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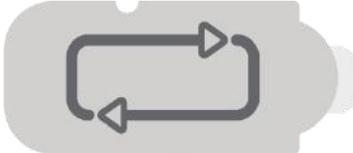
# Getting Started with Osmo Coding Duo

Updated 07.11.2020  
Version 2.0.0



# What's Included?

Coding Starter Kit or Coding Family Bundle contains 31 tangible Coding Blocks. Snap these blocks together in coding sequences to go on an adventure with both Awbie and Mo.

	<b>Walk</b> Quantity: 6x		<b>Rest</b> Quantity: 2x
	<b>Hand</b> Quantity: 3x		<b>Repeat</b> Quantity: 2x
	<b>Jump</b> Quantity: 3x		<b>#2 Quantifier</b> Quantity: 3x
	<b>Star Subroutine</b> Quantity: 1x		<b>#3 Quantifier</b> Quantity: 3x
	<b>Circle Subroutine</b> Quantity: 1x		<b>#4 Quantifier</b> Quantity: 3x
	<b>Square Subroutine</b> Quantity: 1x		<b>#5 Quantifier</b> Quantity: 2x
	<b>Magic</b> Quantity: 1x		

## What's Included (Solo Coding Duo box)

If you own the solo Coding Duo Box, it contains 2 **Character Blocks**. These blocks are no longer required to play Coding Duo. If you choose to use them, they are still compatible with both legacy and new Starter Kit / Coding Family Bundle Blocks. Use these blocks to choose character position and the actions they take.

**Note:** The **Swap Button** will be deactivated if your Osmo detects these blocks. You can turn this feature off in the settings menu under the gear in the top left corner of the game screen.



**Mo Block**  
Quantity: 1x



**Awbie Block**  
Quantity: 1x

# Game Setup

To get started, grab your Osmo Base and Reflector, compatible device ([check here](#)), and Osmo Coding Blocks!

1. Set your tablet into the Osmo Base and push the Red Reflector down over the camera.
2. Make sure you have the Osmo Coding Jam game app installed and ready to play.
3. Remove your Coding Blocks from the stackable container. Set them aside within easy reach.
4. Open the Coding Jam App and tap on the Play Button on the Main Menu.

# Menu Navigation

## Accessing your myOsmo Account

1. While on the main menu, tap  in the upper right corner for the myOsmo account screen.
2. From this screen, you can Add an Account Switch Accounts, or Switch Profile.

## Language

The default language automatically selects based on the default language setting of your device.

## Resetting Progress

1. Tap  in the upper left corner and then
2. Tap on **Reset Progress**.

**Be careful!** All progress and map unlocks will be lost and reset.

## Returning to the Main Menu

1. When you're in the middle of a game, tap  in the upper left corner.
2. Next tap and then tap  in the upper left corner to return to the **Main Menu**.

## Returning to an Island Map

1. When you're in the middle of a game, tap  in the upper left corner.
2. Next tap  to return to the Island Map

## Returning to a World Map

1. When you're on one of the Island Maps, tap  to return to the World Map.

## 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 and Mo will be brought to the start of the level.

# Swapping Sides of Awbie and Mo

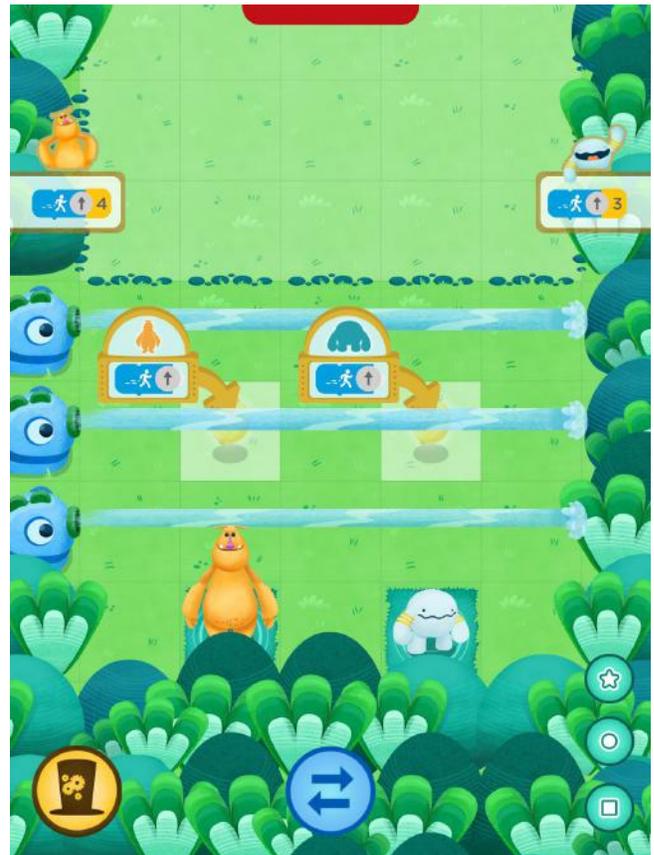
## Key Concept 1

Code the movements of Mo and Awbie at the same time. Some levels require Mo or Awbie to start from a specific side to solve.

1. During a game level, when Mo and Awbie are both available to play, you'll be able to swap which side of the screen they start from.
2. The character on the left side will follow the blocks you put on the left, and the character on the right will follow the blocks to the right.



Mo needs to be on the Left!



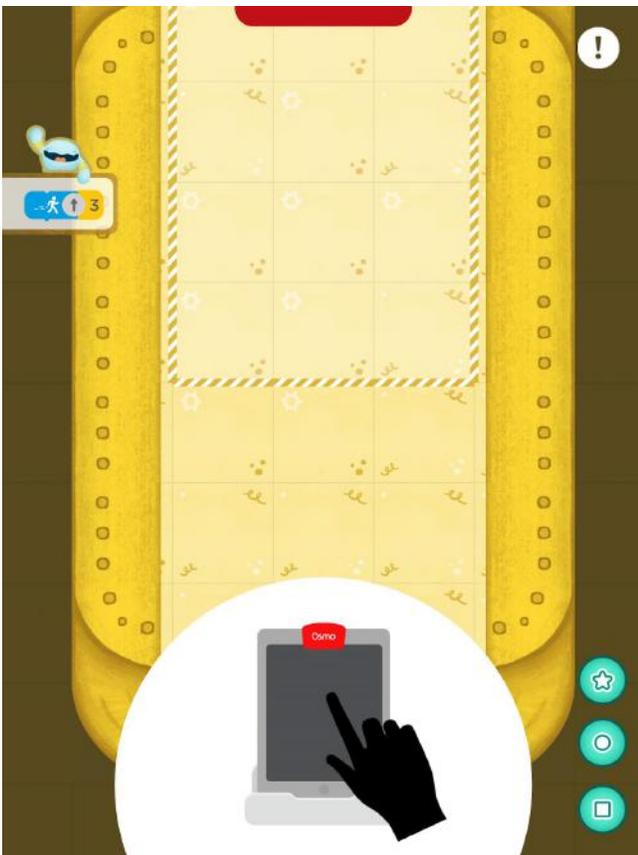
Use the Swap Button

# Compile and Run Code Sequences

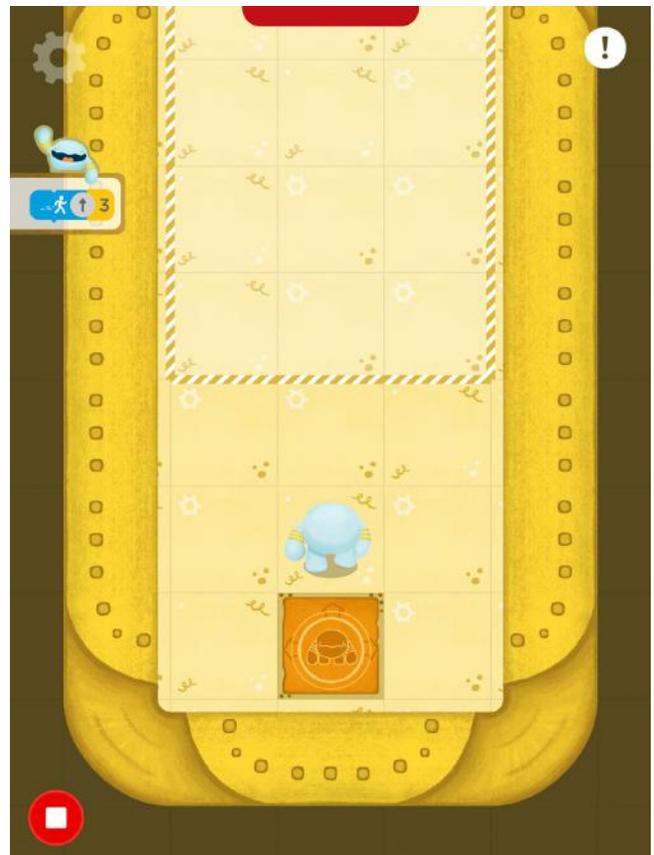
## Key Concept 2

Compiling in Coding Duo is easy with just a **Tap on the screen!**

1. Your coding sequence is displayed in the upper corners of the screen. When you're ready, tap on the screen to compile the code. Awbie and/or Mo will begin to act according to the coding sequence.
2. At any time during the sequence action, you can tap the **Stop Button** to reset the level. Mo and Awbie will return to their level start markers.



Tap to go!



Stop if you want to restart quicker.

# Block Actions with Characters' Jump



## Key Concept 3

Mo and Awbie perform the Jump Action differently from each other. Keep this in mind when deciding which side to place your characters at the start of each level.



### Mo with Jump

Mo jumps only one space when using the Jump block.

**Pro Tip:** Mo's shorter jump can be useful in tight spaces!



### Awbie with Jump

Awbie jumps two spaces when using the Jump block.

**Pro Tip:** Awbie's longer jump lets him go over bushes and rivers!

# Block Actions with Characters - Hand Block



## Key Concept 3 - continued

Mo and Awbie each have their own unique actions when the **Hand Block** is used in a coding sequence. Experiment with different combinations of code sequences to discover how they react and work with each other.



### Mo with Hand Block

When Mo uses the Hand Block, he draws a box in front of himself. Walking into a box allows him to push the box forward.

**Pro Tip:** Push the box over water to create a platform for Mo to walk on!



### Awbie with Hand Block

When Awbie uses the Hand Block, he creates a strawberry jelly in front of himself. Walking into the jelly bounces a character two spaces!

**Pro Tip:** Place a strawberry jelly in front of Mo so that he can jump two spaces instead of one!

# Subroutines

## Advanced Concept Walk-through:

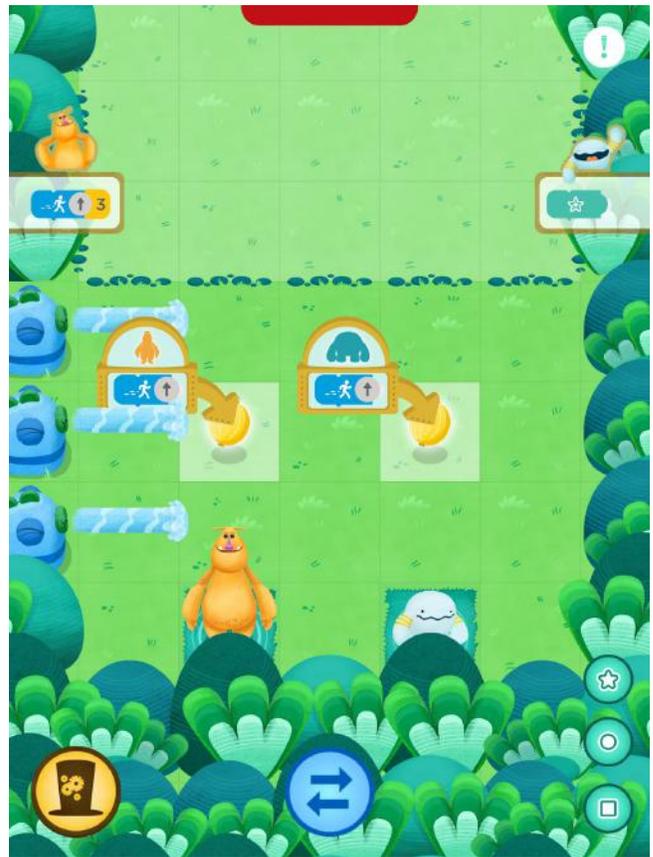
For more advanced coders, you can save and reuse sequences inside of subroutines.

1. First put down only one sequence of code. (It doesn't matter what side)
2. Then choose one of the three subroutine blocks you'd like to save it to. Tap on the matching symbol of the block and when ready, hit the **Green Save Button**.
3. Your code is now saved! Slide up the Subroutine Block you chose to Mo or Awbie, connect it into a sequence, or use it by itself.

**Note:** Subroutines are saved for one level only. If you finish or leave a level, the code will not be saved.



Build code & save



Use the subroutine block for Mo or Awbie

# Level Rewards

## Key Concept 5

Completing a level in Coding Duo gives you more than just the satisfaction of solving a complex coding puzzle. Below are some of the rewards you can earn!



### Hoppets

Save the lost Hoppets! Some levels will have a Hoppet waiting to be rescued by Mo and Awbie.

**Pro Tip:** Only one of the characters needs to reach a Hoppet to rescue it and bring it to the Zeppelin

### Gooseberries

If you're looking for an extra challenge in each level, try to collect all of the **Gooseberries!** You can see your collected gooseberries in the Zeppelin.



### Badges



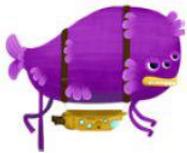
As you solve levels, you will earn experience points toward these nifty badge ranks.

**Pro Tip:** New levels are unlocked at certain badge ranks. Collect more experience points to unlock all the islands!

# World Map

## Walkthrough 1

The World Map is where you can enter the Zeppelin or travel to any of the islands that you've unlocked. Solve puzzles and earn badge ranks to unlock more islands!



