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Getting Started with Osmo Counting Town

Updated 07.10.2020
Version 1.0.0

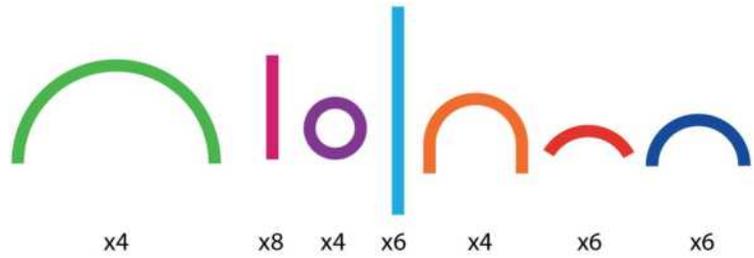


Materials to Play

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

Sticks & Rings

- 4 green curved pieces
- 8 pink short stick pieces
- 4 purple circular pieces
- 6 light long stick blue pieces
- 4 orange curved pieces
- 6 red curved pieces
- 6 dark blue curved pieces



Play Mat



Osmo iPad Base or Osmo Fire Base



Main Menu Navigation

Accessing your myOsmo Account

If you're not on the main menu, tap , then tap  to return to the Main Menu.

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. Counting Town is currently offered in English (US).

Start Playing

Tap  to start playing Counting Town. If this is your first time playing, the narrator will talk you through what to do.

Returning to the Main Menu

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

Resetting Progress

You can reset your game progress from the Main Menu. Tap  in the upper left corner, then tap "Reset ". Be careful! All progress and unlocks will be lost and reset.

Game Settings

You can edit the game settings from the Main Menu. Tap , then tap  to return to the Main Menu. Tap  in the upper left corner to access the Difficulty, Phonics, Hints, and Sound settings.

Sound

"Music On" can be used to turn the music on or off. "Sound On" can be used to turn all sounds except for music on or off.

Game Setup

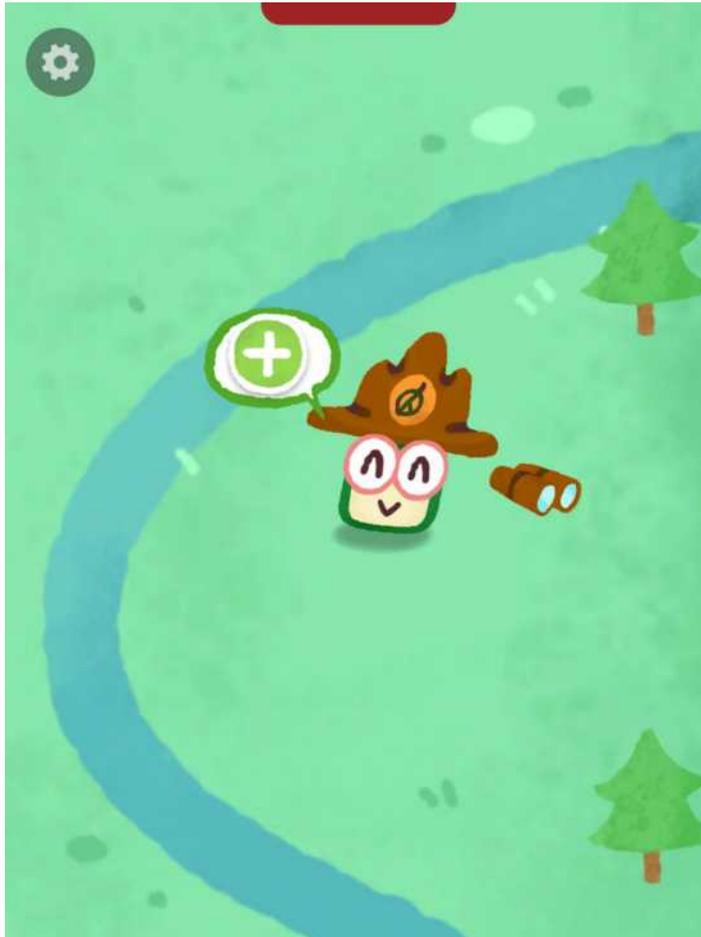
To get started, grab your Osmo Base, Play Mat and Sticks & Rings!

1. Set up your tablet device in your Osmo Base. Make sure you have the Counting Town game app installed and ready to play.
2. Remove your Sticks & Rings from the stackable container. Set them aside within easy reach.
3. Place your Play Mat in front of the Osmo Base and tap  on the game app.



Selecting a Villager

The villagers need your help building their town. Press  to help them.



Helping The Villagers

The villagers need help building their town, there are 4 ways this can happen: Buildings, Animals, Train, and Picnic. If you wish to continue in any of these games, you can press . If you need help, you can press .

Buildings

Creating buildings consists of 2 stages, first you must count your pieces, then use those pieces to build something.



1. **Counting:** In the image above, the villager wants you to place 2 long blue pieces on the mat.



2. **Building:** In the image above, the villager wants you to place the pieces on the mat as shown. If your building doesn't look quite right, you can press  to retry.

Animals



Creating animals is very similar to creating buildings, but there's no counting phase, and the animal on-screen is presented as a suggestion. Simply build the requested animal on the mat with your sticks and rings and press  when you're done!

Train

Sometimes players will be asked to get supplies from the train. This is broken up into counting and building.



1. **Counting:** You can count by tapping the highlighted squares in the ten frame, numbers will appear where you tapped. In the images above, you are asked to count to 4.



