is available free of charge (with in-app purchases) [on the App Store](#) (for iPads) and [on Amazon](#) (for Amazon Fire tablets).