



# Getting Started with Osmo Stories

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# What's Included?

To play Osmo Stories, you'll need the following items from the Osmo Little Genius Starter Kit.

## Osmo Base



## Character Board



## Costume Pieces



18 pieces total: 6 hair styles, 6 bodies, 6 feet.

# Main Menu Navigation

## Accessing your myOsmo Account

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. Stories is currently offered in English (US), English (UK), French, and Dutch.

## Start Playing

Tap  to start playing Stories. If this is your first time playing, Mo will show you how to play.

## Returning to the Main Menu

From any screen, tap  or  to bring up the Settings screen. Next tap  to return to the Main Menu.

## Resetting Progress

You can reset your game progress from the Main Menu. Tap , then tap  to return to the Main Menu.

Next, tap  in the upper left corner and tap 'Reset Progress'. Be careful! All progress and unlocks will be lost and reset.

## Music Settings

You can edit the music settings from the Main Menu. Tap , then tap  to return to the Main Menu.

When you're on the main menu screen, tap  to bring up the Settings menu. Here, you can toggle the background music on or off.

## Game Setup

To get started, grab your Osmo Base, Character Board and Costume Pieces!

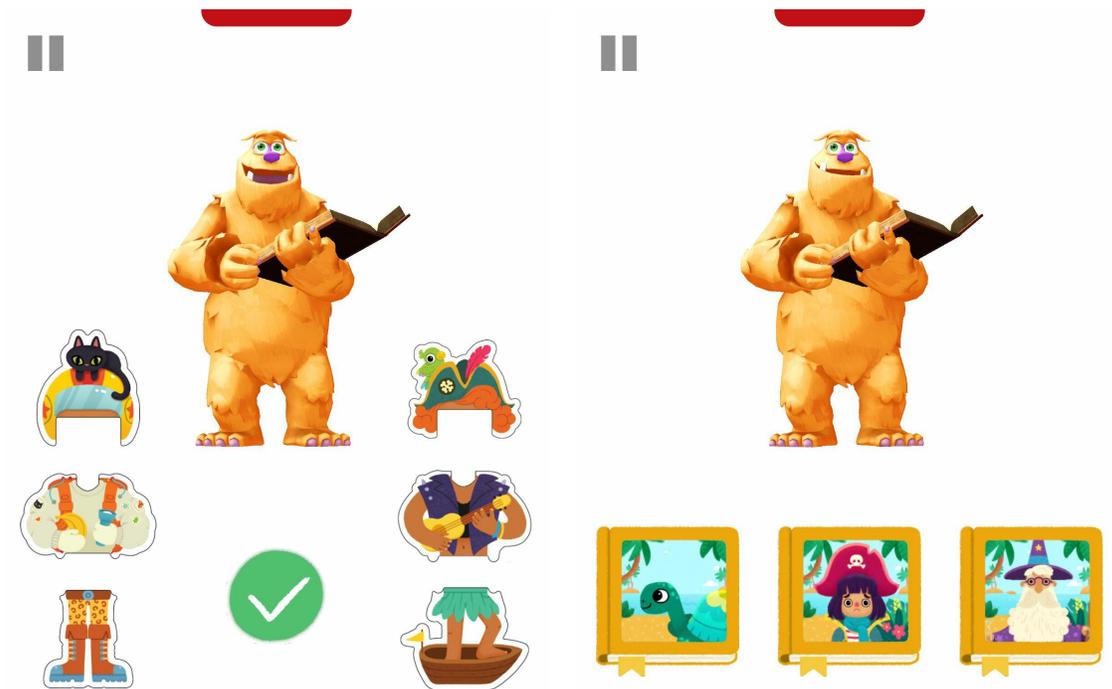
1. Set up your tablet device in your Osmo Base. Make sure you have the Osmo Stories game app installed and ready to play.
2. Remove your Costume Pieces and Character Board from the stackable container. Set them aside within easy reach.
3. Place your Character Board in front of the Osmo Base and tap  on the game app.



# Starting the Story

Mo wants to tell you a story! He'll get out his book of tales and read along on your adventure.