1. Tap to enter the steam scientist's Zeppelin and access the Tutorial Gym.



2. Tap to travel to Awbie's Island and search for Hoppets.



3. Tap to travel to Mo's Island and continue the search for Hoppets.



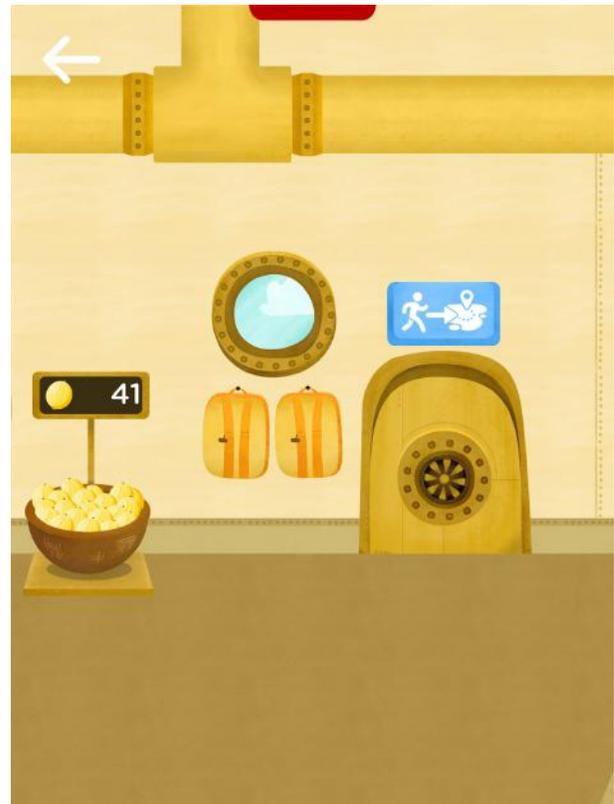
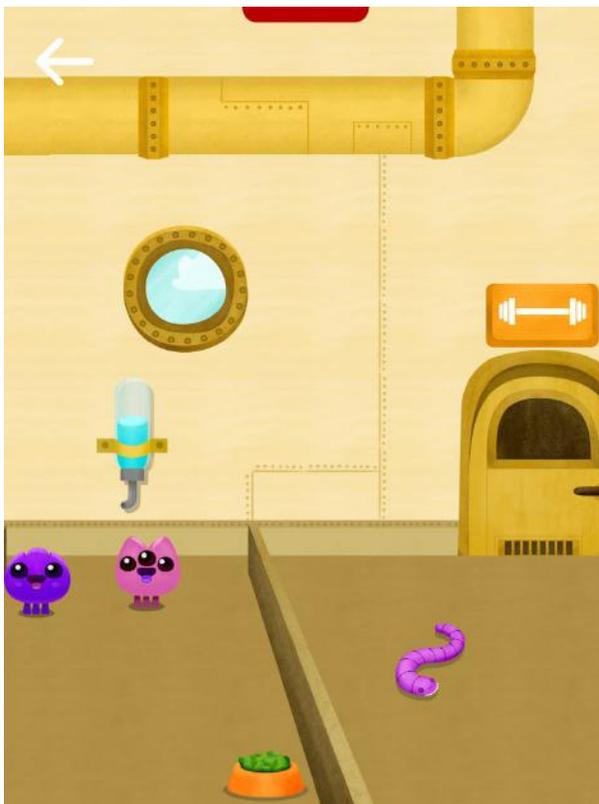
Also check out the Bonus Rainbow Challenge levels

## Inside the Zeppelin — Navigating

### Walk-through 2:

The Zeppelin is the steam scientist's home! Inside the Zeppelin, you can enter the Tutorial Gym, interact with rescued Hoppets, and track your collected gooseberries.

1. Scroll to the left of the scientist to see all the Hoppets you have rescued. Tap on the Hoppets to interact with them.
2. On this side of the Zeppelin, tap  to enter the Tutorial Gym.
3. Scroll to the right of the scientist to see all of the gooseberries you've collected.
4. On this side of the Zeppelin, tap  to return to the World Map.
5. You can also tap  to enter the Pet Shop.



# Inside the Zeppelin — Pet Shop

## Walkthrough 2 — continued

Use your gooseberries to buy decorations and items for the rescued Hoppets!

1. While inside the Zeppelin, scroll to the right side and tap  to enter the Pet Shop.
2. Use the tabs and arrow keys to browse the shop.
3. Once you've found an object that you like, tap on  to purchase it.
4. The object will be automatically placed inside the Zeppelin. You can tap and drag the Hoppets to an object to watch them interact with it!

**Note:** You can have only one version of each object in the Zeppelin at a time.



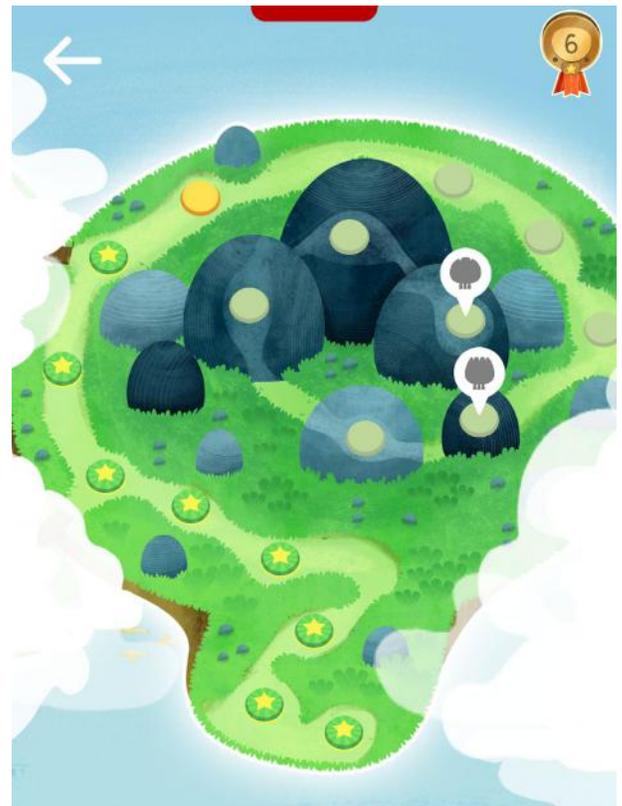
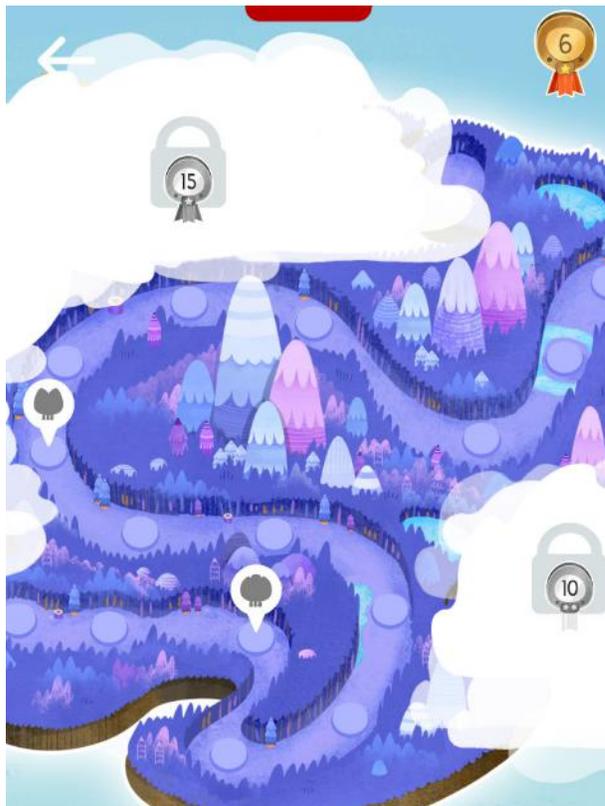


# Awbie's and Mo's Islands

## Walkthrough 4

Once you've completed the Tutorial Gym, you'll unlock Awbie's Island! Explore the island and solve more coding puzzles to find the lost Hoppets. When you earn enough badge ranks, you'll also unlock Mo's Island.

- An island may have side paths that are locked by a badge rank. Look for the symbol  to learn how many ranks are required to unlock that side path.
- Some levels will have a  symbol over the level button. This symbol means that there's a lost Hoppet waiting to be rescued from that level.



# Level Obstacles & Objects

## Walkthrough 5

Each Coding Duo level contains tricky obstacles and objects that can make it harder to reach the finish zone and rescue the Hoppets. Pay attention to how the obstacles affect Mo and Awbie so you can code them to the finish zone!



### Short Obstacles

Short obstacles can block Mo and Awbie's path. Use the **Jump Block** on Awbie to jump over these obstacles!

### Trees

Large and tall obstacles can't be jumped over. Use your coding blocks to navigate Mo and Awbie around them.

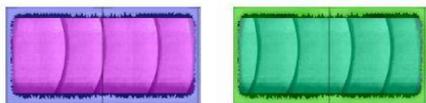


### Water

If Mo or Awbie walk into the water, they will fall in and restart the level. Use Mo's **Boxes** to build bridges over the water.

### Squirts

Squirts shoot out high-pressure water that can knock Awbie off his feet! **Use Mo as a shield** against the jetstream or jump Awbie over the water blasts.



### Conveyor Belts

Conveyor belts will move characters and objects that stand on them. Remember that they make an extra move for Mo and Awbie.

### Buttons

Use buttons to change the direction of a conveyor belt. Guide Awbie or Mo to the button to switch the conveyor belt's direction.



## Best Practices for Effective Osmo Detection



1. Keep hands and fingers away from the blocks 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. Keep the blocks close to your device so the camera can see them.
4. Play Coding Duo in a well lit room. If your table top or surface is a dark color, it may be interfering with the software detection.
5. Try placing an 8.5 x 11 sheet of white paper on the tabletop, and then put the blocks 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](mailto:support@playosmo.com) for assistance.



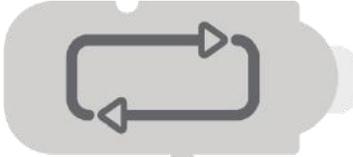
# Getting Started with Osmo Coding Jam

Updated 08.10.2020  
Version 2.0.1



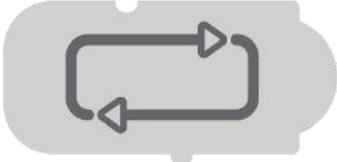
# What's Included?

Each Coding Starter Kit or Coding Family Bundle contains 31 tangible Coding Blocks. Snap these blocks together in coding sequences to create an endless variety of musical compositions!

	<b>Walk</b> Quantity: 6x		<b>Rest</b> Quantity: 2x
	<b>Hand</b> Quantity: 3x		<b>Repeat</b> Quantity: 2x
	<b>Jump</b> Quantity: 3x		<b>#2 Quantifier</b> Quantity: 3x
	<b>Star Subroutine</b> Quantity: 1x		<b>#3 Quantifier</b> Quantity: 3x
	<b>Circle Subroutine</b> Quantity: 1x		<b>#4 Quantifier</b> Quantity: 3x
	<b>Square Subroutine</b> Quantity: 1x		<b>#5 Quantifier</b> Quantity: 2x
	<b>Magic</b> Quantity: 1x		

# What's Included? (Solo Coding Jam Box)

Each Coding Jam Box contains 23 tangible Coding Blocks. Be aware that new and legacy action Command Blocks do connect, but quantifiers are not compatible with newer blocks. Feel free to mix and match!

	<b>Walk</b> Quantity: 3x		<b>Rest</b> Quantity: 2x
	<b>Hand</b> Quantity: 3x		<b>Repeat</b> Quantity: 2x
	<b>Jump</b> Quantity: 3x		<b>#2 Quantifier</b> Quantity: 2x
	<b>Star Subroutine</b> Quantity: 1x		<b>#3 Quantifier</b> Quantity: 2x
	<b>Circle Subroutine</b> Quantity: 2x		<b>#4 Quantifier</b> Quantity: 1x
	<b>Square Subroutine</b> Quantity: 1x		<b>#5 Quantifier</b> Quantity: 1x

# Game Setup

To get started, grab your Osmo Base and Reflector, compatible device ([check here](#)), and Osmo Coding Blocks!

1. Set your tablet into the Osmo Base and push the Red Reflector down over the camera.
2. Make sure you have the Osmo Coding Jam game app installed and ready to play.
3. Remove your Coding Blocks from the stackable container. Set them aside within easy reach.
4. Open the Coding Jam App and tap on the Play Button on the Main Menu.

# 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. You will need to be logged into a myOsmo account in order to share music outside the app.

## Language

The default language automatically selects based on the default language setting of your device.

## Resetting All Game Progress

1. Tap  and tap Reset Progress.

**Be careful!** All progress across all levels will be lost and reset.

# What Do My Coding Blocks Do?

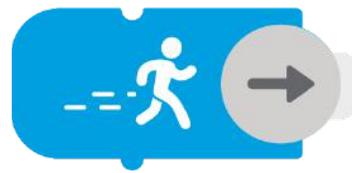
## Key Concept 1 : Command Blocks

Osmo Coding has seven different **Command Blocks**, which are used to tell your band member which musical objects to play and how many times. Three of the action commands (Walk, Hand, and Jump) have turnable arrows. Combining commands together will result in longer musical compositions and more complex jams!



### Hand

The orange **Hand Block** tells a character to use their hands and play a musical object located in the **Inner Ring**. Turn the arrow to select the specific object.



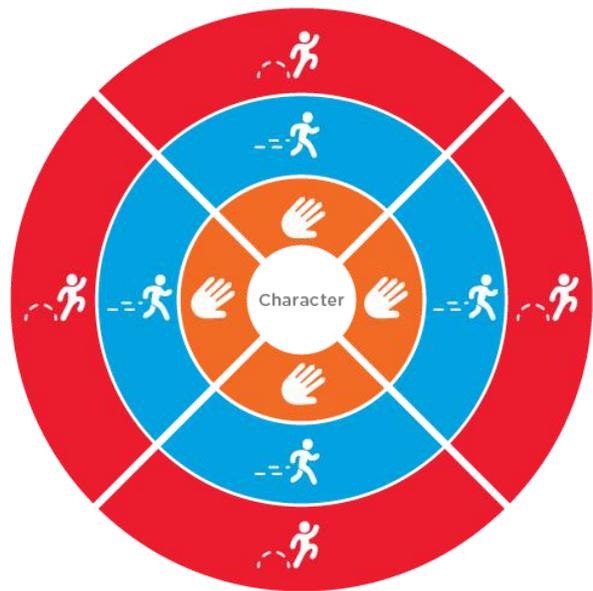
### Walk

The blue **Walk Block** tells a character to step and play a musical object located in the **Middle Ring**. Turn the arrow to select the specific object.



### Jump

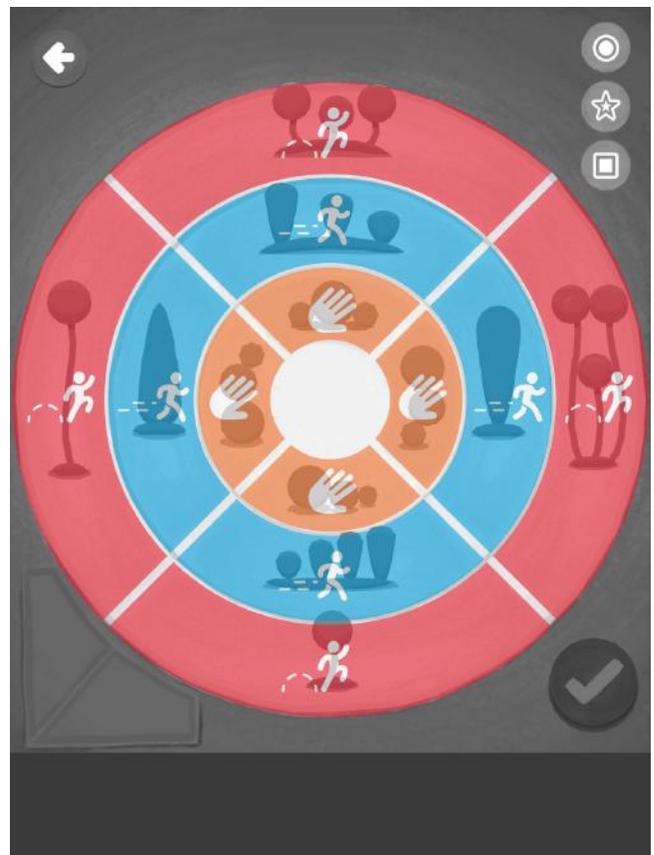
The red **Jump Block** tells a character to jump and play a musical object located in the **Outer Ring**. Turn the arrow to select the specific object.



# What Do My Coding Blocks Do?

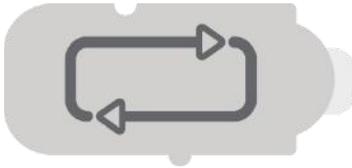
## Key Concept 1 : Command Blocks (Continued)

Osmo Coding Musical objects are set up into **Three Rings** that surround your character. The diagram below shows how the coding blocks relate to the different sections of the rings. Choose the different Command blocks and rotate the arrows to pick what object you want to play.



