Getting Started
with Osmo Coding Awbie

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Version 2.0.0

Table of Contents

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!

Walk
Quantity: 6x

Hand
Quantity: 3x

Jump
Quantity: 3x

Star Subroutine
Quantity: 1x

Circle Subroutine
Quantity: 1x

Square Subroutine
Quantity: 1x

Magic
Quantity: 1x

Rest
Quantity: 2x

Repeat
Quantity: 2x

#2 Quantifier
Quantity: 3x

#3 Quantifier
Quantity: 3x

#4 Quantifier
Quantity: 3x

#5 Quantifier
Quantity: 2x

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.
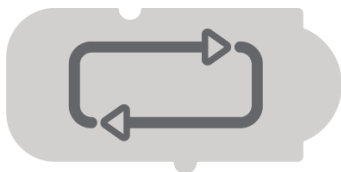
Walk
Quantity: 4x

#1 Quantifier
Quantity: 1x
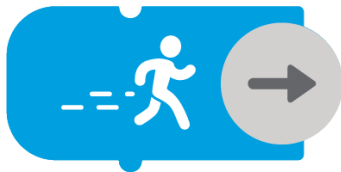
Hand
Quantity: 2x

#2 Quantifier
Quantity: 2x

Jump
Quantity: 1x

#3 Quantifier
Quantity: 2x

Repeat
Quantity: 2x

#4 Quantifier
Quantity: 2x

Magic
Quantity: 1x

#5 Quantifier
Quantity: 1x

Play
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.

Osmo

Getting Started with Osmo Coding Awbie

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 myOsmo (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.
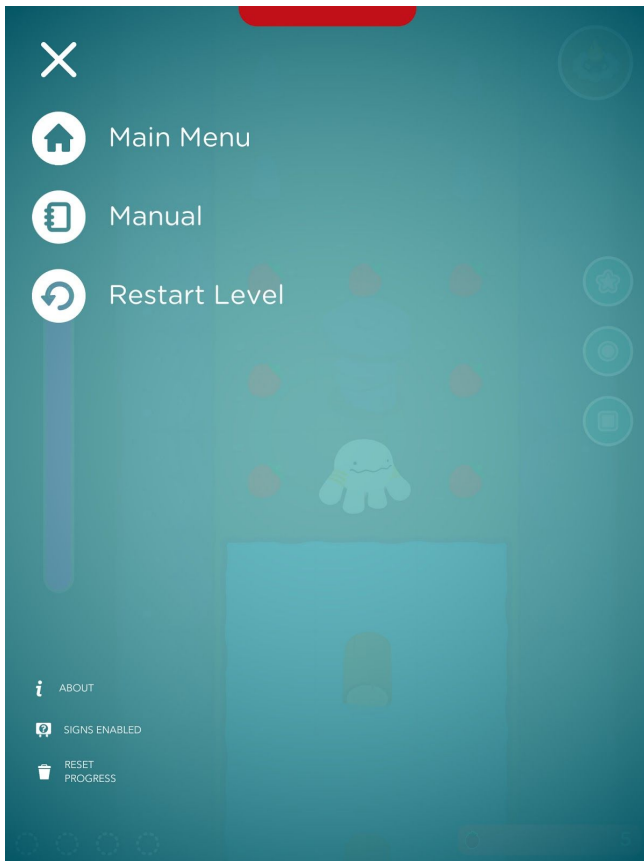
Tap the gear in the top left to go to the Menu

Tap Manual

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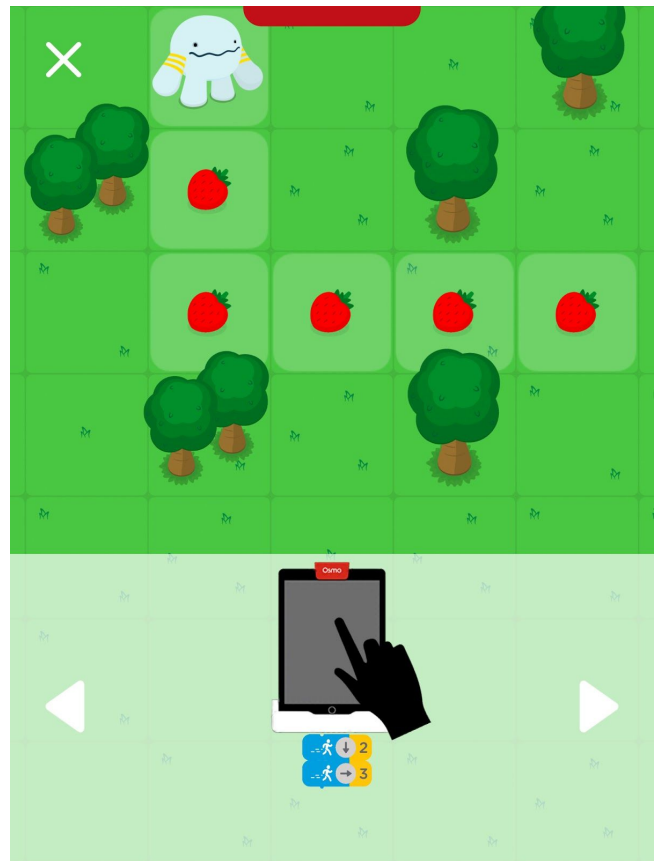
What Do My Coding Blocks Do?