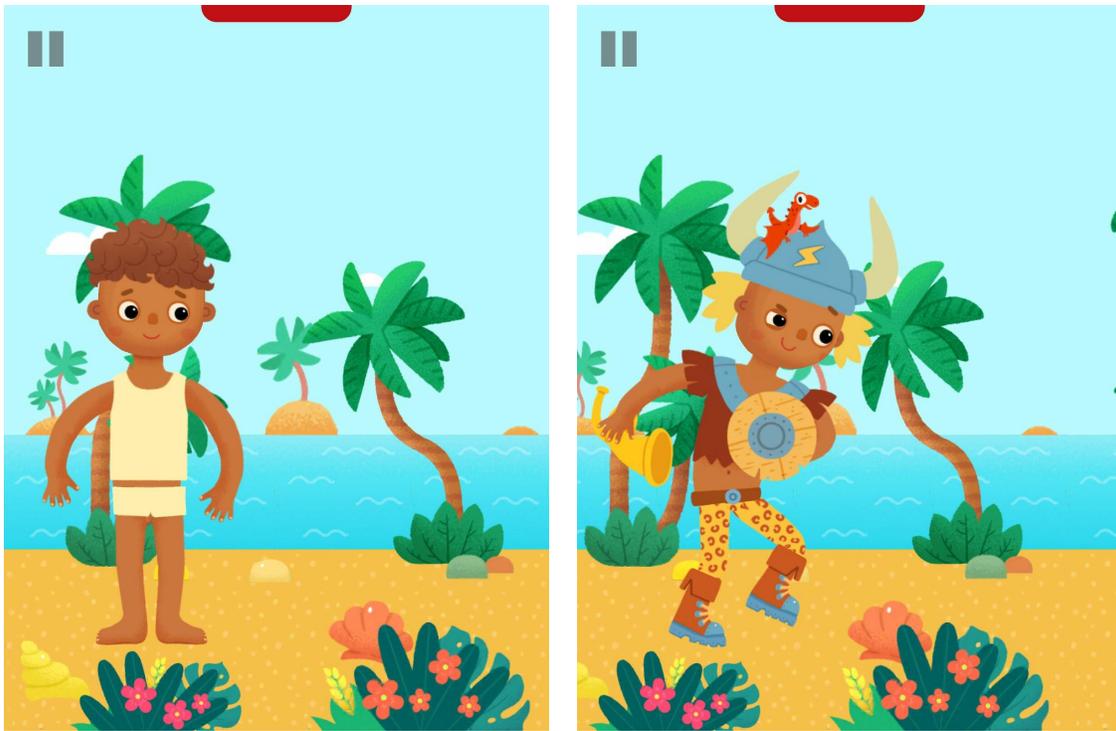
1. If this is your first time playing, Mo will tell you which Costume Pieces you'll need to play the game. Find the pieces you'll need and set them to one side.
2. When you're ready to play, tap  and Mo will start the story.
3. After you've finished the first story, the next time you play, Mo will show you three stories from his book. Tap on the image for the story you want to play.



# Get Dressed for Adventure

In the story, you can use the Costume Pieces to interact with the game. You're the hero of the story!

1. At the start of the story you'll need to dress up. Place any Costume Pieces on the Character Board to get dressed. Go crazy and be creative!
2. The Costume Pieces you've chosen will appear on the character in the game. Now you're ready to start the adventure.



# Solving Obstacles

During the story, you'll encounter obstacles that Mo needs your help to solve.

1. When you encounter an obstacle, pick a Costume Piece with an item that can help you get past the obstacle.
2. If you're using a head or body Costume Piece, you'll need to tap on one of the glowing items on the screen to use it on the obstacle. If you're using a foot piece, you'll be on your way as soon as you put it on.
3. Use Costume Pieces throughout the story to get past all the obstacles.

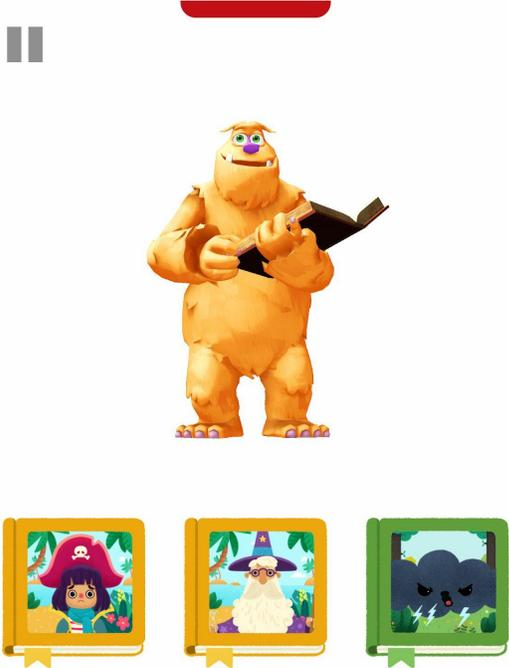
Tip: If you need help with an obstacle, Mo will offer a suggestion for which item to use.



# Finishing the Story

Each story generally has four obstacles to challenge your problem solving skills. After you've solved all the obstacles, Mo will finish telling the story. Congratulations!

If you'd like to play a new story, tap on another story you'd like to play. The colors of the book cover will tell you which world the story takes place in. Have fun in the Land of Stories!



## Best Practices for Effective Osmo Detection



1. Keep hands and fingers away from game pieces after placing them so that Osmo can see it.
2. Keep the reflector centered along the top edge of your device so the camera can see the play space.
3. Play in a well lit room, without hard shadows.
4. Make sure 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 [support@playosmo.com](mailto:support@playosmo.com) for assistance.

## Other Questions

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

Please reach out to [support@playosmo.com](mailto:support@playosmo.com) for assistance.

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

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