# What Do My Coding Blocks Do?

## Key Concept 1 : Command Blocks (Continued)



### Repeat

Use the **Repeat Block** to “loop” your musical code. A loop is when a sequence of commands is repeated. By putting a Repeat Block at the top of a sequence, all commands attached below it will repeat by the Quantifier number you attach to it.

**Note:** Attaching a Quantifier Block is required to make a sequence loop.



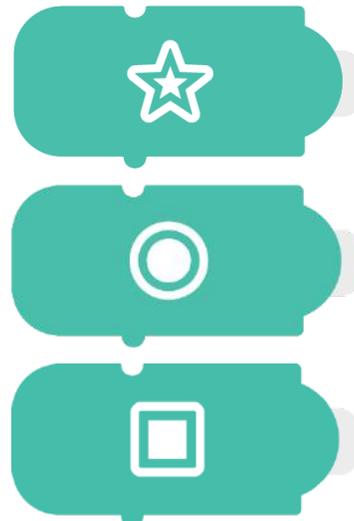
### Rest

The dark purple “Zzz” **Rest Block** is used to stop the music for as many times your quantifier is. If you don’t include a quantifier, it will only rest once.



### Magic

Use the **Magic Block** in your jam composition to play a unique character sound and dance in rainbow colors!



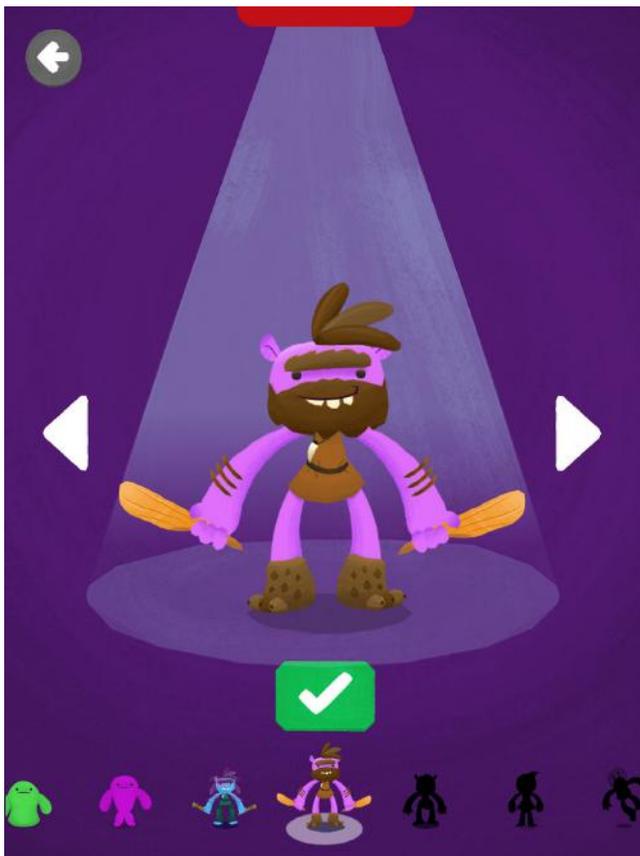
### Subroutine

**Subroutines** are a way to store an entire sequence of code into one of these three special blocks. Use a subroutine block if you want to save or reuse longer and more complex codes.

# Musical Worlds and the Jam Crew

## Key Concept 1 : Command Blocks (Continued)

Coding Jam is filled with over 300 musical objects. New and unique characters will join your Jam Crew the more you practice or publish new jams. Each new member of your crew has a different theme and set of musical objects.

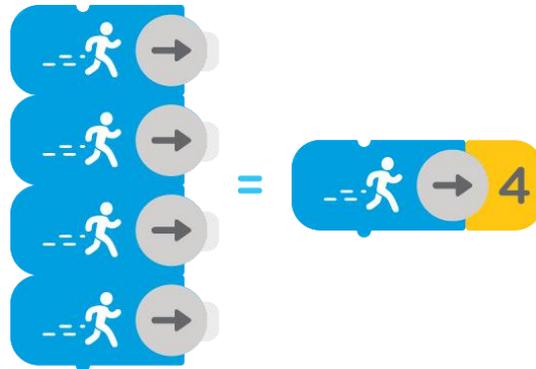


*Make more music, grow your Jam Crew!*

# Quantifiers

## Key Concept 2:

The yellow number blocks are **Quantifiers**. If you attach a quantifier to a Verb Command block (Walk, Jump, or Hand), the character will play that musical object as many times as the number on the quantifier. Quantifiers range from 2 to 5. Think of quantifiers as parameters to a function.

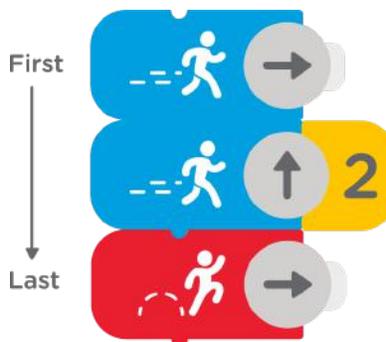


# Sequencing

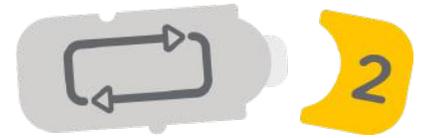
## Key Concept 3:

Sequencing is when you connect two or more blocks together. When you start using multiple blocks in succession, you're taking an important step towards a key computational concept, sequencing.

**The order of commands is read from the top down.** In the below sequence, the character will play the musical object located at Walk Right 1 time, then play the object at Walk Up 2 times, then play the Jump Right object 1 time.



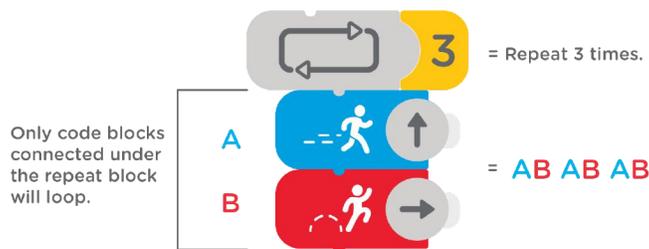
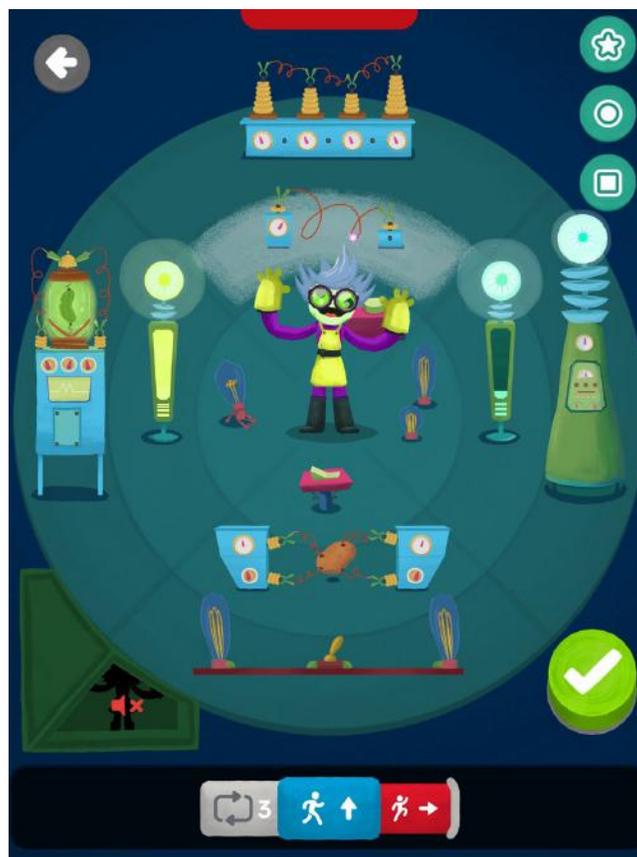
# Creating Loops with Repeats



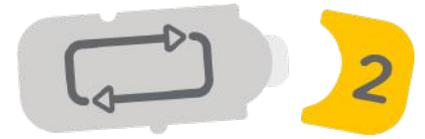
## Key Concept 4:

Use the **Repeat Block** to “loop” your code. A loop is when a sequence of commands is repeated. By putting a Repeat Block at the top of a sequence, all commands attached below it will repeat by the Quantifier you attach to it.

**Note:** Attaching a Quantifier Block to the Repeat Block is required to make a sequence loop.

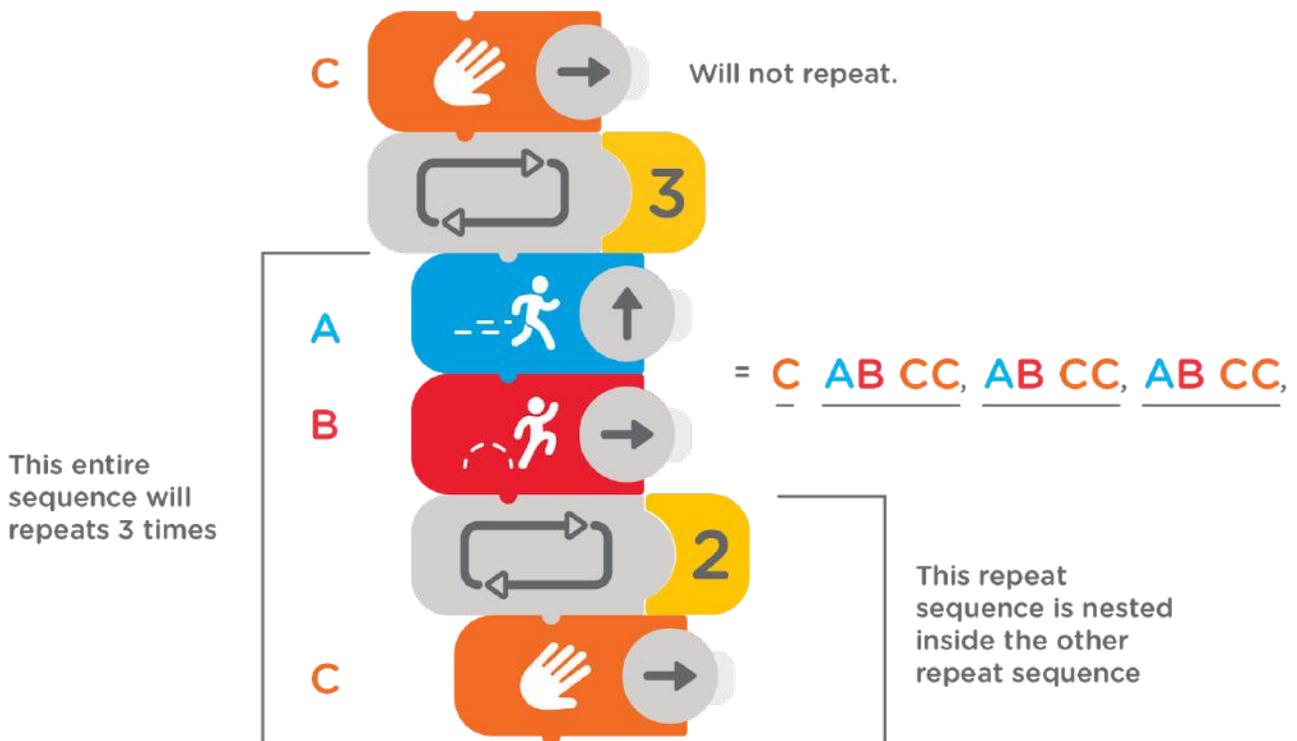


# Nested Repeats



## Key Concept 4 (Continued):

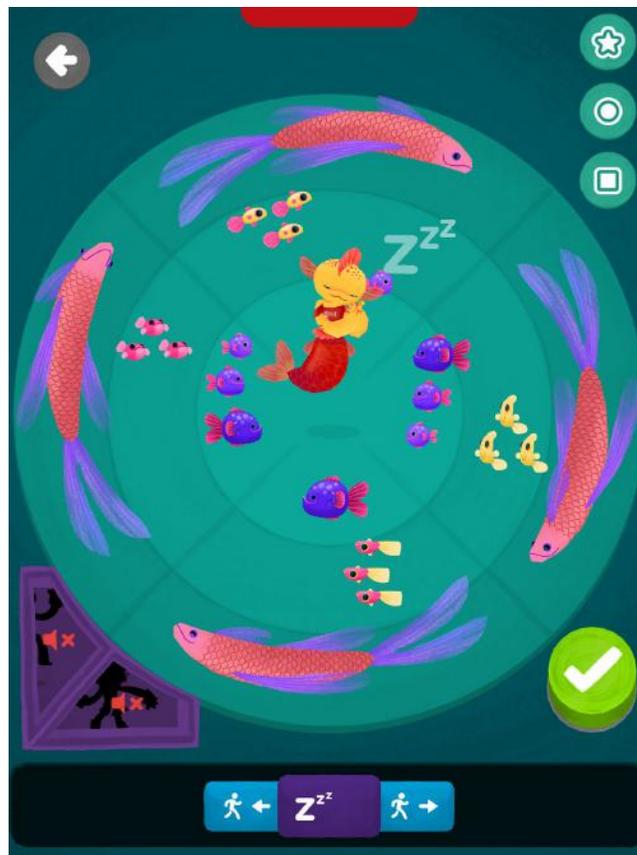
You can add multiple **Repeat Blocks** to create a **nested loop**. Each Repeat block adds one indentation. When code reaches the end of a nested loop, it will bounce back up to each Repeat block, going to the one with the deepest indentation first.



# Rests

## Key Concept 5:

Use the **Rest Block** whenever you'd like to add a pause to your jam. This block tells the character to pause the sequence for a single beat. Add quantifiers to the Rest block if you would like to have a longer section of silence. Use the Rest block at the start of a track to control when the music begins in your jam.



# Practice Mode

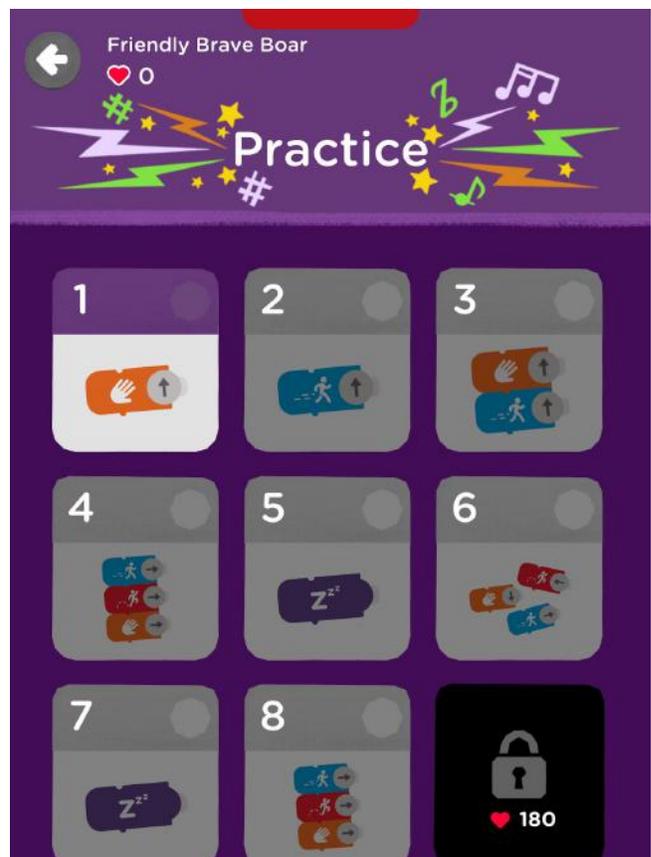
## Walk-through 1:

Practice Mode contains a set of skill-building exercises that helps you learn the basic usage of each coding block and how to make jams. You can earn hearts by completing practice levels. If you need more hearts for the next practice level, you can go to Studio Mode to earn more hearts.