2. **Building:** Next you'll be asked to build a number with your sticks and rings, in the image above you're being asked to build the number 4. If your number doesn't look quite right, you can press



to retry.

Picnic

Sometimes players will be able to share things with the villagers in a picnic.



First, you count the villagers by tapping on them. Next, you place the pieces that appear on the mat. In the images above, you tap 1 villager, then put 1 purple circle on the mat.

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 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>.



Getting Started with Osmo Shape Builder

Updated 07.10.2020

Version 1.0.0

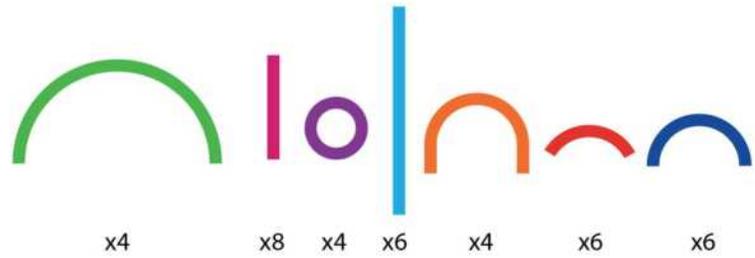


Materials to Play

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

Sticks & Rings

- 4 green curved pieces
- 8 pink short stick pieces
- 4 purple circular pieces
- 6 light long stick blue pieces
- 4 orange curved pieces
- 6 red curved pieces
- 6 dark blue curved pieces



Play Mat



Osmo iPad Base or Osmo Fire Base



Main Menu Navigation

Accessing your myOsmo Account

If you're not on the main menu, tap , then tap  to return to the Main Menu.

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. Shape Builder is currently offered in English (US).

Start Playing

Tap  to start playing Shape Builder. If this is your first time playing, the narrator will talk you through what to do.

Returning to the Main Menu

From any screen, tap , to bring up the Settings screen. Next, tap  to go 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.

Game Settings

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

Tap  in the upper left corner to access the Music settings.

Music

This can be used to turn off/on background music, all of the characters and sound effects will still make sound.

Game Setup

To get started, grab your Osmo Base, Play Mat and Sticks & Rings!

1. Set up your tablet device in your Osmo Base. Make sure you have the Shape Builder game app installed and ready to play.
2. Remove your Sticks & Rings from the stackable container. Set them aside within easy reach.
3. Place your Play Mat in front of the Osmo Base and tap  on the game app.



Floors

There are 3 floors in Shape Builder. You will start on the first floor, with the [Oven](#). If you feed the Oven enough, you'll unlock floor 2, which has the [Easel](#). If you paint enough portraits on the Easel, you'll unlock floor 3, which has the [Theater](#). You can use the [Elevator](#) to travel between floors.

Surprises

Each floor contains a few surprises, which are objects that might need your help. In order to help them, simply tap on them and create the shape they request with your sticks and rings on the mat.



Elevator

In order to unlock the elevator, you must first feed the [Oven](#) enough.

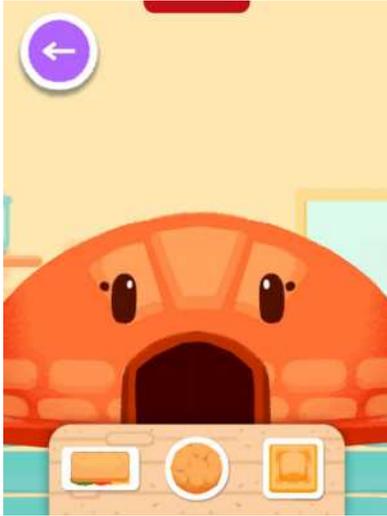


Once you've unlocked the elevator, it can be found at the ends of each floor. You can tap the elevator to travel between floors. The elevator can be used to transition between the oven, easel, and theater, **once you've unlocked all of them**. You unlock the [Theater](#) by creating enough portraits on the [Easel](#).



Oven

You can create food and feed it to the Oven.



1. Tap the meal you want to create. If you want to exit, you can tap .
2. Next, you will be asked to create a shape. If the shape is new to you, a picture of the shape will be shown on-screen. Create the shape on the mat using your sticks and rings.



3. Now, you can repeat the process by adding toppings. Add as many toppings as you want, and then press  when you're ready to feed your creation to the Oven!

Easel

You can create portraits with the Easel.



1. Tap to select a face shape. If you want to exit, you can tap .
2. Next, you will be asked to create a shape. If the shape is new to you, a picture of the shape will be shown on-screen. Create the shape on the mat using your sticks and rings.
3. Continue selecting features and creating shapes until your portrait is done.

Theater

You can create puppets with the Theater.



1. Tap to select a base. If you want to exit, you can tap .
2. Next, you will be asked to create a shape. If the shape is new to you, a picture of the shape will be shown on-screen. Create it on the mat using your sticks and rings. You may be asked to put the shape on a specific part of your mat, e.g. the “top” (placing the shape closer to the tablet).
3. Continue selecting features and creating shapes until your puppet is done.
4. Once your puppet is almost done, you’ll be asked to create something, e.g., a flower, and you can create this object however you want using any of your sticks and rings.

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 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?

Yes! The Sticks & Rings are made from food-grade silicone and are dishwasher safe. We recommend you place them in a fabric mesh bag before placing them in your dishwasher to keep them neatly in place. To clean the Play Mat, wash by hand using gentle soap, a soft cloth and water.