1. Tap **Practice** to see a list of all the practice levels. If this is your first time playing Coding Jam, you will need to complete a level before moving on.
2. When you get to a level that requires hearts to unlock, go to **Studio Mode** to earn more **Hearts**.
3. Each practice level focuses on a key concept. Tap on a level to practice that concept.
4. There are two types of challenges in Practice Mode. In the first type, you play the highlighted object on screen. In the second, you play the sequence shown in the bottom bar.



*Let's Practice!*



*Practice, progress, and learn.*

# Practice Mode

## Walk-through 1 (Continued):

1. Tap **Level 1** to begin your first practice jam. To complete this level, you'll play the objects that are highlighted.
2. Slide an orange Hand block in front of the screen. Rotate the arrow in the direction of the highlighted object. If you need help, follow the direction on the screen.
3. When you complete the level, a **Green Check** button will appear in the right. Tap it to unlock the next level.
4. You earn hearts by completing each level. **Use Hearts to unlock Studio Mode and attract more characters to join your Jam Crew.**



# Studio - Making Jams

## Walk-through 2:

**Studio** opens after you earn **100 Hearts** in Practice. Here, you can earn more hearts by creating jams in the open-ended studio. Each jam you create in Studio Mode is automatically submitted for a chance to be featured on JamTV.

1. To make a jam, first tap **Studio** and then tap on the **Studio Door**.
2. Tap on **1** to create your jam's first track.
3. Scroll through and choose one of your Jam Crew members. Experiment with coding sequences to create the sound for this track. Tap the **Green Check** to save the track.
4. Repeat steps 2 & 3 for the rest of this jam's tracks. Tap the **Green Check** to save your jam and publish it to JamTV.



Tap on the Studio Door



Choose 3 members of your crew

# Studio Mode - Editing Jams

## Walk-through 3:

In your studio, you can go back and play, you can edit any of your published jams.



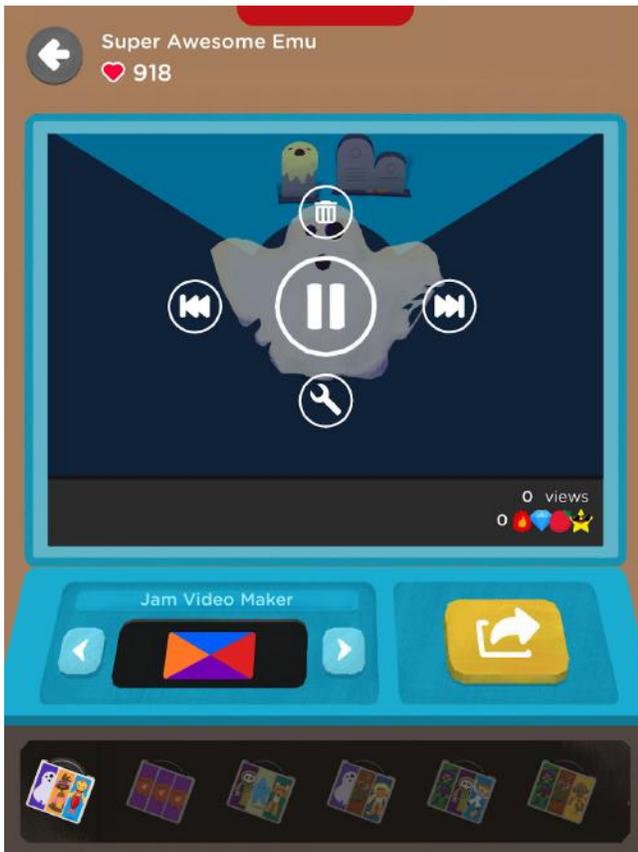
1. In Studio, Tap  to view your published jams.

2. Scroll through your jams, choose the one you want to edit, and tap on .

You will then see all three tracks playing. Click on the character who's track you want to edit.

3. Tap  to unlock and edit the code sequence.

4. Tap the **Green Check** to save your changes and publish your revised jam.



Preview, Edit, and Share



Tap the **Lock** if you want to edit.

# Subroutines

## Advanced Concept:

For more advanced coders, you can save and reuse sequences inside of subroutines.



1. First put down a sequence of code.
2. Then choose one of the three subroutine blocks you'd like to save it to. Tap on the matching symbol of the block and when ready, hit the green save button.
3. Your code is now saved! Slide in the Subroutine Block you chose. Connect it or use it by itself.



Save a code to one of the Subroutines.



Use a Subroutine Block

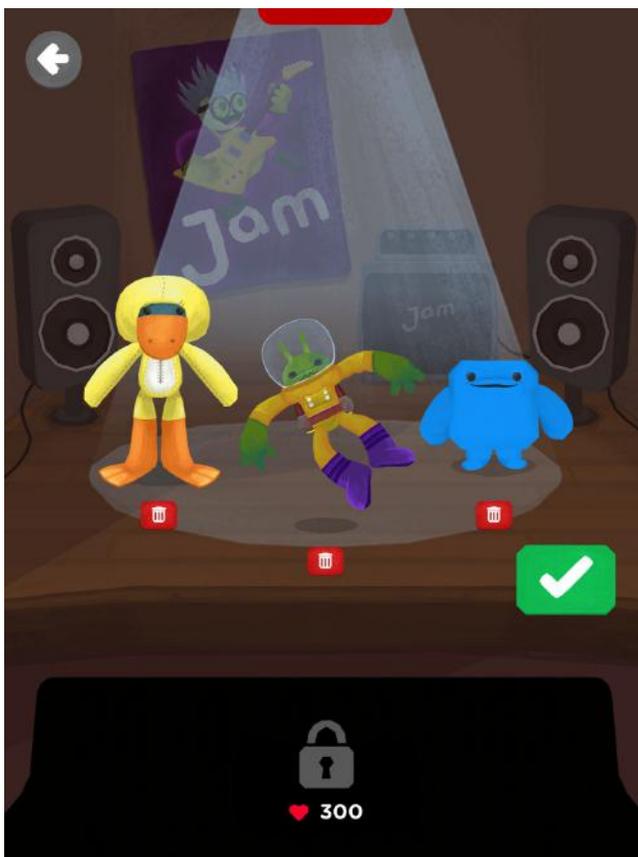
# Advanced Editor & Chord Machine

## Walk-through 4:

Once you earn **300 hearts**, you will unlock the **Advanced Editor** and **Chord Machine**. Use it to add chord progressions and to access editing features like delete, rewind, and pause.

1. To add a chord progression, create a jam in **Studio**.
2. Tap on the arrows to switch between different chord progressions.
3. Listen to how these different chords change the tune of your Jam. The keys are shown on the Chord Machine display.

**Note:** By default, all jams start in the key of C major.



Chord Machine is locked till 300 Hearts



# Custom Chords

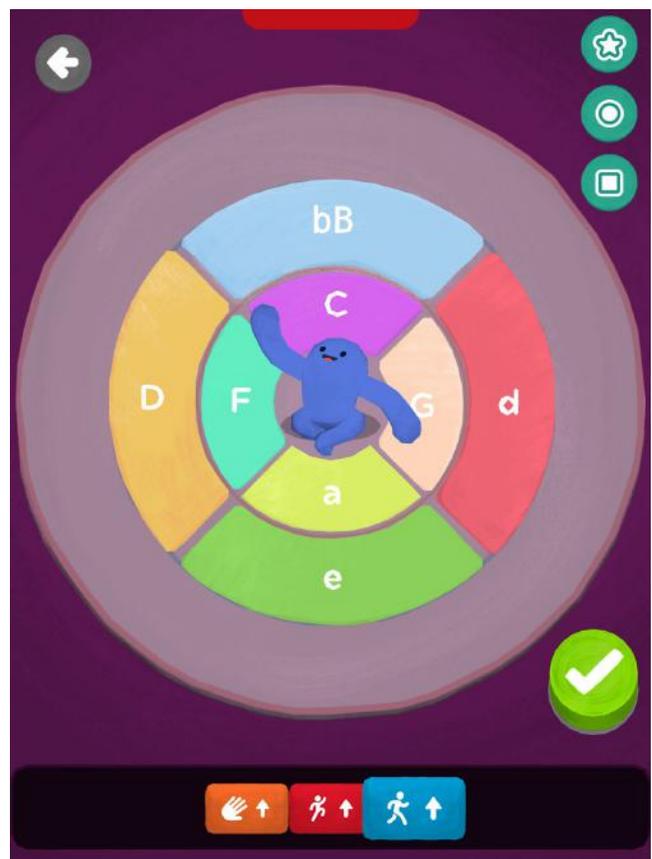
## Walk-through 4 (Continued):

1. Create a jam in **Studio**. Switch and tap on **Create your own** in the Chord Machine.
2. Use only **Walk** and **Hand Blocks** to program your chords.
3. When you're done save it by tapping the **Green Check**.

**Note:** In order to hear chord progressions, you will need to have tracks created.



Switch to and tap **Create your own**



Code your own chord progression

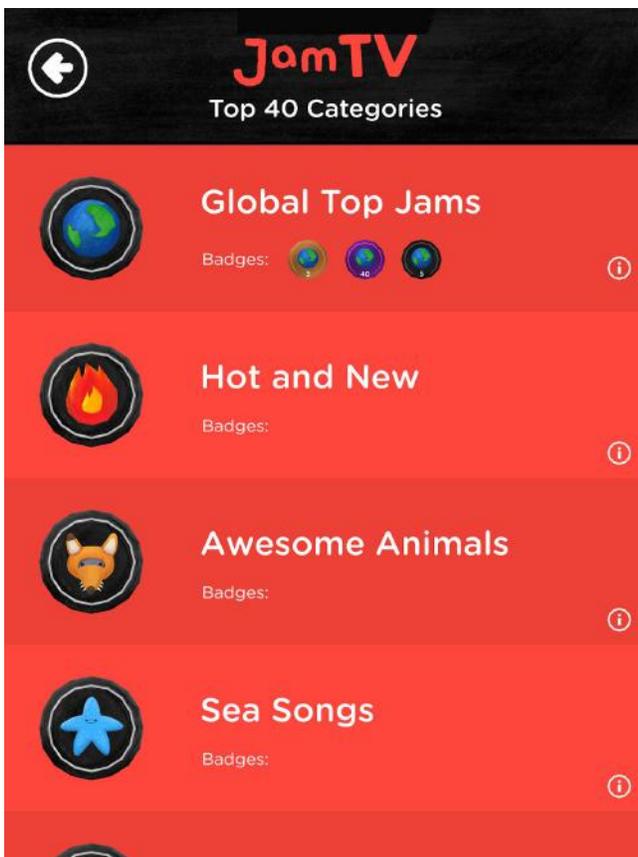
# JamTV

## Walk-through 5:

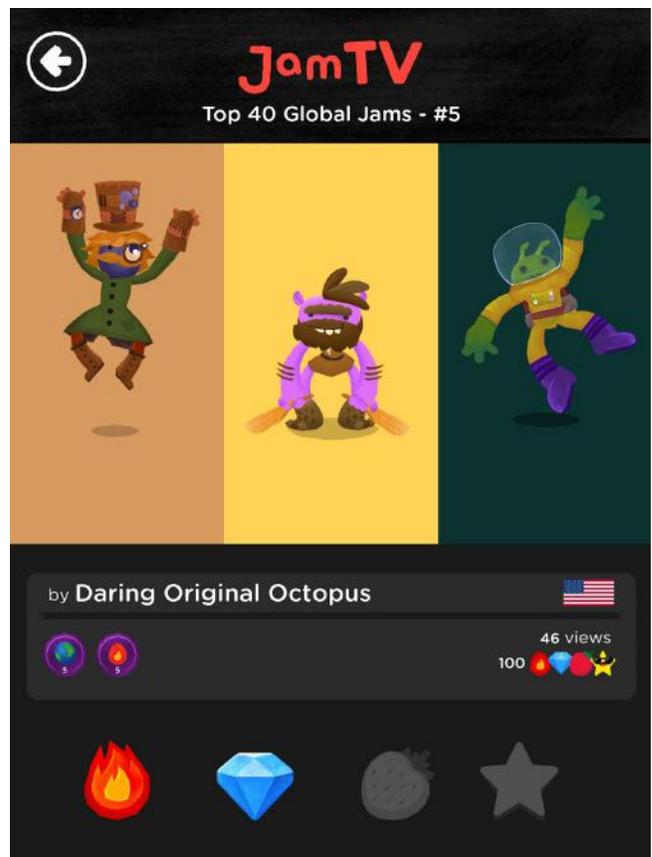
JamTV is an awesome place to listen to jams created by other players from around the world! You can listen for fun, rate jams with emojis, earn category badges, and learn how to code new jams!



1. Tap **Studio** and then .
2. Scroll up or down to browse different categories. To learn more about each category, tap on the info button. Each banner also showcases any of your achievements in that category.
3. Tap a **Banner** to check out the top ranking jams in that category.



Check out all the Top 40's



Listen and give emojis!

# Alert Notifications

## Walk-through 6:

You will receive an alert notification whenever your jam is featured on JamTV or when a player gives you an emoji.

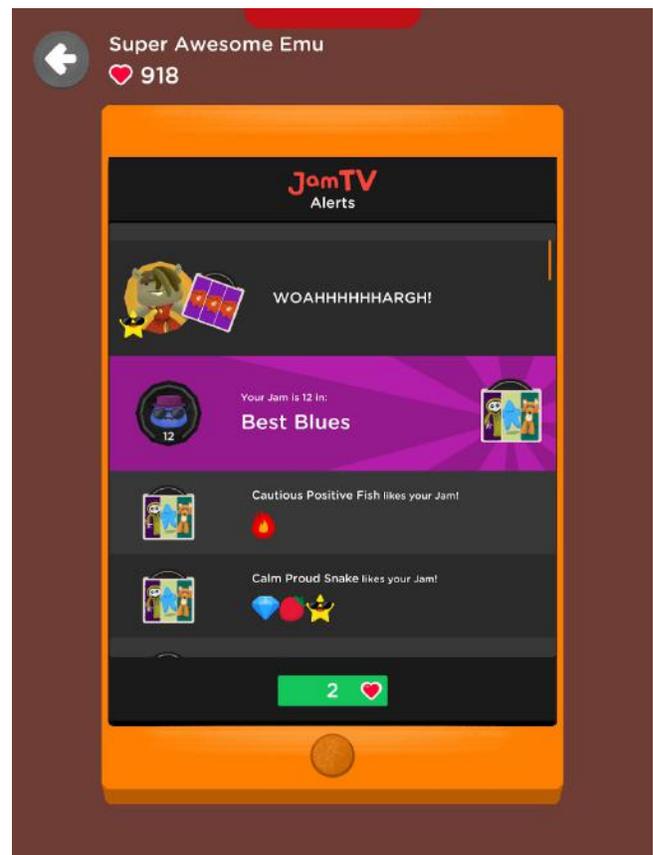


1. In **Studio** tap on .
2. Scroll up or down to browse your notifications.
3. Tap and collect your awarded hearts! Each emoji awarded is worth 1 heart.

**Note:** Tapping the green heart counter button at the bottom will collect all notification hearts at once.



Blinking yellow means you have an alert!



Check out those gifted emojis from fans!

# Sharing Jams

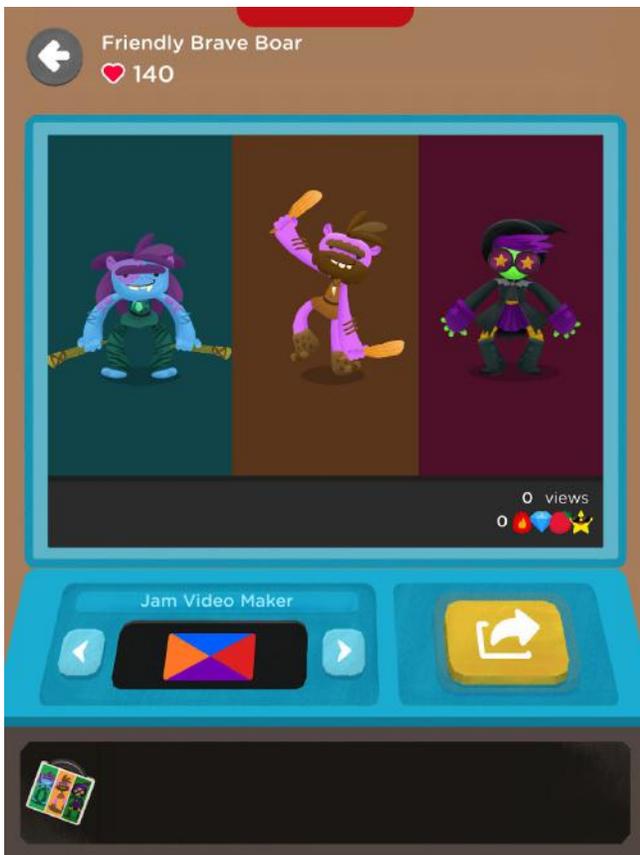
## Walk-through 7:

Along with sharing your creations safely with others from around the world with JamTv, you can also share your jams using the **Share Button** in two different ways.

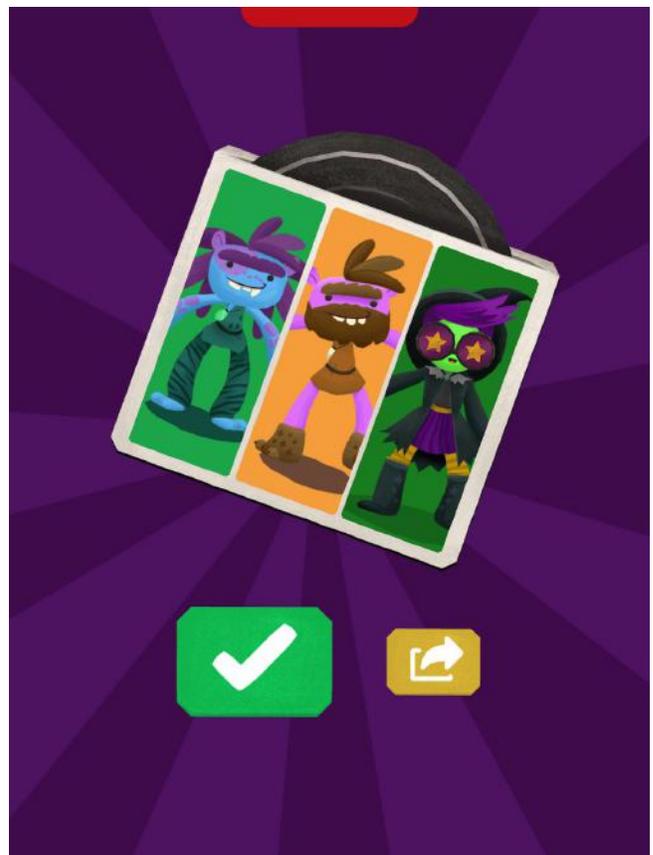


1. In Studio, Tap  and scroll through to the Jam you'd like to share.
2. Select a desired music video style under **Jam Video Maker**.
3. Tap  to share. Your myOsmo associated email account will receive a link to your jam!

**Note:** You must have a **myOsmo Account** logged in and **accessible internet** in order to share jams.



Share from the Jam Player.



Share right after publishing a Jam.

## Best Practices for Effective Osmo Detection



1. Keep hands and fingers away from the blocks 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. Keep the blocks close to your device so the camera can see them.
4. Play Coding Jam in a well lit room. If your table top or surface is a dark color, it may be interfering with the software detection.
5. Try placing an 8.5 x 11 sheet of white paper on the tabletop, and then put the blocks 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](mailto:support@playosmo.com) for assistance.



# Getting Started with Osmo Coding Awbie

Updated 07.11.2020  
Version 2.0.0



## What's Included?

Each Coding Starter Kit or Coding Family Bundle contains 31 tangible Coding Blocks to control Awbie™, a playful character who loves delicious strawbies. With each coding command, you guide Awbie on a wondrous tree-shaking, strawbie-munching adventure!



# What's Included (Legacy Coding Awbie Box)

Each Coding Awbie Box contains 19 tangible Coding Blocks. Be aware that new and legacy Command Blocks do connect, but legacy quantifiers are not compatible with newer blocks. Feel free to mix and match.



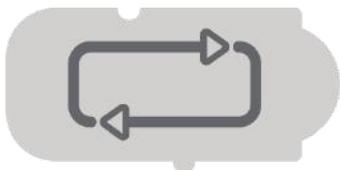
**Walk**  
Quantity: 4x



**Hand**  
Quantity: 2x



**Jump**  
Quantity: 1x



**Repeat**  
Quantity: 2x



**Magic**  
Quantity: 1x



**Play**  
Quantity: 1x



**#1 Quantifier**  
Quantity: 1x



**#2 Quantifier**  
Quantity: 2x



**#3 Quantifier**  
Quantity: 2x



**#4 Quantifier**  
Quantity: 2x



**#5 Quantifier**  
Quantity: 1x



**Caution**  
Quantity: 1x

**Note:** Play Block is now optional & replaced with tapping the screen.

**Note:** Caution Block is optional but phased out of new gameplay.

# Game Setup

To get started, grab your Osmo Base and Reflector, compatible device ([check here](#)), and Osmo Coding Blocks!

1. Set your tablet into the Osmo Base and push the Red Reflector down over the camera.
2. Make sure you have the Osmo Coding Awbie game app installed and ready to play.
3. Remove your Coding Blocks from the stackable container. Set them aside within easy reach.
4. Open the Coding Awbie App and tap on the Play Button on the Main Menu.

# 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. Coding Awbie is currently offered in English (US), English (UK), French, and Dutch.

## 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 All Game Progress

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

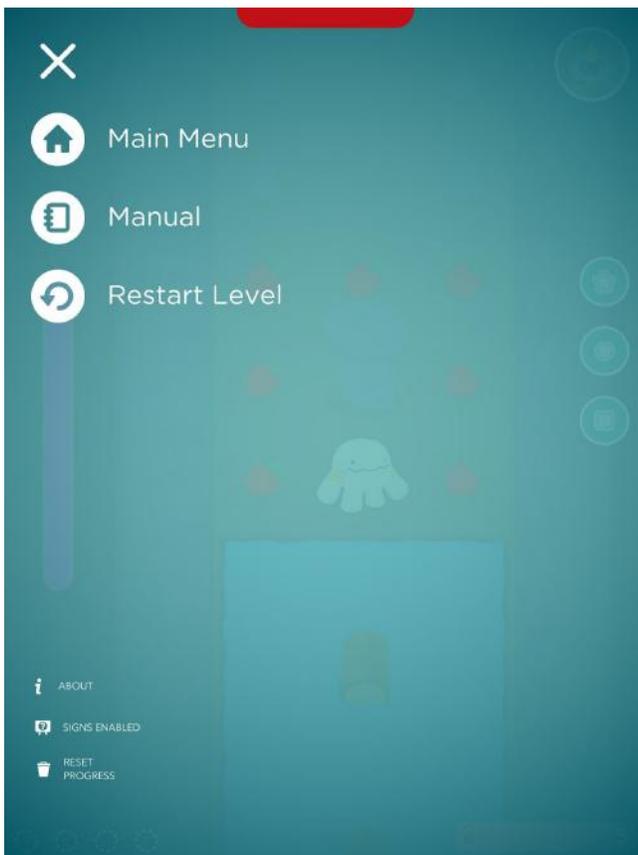
## Returning to the Main Menu

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

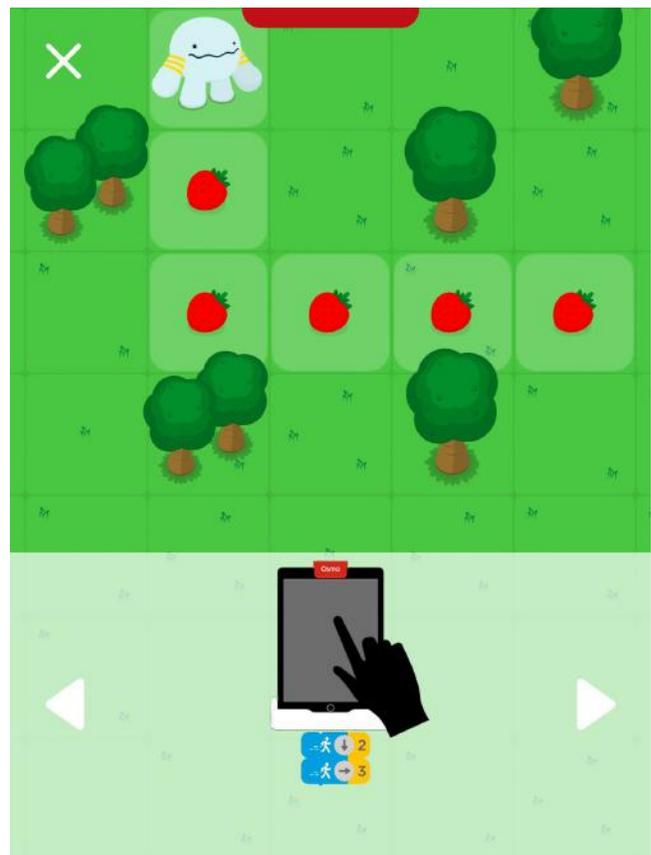
# Game Manual

Want a bit more context to how the Coding Blocks work? Check out the Game Manual located in the Menu or on the Main Menu Title Screen under the red Play Button.

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



Tap the gear in the top left to go to the Menu

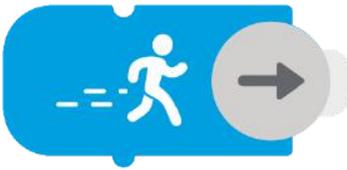


Tap Manual

# What Do My Coding Blocks Do?

## Key Concept 1 : Command Blocks

Osmo Coding has seven different **Command Blocks**, which are the building blocks of Awbie's interaction with the world. Three of the action commands (Walk, Hand, and Jump) have turnable arrows. Combining multiple commands together will result in longer chains of strawbies, faster movement, and high bonuses!



### Walk

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



### Jump

The red **Jump Block** tells 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 big obstacles that are two squares long.



### Hand

The orange **Hand Block** will tell Awbie to grab at strawbies, treasures, and critters in an adjacent square or obtain items that are hidden in bushes, rocks, or crates.

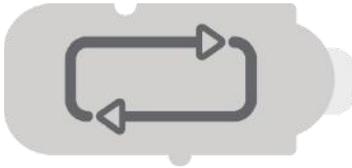


### Magic

The purple **Magic Block** will upgrade all strawbies and pies to the purple bonus value. In order to use Magic, you will need to have a full magic meter. Fill it by collecting Stars. After activating Magic, the meter will decrease with every command that you play.

# What Do My Coding Blocks Do?

## Key Concept 1 : Command Blocks (Continued)



### Repeat

Use the **Repeat Block** to “loop” your code. A loop is when a sequence of commands is repeated. By putting a Repeat Block at the top of a sequence, all commands attached below it will repeat by the Quantifier number you attach to it.

**Note:** Attaching a Quantifier Block is required to make a sequence loop.



### Rest

The dark purple “Zzz” **Rest Block** is used to pause Awbie’s movement for brief moments of time.

**Note:** Only included in the new Coding Starter Kit or Coding Family Bundle



### Subroutine

**Subroutines** are a way to store an entire sequence of code into one of these three special blocks . Use a subroutine block if you want to save or reuse longer and more complex codes.

**Note:** Only included in the new Coding Starter Kit or Coding Family Bundle

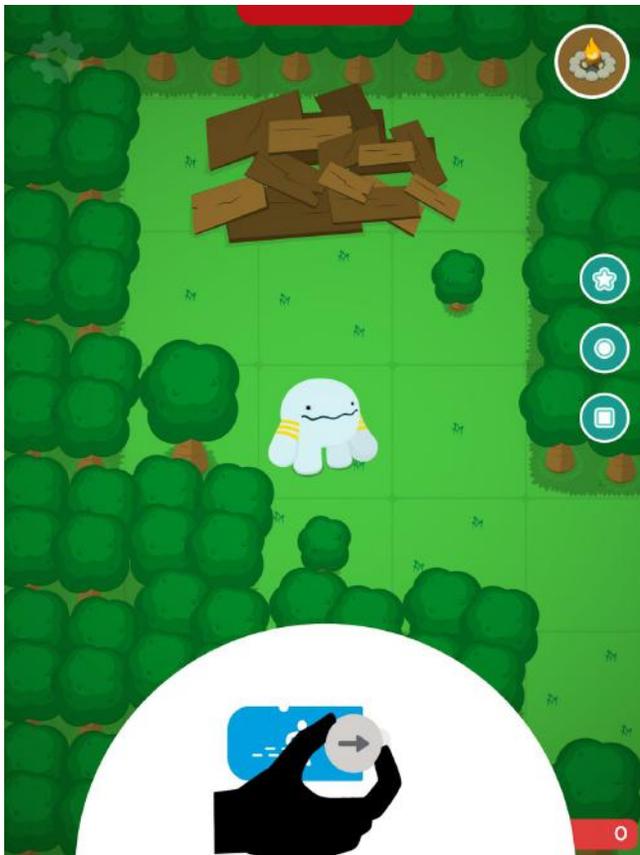
# Build Your First Code

## Walk-through 1:

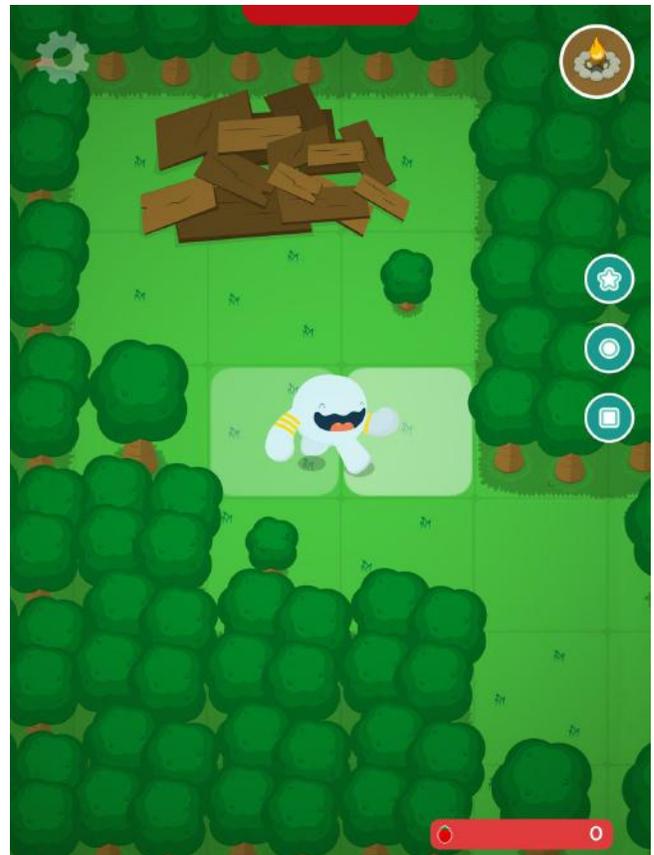
The first introduction level will show you the basics of using the coding blocks. Follow the directions you see on the screen to start on your adventure in coding.

1. Start by sliding a  in front of the Osmo and turn  to the “right.”
2. **Tap the screen.** A countdown will appear and then watch as Awbie walks one space to the right.  
You just made your first code!

**Note:** Make sure that fingers or hands do not cover any parts of the blocks when you see the countdown or the Osmo may not see your code.



Slide up a Walk Block and rotate the arrow.

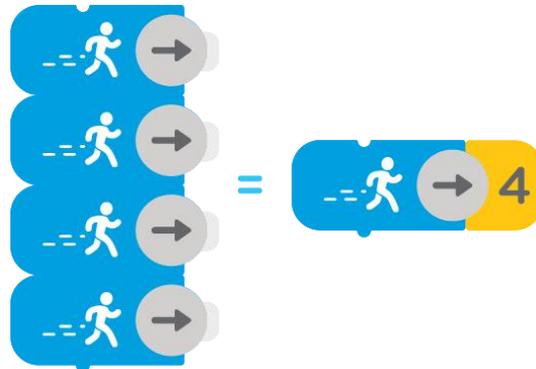


Tap the screen and go!

# Quantifiers

## Key Concept 2:

The yellow number blocks are **Quantifiers**. If you attach a quantifier to a command (Walk, Jump, Hand, Rest, Repeat, or a Subroutine), Awbie will repeat the action X times. Quantifiers range from 2 to 5. Think of quantifiers as parameters to a function.

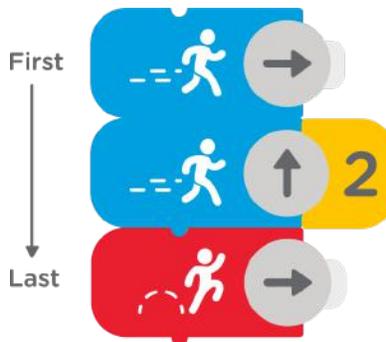


# Sequencing

## 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.

The order of actions that Awbie follows is read from the top down. In the sequence below, Awbie will first walk right, then walk up two spaces, then last jump right.



# 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 strawbie will change color and increase in bonus value. Get as many **purple strawbies** or pies as you can for the highest bonus!



More strawbies, more bonus!



+1



+5



+10



+25



+50



+100



+50



+75



+100



+150

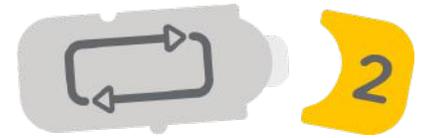


+250



+500

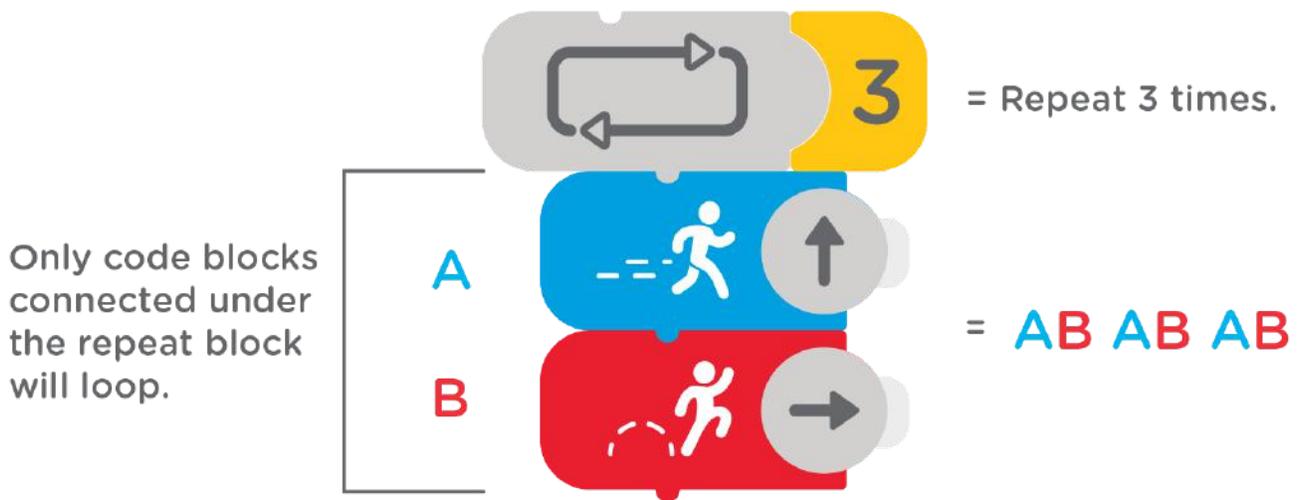
# Creating Loops with Repeats



## Key Concept 4:

Use the **Repeat Block** to “loop” your code. A loop is when a sequence of commands is repeated. By putting a Repeat Block at the top of a sequence, all commands attached below it will repeat by the Quantifier you attach to it.

**Note:** Attaching a Quantifier Block to the Repeat Block is required to make a sequence loop.

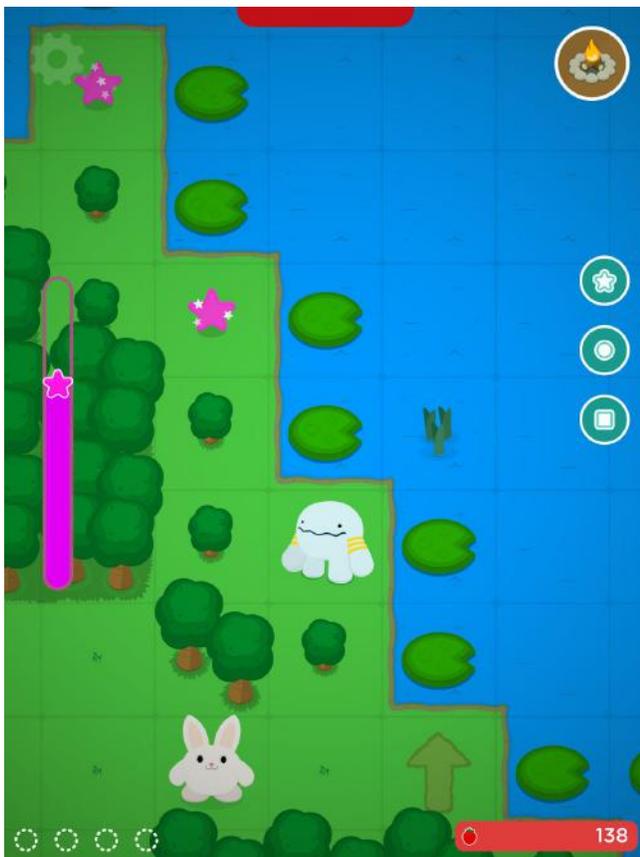


# Using the Magic Block

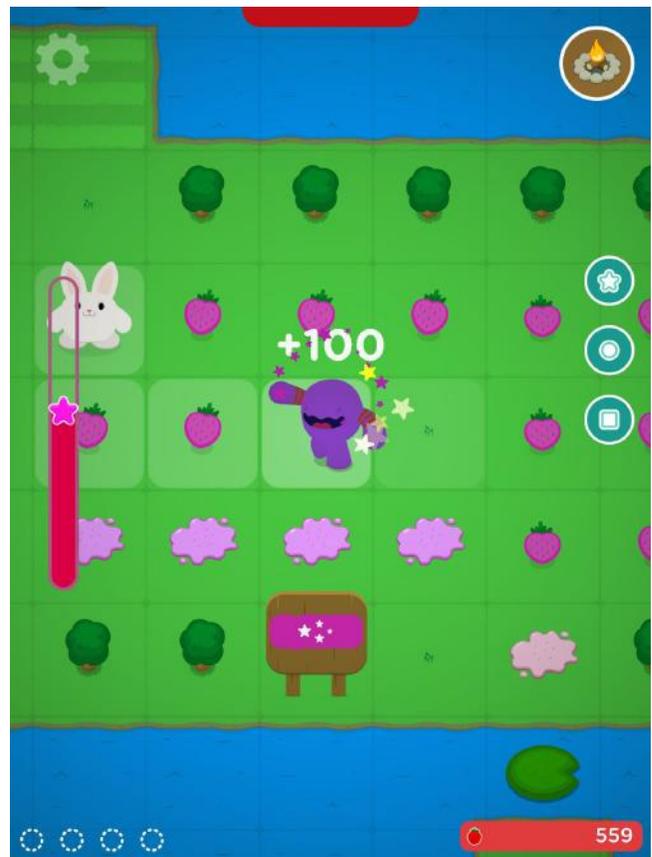
## Key Concept 5:

The **Magic Block** activates a special ability of Awbie to upgrade all the strawbies and pies on screen to the highest bonus value of purple. In order to use magic, you must have a full Star Meter. Fill the meter by collecting **Three Stars**.

**Note:** With each sequence you run, the meter will go down. When empty, strawbies and pies will return to their normal but delicious color.



Find three Stars



Use the Magic Block

# Saving Subroutines



## Advanced Concept Walk-through:

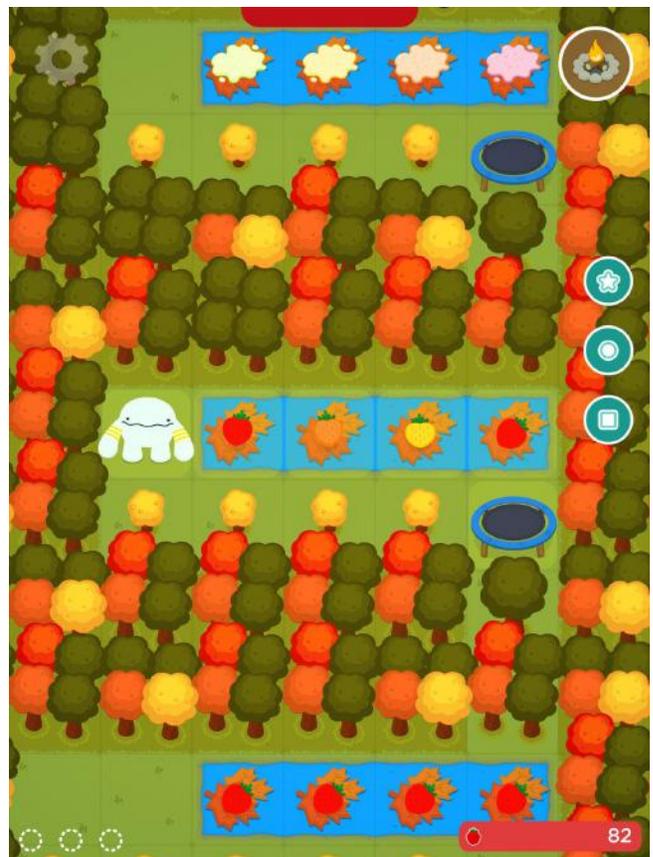
For more advanced coders, you can save and reuse sequences inside of subroutines.

1. First put down a sequence of code.
2. Then choose one of the three subroutine blocks you'd like to save it to. Tap on the matching symbol of the block and when ready, hit the **Green Save Button**.
3. Your code is now saved! Slide up the Subroutine Block you chose, connect it into a sequence, or use it by itself.

**Note:** Subroutines are saved for one level only. If you finish or leave a level, the code will not be saved.



Build code & save



Use the subroutine block

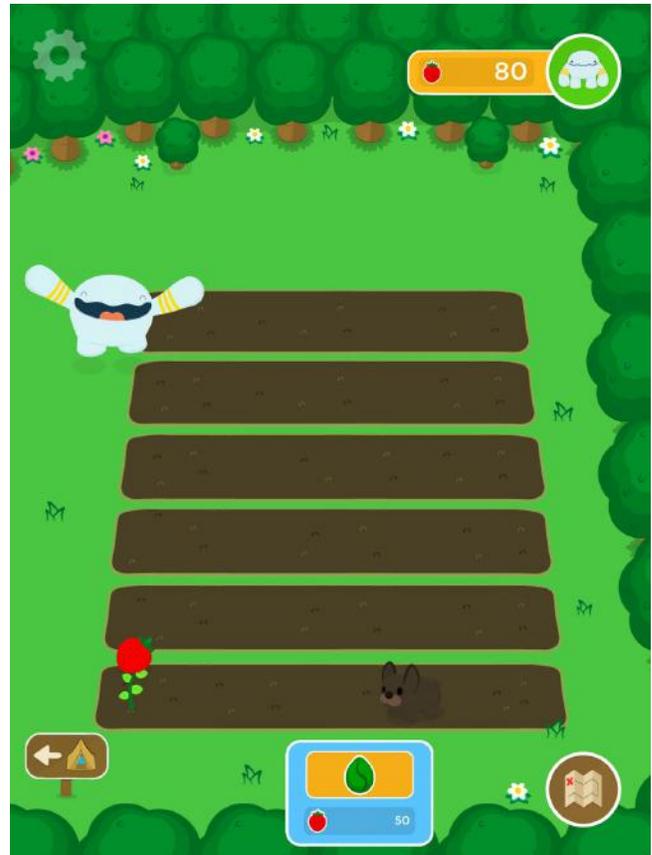
# Awbie's Garden

## Walk-through 2:

1. This  is a **Strawbie!** Collect them in each level. When you complete a level, the total amount will save to your inventory. You can then spend those strawbies on upgrades or garden seeds!
2. Tap on  and it will take you to Awbie's campsite and garden.
3. In the garden, tap on  to buy and plant a seed.
4. Each plant drops strawbies. Tap, collect, and add them to your inventory.
5. Tap on  to return to where you left off in the game or  to return to the map.



Have enough Strawbies?



Start Planting your own!

# Building & Upgrading Campsites

## Walk-through 3:

1. Use the  you've collected in levels to build and upgrade Awbie's three campsites.

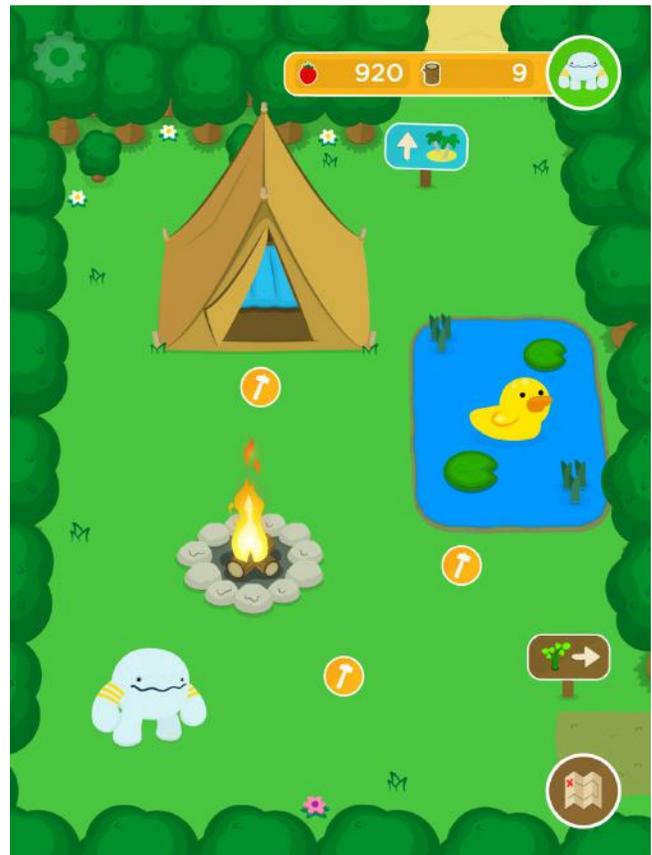


2. Tap  from **Awbie's Garden** to visit the first Campsite.

3. Tap  to view the cost, to upgrade, or customize the campsites.

4. Tap  to return to where you left off in the game or  to return to the map.

**Note:** Some upgrades require **Wood, Shells, or Ice Cubes** (only found in levels).



# Map Navigation

## Walk-through 4:

Awbie's adventure will explore 5 different maps. Tap on any unlocked level icon to play, replay, or show your high score and number of Power Pebbles collected.



Map 1 - **The Green Forest**



Tap on a level number to see your score.

# Map Navigation

When you have completed all the levels in each map screen, you can then use the arrow signs to navigate back and forth between maps.



Map 2 - Autumn & Spooky Forest



Map 3 - The Jungle

# Map Navigation

Your pet friends are scattered across the world in search for items to help you build your campsites. They are indicated on each map next to the level that they can be found. When found, each will return to your garden and help collect strawberries for you.



Map 4 - Islands & Sea Ships

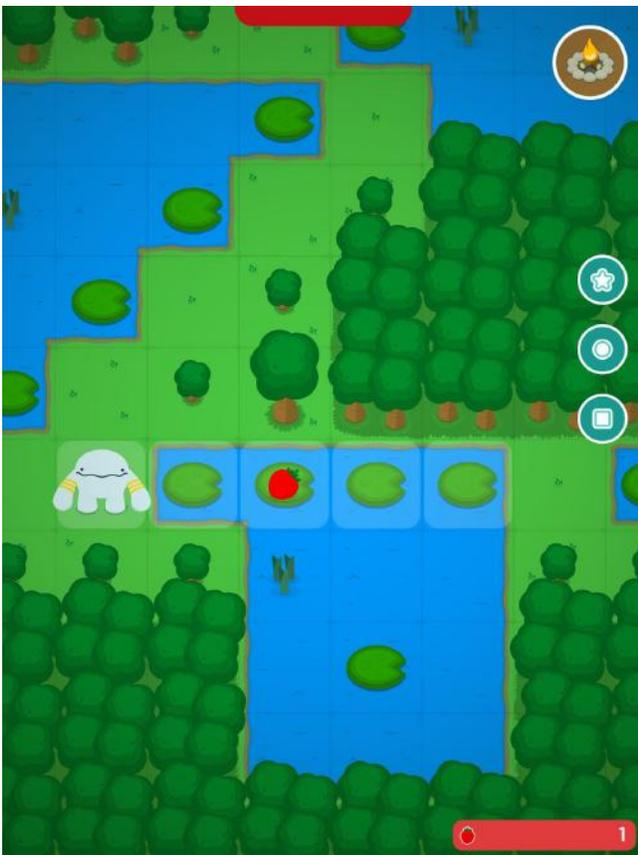


Map 5 - Snowy Mountain

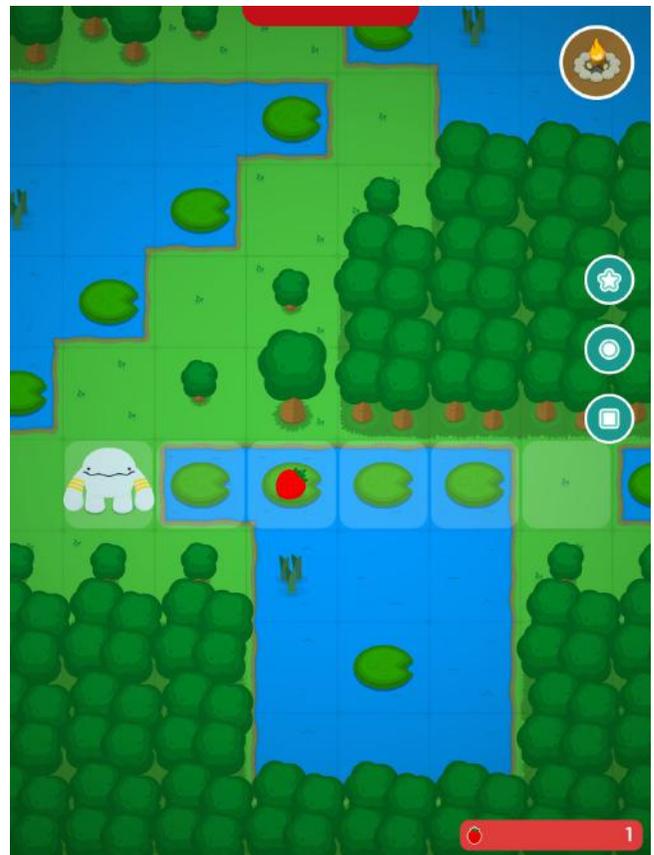
## “Debug” Awbie’s Path

A useful feature that can help maximize a high score or to ensure Awbie doesn’t go for a swim too often is **Path Projection**. In any game level when you put a coding block down in front of the Osmo, you will see a series of lit squares that preview where Awbie will go. This allows you to test your code for errors before Awbie cannonballs into a lake by mistake.

Don’t want Awbie to run into that tree? Take a moment and preview the path first, then look at your blocks to determine which block is causing an error in your desired path and change it. This is called debugging your code. Use it to plan your next move!



Woops! Awbie won’t make it across.



There we go! Just needed to edit the code.

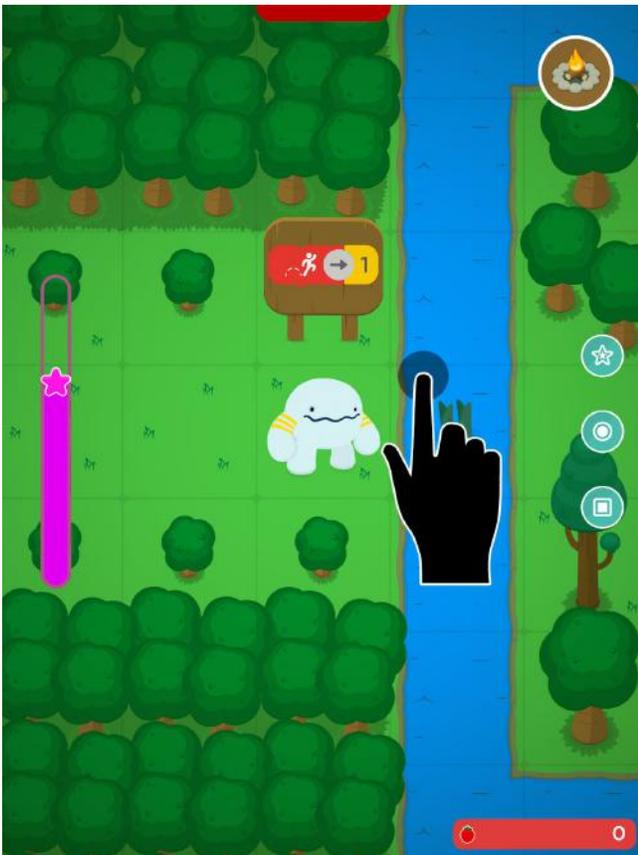
## Panning the Screen

Panning the Screen is very helpful to see farther obstacles and to chain together more strawbies!

**Hold down and drag the screen** to pan.

If you pan too far, simply tap on  to return to Awbie. If you're planning a long code, when ready to move, tap the screen as normal and the camera will also shift back to Awbie.

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



Hold and drag to pan the screen.

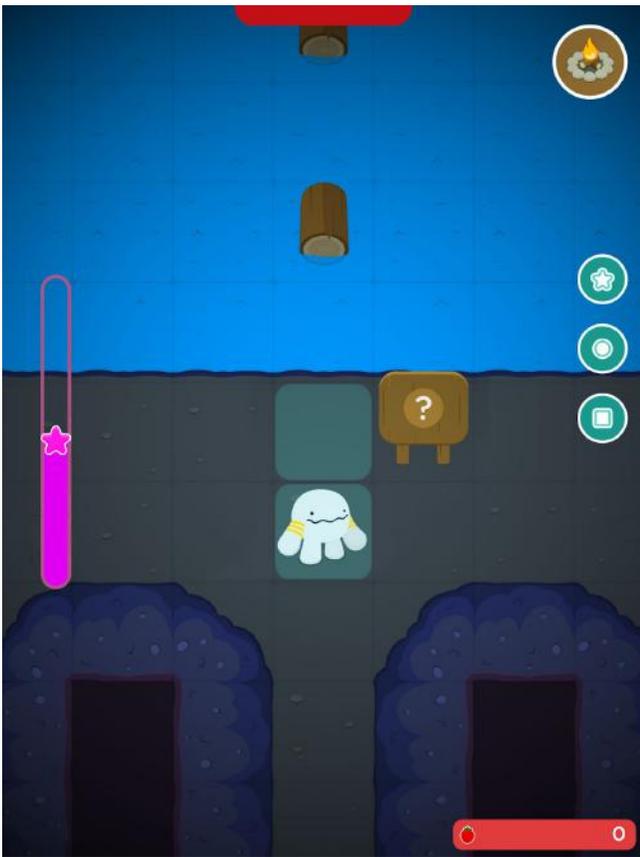


Tap on the **Green Awbie Icon** to return to Awbie.

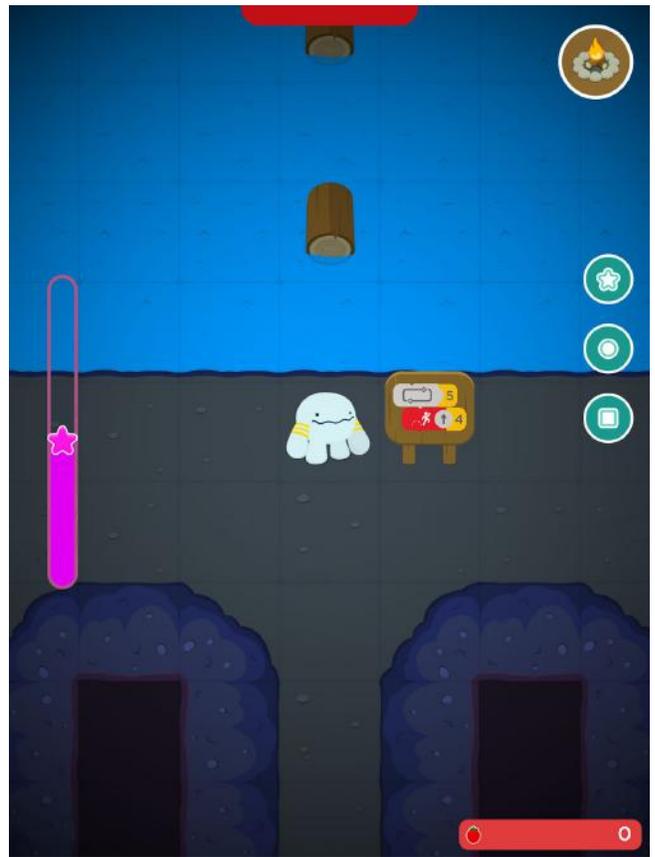
# Helper Signs

Throughout levels there are signs that will help teach new coding concepts, usage of command blocks, and also give hints to solve tricky puzzles. Activate a **Helper Sign** by moving Awbie to the adjacent space next to a sign. Reproduce the code that appears on the sign or use it as a hint.

**Note:** Want an added challenge? You can turn off Helper Signs by going to the Menu (Gear Icon) and selecting **Signs Disabled**.



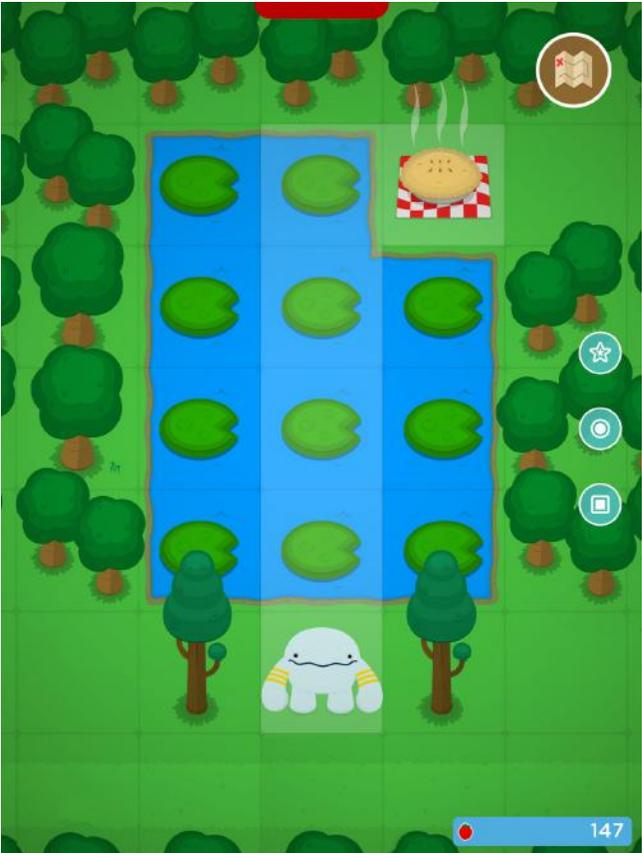
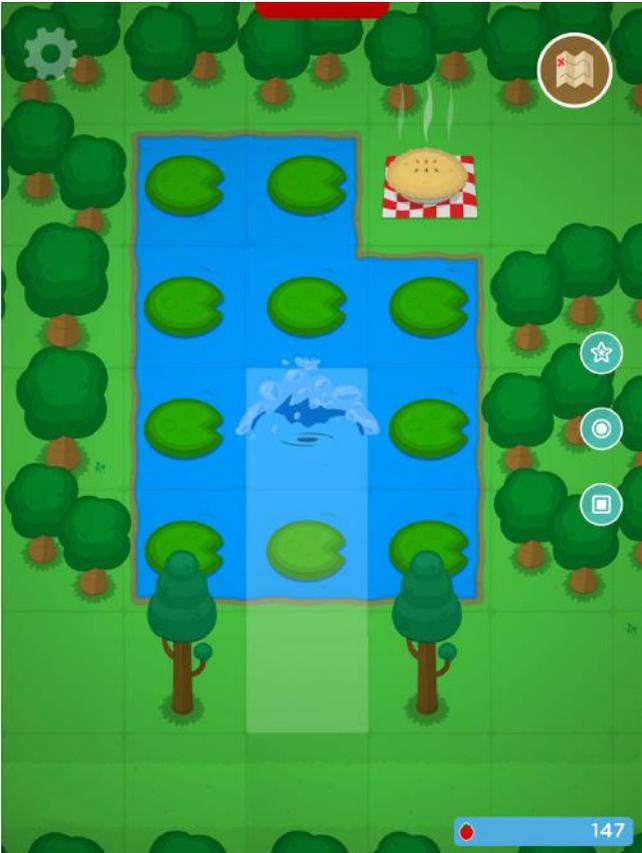
Lookout for Helper Signs



Follow or use the sign as a hint.

# Crossing Lily Ponds

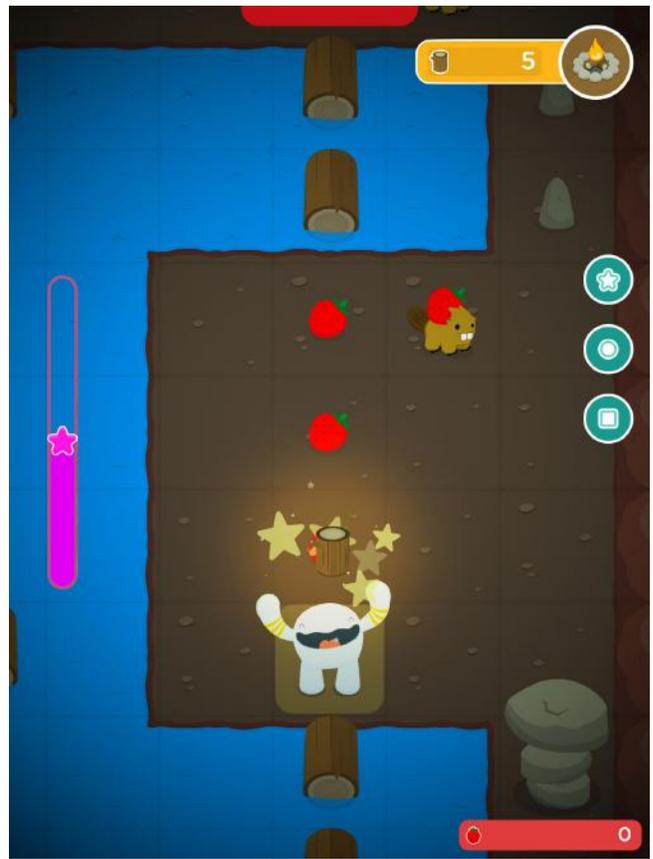
Lily pads and other floating objects cannot hold weight for a long period of time. If Awbie stops on a lily pad, it will sink and Awbie will restart in the nearest safe square. Plan out Awbie's entire path until you're off the water.



Don't stop on lily pads!

# Catching Critters

These critters are fast but shy. They come out of the forest with useful items like wood, shells, and ice cubes. But given the chance, they will run away! To catch one, program an entire sequence that reaches them with a single tap of the screen. They'll reward you with a special item!



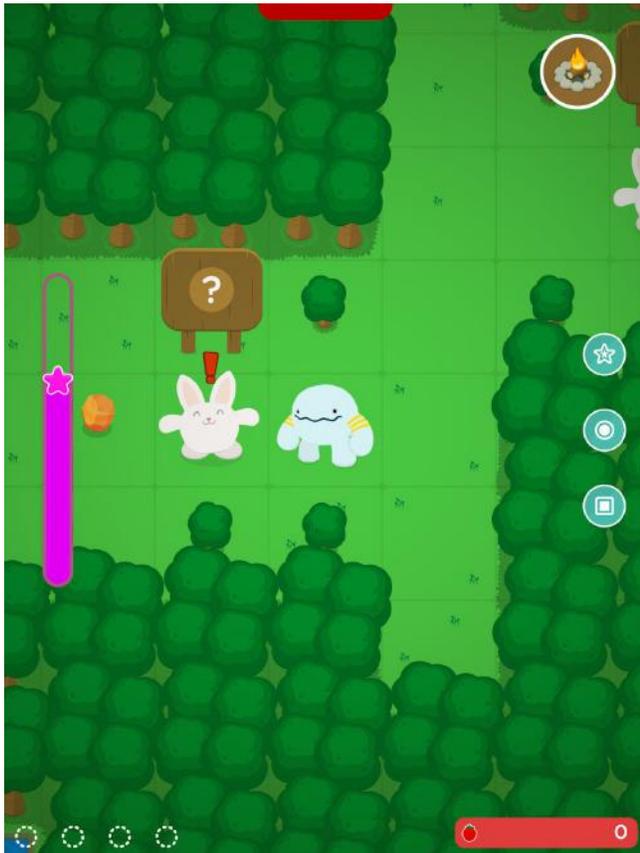
## Power Pebble Puzzles

After Mountain sneezed, the poor bunnies lost all the **Power Pebbles** that powered their pie ovens. Pieces of the pebbles are scattered all over the world and only Awbie can put them together through sequencing!  
Lookout for Bunnies with red exclamation points.

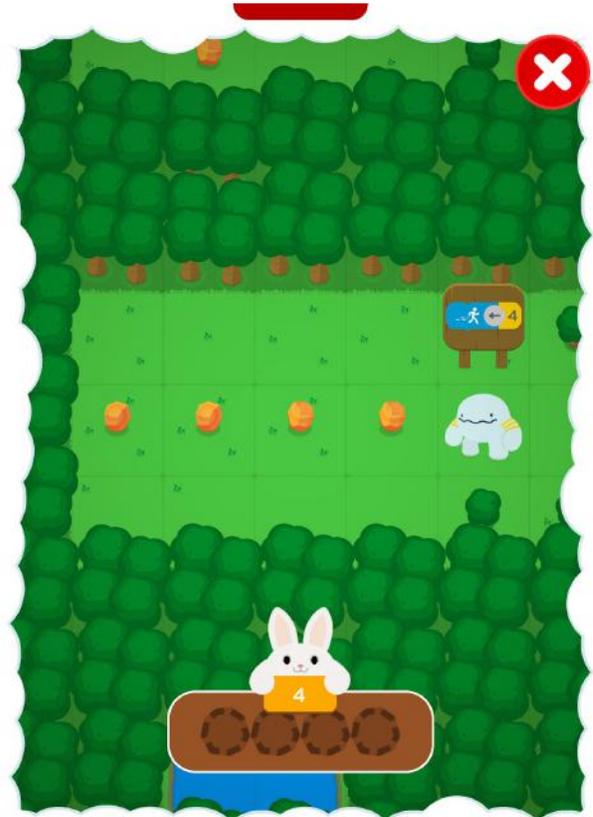


In order to get a Power Pebble, all the orange pieces need to be sequenced together.  
If you miss one or fall into water, Awbie will restart from the first space and you can try again.

**Note:** If you want to leave, simple walk out of the area or hit the **Red X**.



Bunny with a red exclamation point!



# Music Puzzles

Bunny conductors love music, follow their tune and win a **Power Pebble!** 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 coding blocks.



**Note:** If you want to leave, simple walk out of the area or hit the **Red X**.



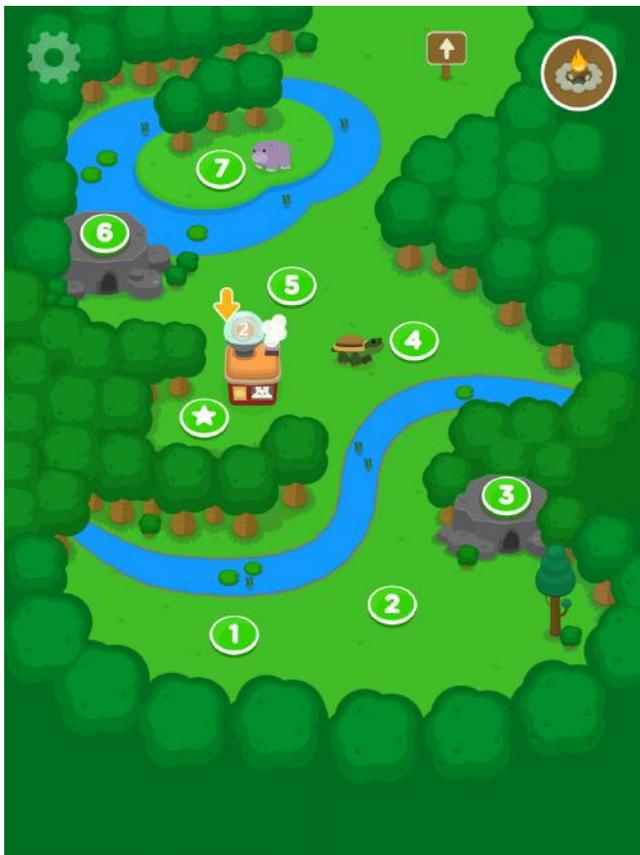
Music Bunny with a red exclamation point!



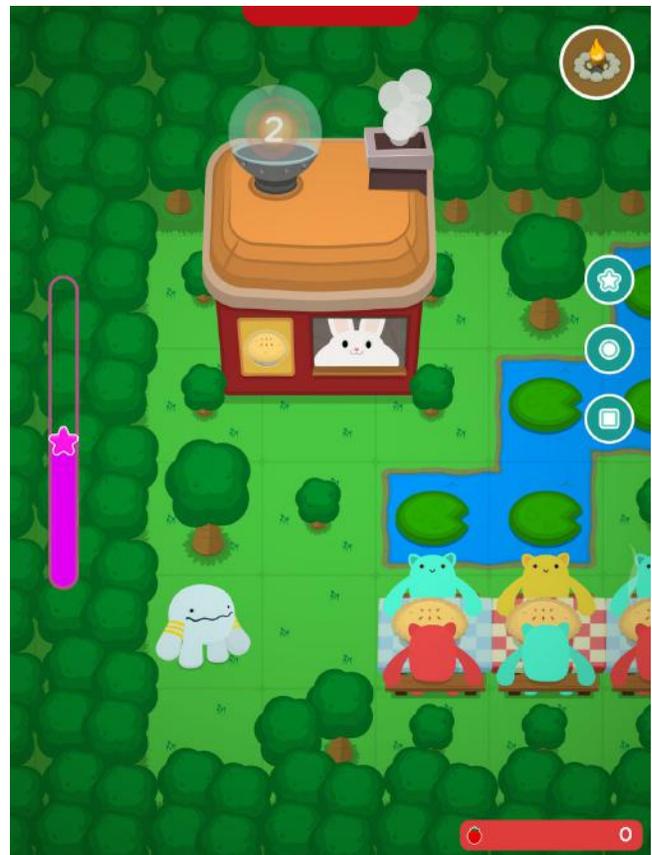
## Pie Parties

Every map has a different themed **Pie Party** level. The more **Power Pebbles** you collect, the more pies in each level to get! Your collected number of Power Pebbles is displayed on the **Pie Hut** and on the Pie Hut Icon on each map.

**Note:** Pie Parties are bonus levels that can be played once every day, the more Pebbles you collect, the more pies you can get!



Look for the Pie Hut on each map.



Return daily when you get more Power Pebbles!

# Slippery Ice

Far off in Snowy Mountains, some rivers have frozen over and are very slippery. Much liked lily pads, you must plan out your sequences to move to safely on ice. If Awbie stops moving while on ice, Awbie will continue on slipping until reaching the end of the ice spots or run into an object.



Don't stop on ice, you'll slip!



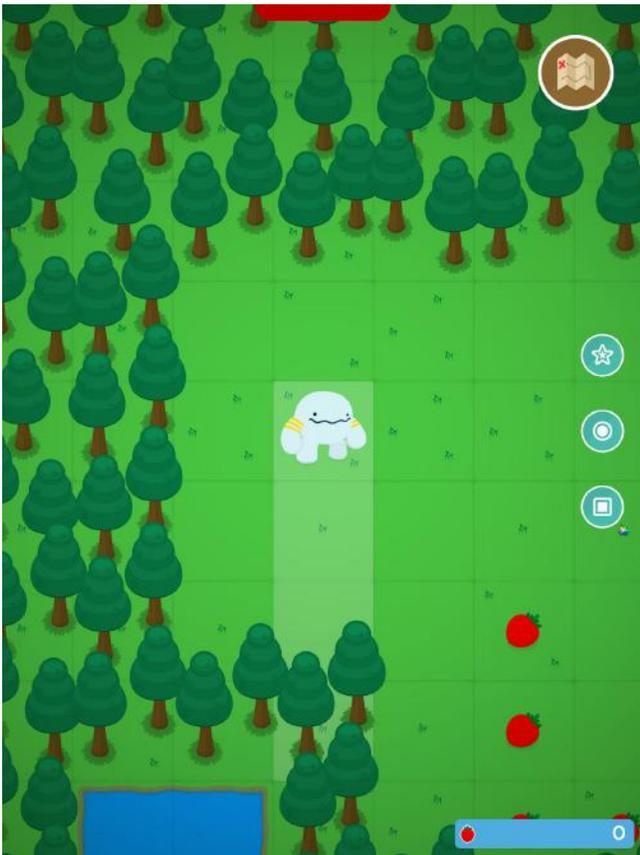
Create sequences that land on safe spots

## Caution Block (Phased out Feature)

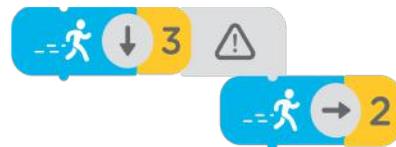
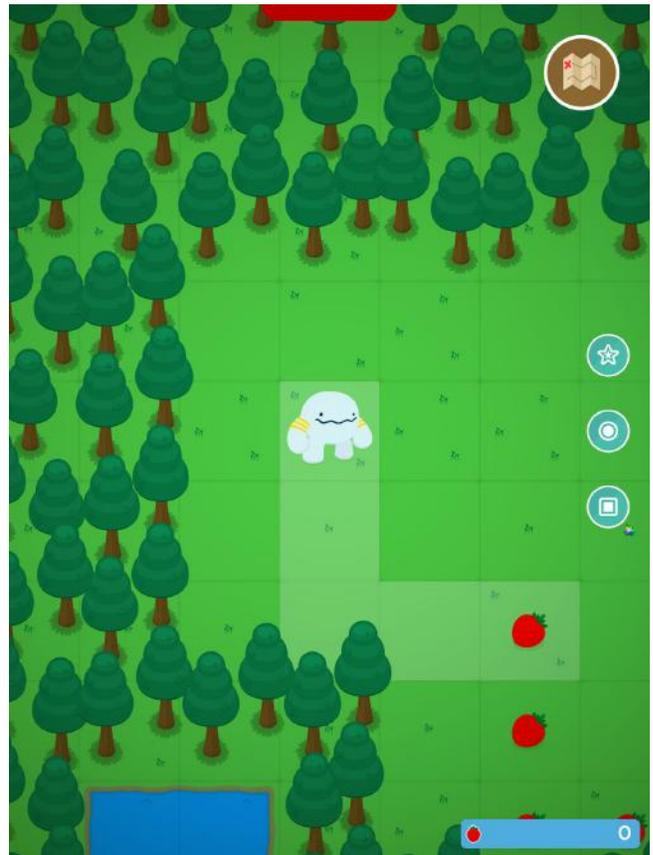


The gray Caution Block will give Awbie a choice between two sets of sequences based on if there's an obstacle. By attaching the Caution Block to the quantifier of a command and then attaching additional code below it, you can build an alternative path for Awbie to follow.

**Note:** The Caution Block has been phased out of new gameplay and is not included in any new Coding Starter Kit or Coding Family Bundle.



Without a Caution Block Awbie bumps the tree.



Using a Caution Block with an alternative code

## Best Practices for Effective Osmo Detection



1. Keep hands and fingers away from the blocks 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. Keep the blocks close to your device so the camera can see them.
4. Play Coding Awbie in a well lit room. If your table top or surface is a dark color, it may be interfering with the software detection.
5. Try placing an 8.5 x 11 sheet of white paper on the tabletop, and then put the blocks 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](mailto:support@playosmo.com) for assistance.

## Other Questions

### **What do I do if I lose a Coding Block?**

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

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

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