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!
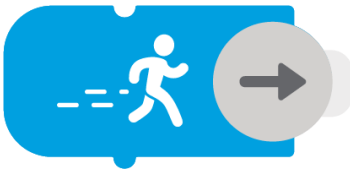
Walk

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.
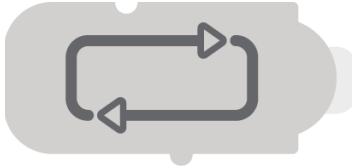
Magic

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

Getting Started with Osmo Coding Awbie

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 [walk block icon] in front of the Osmo and turn [arrow icon] 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.
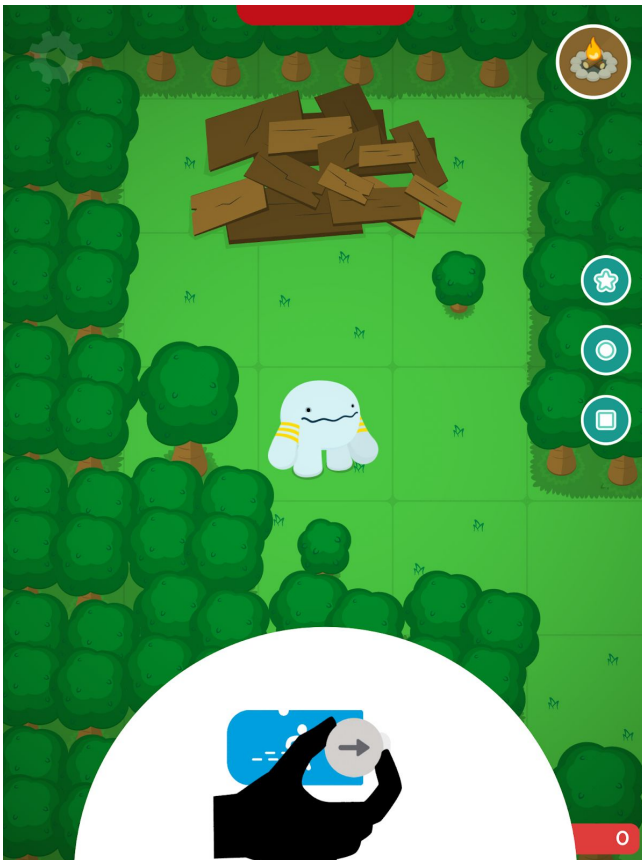
Slide up a Walk Block and rotate the arrow.

Tap the screen and go!

Getting Started with Osmo Coding Awbie
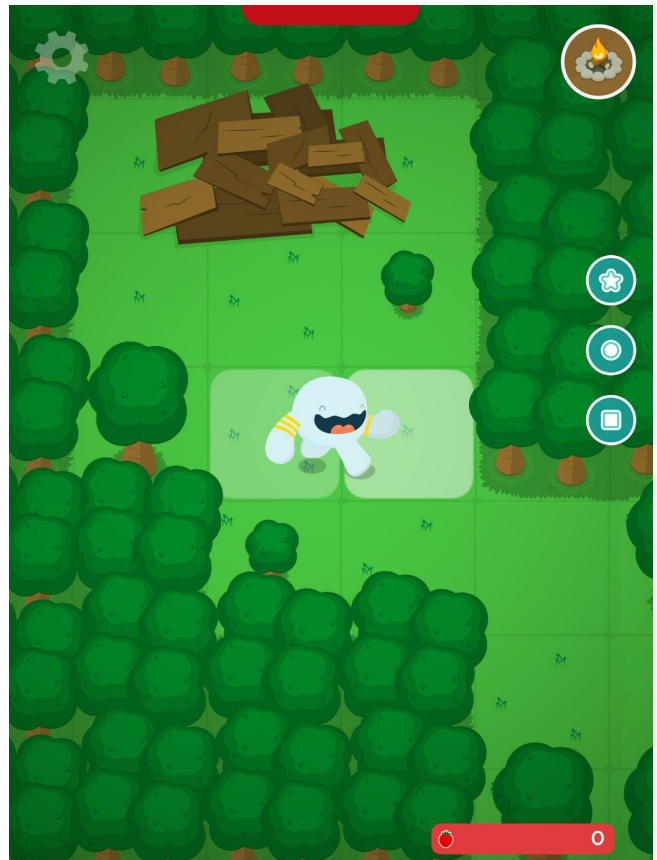
Quantifiers

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.
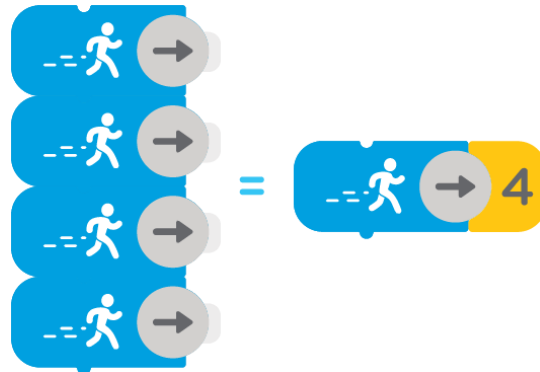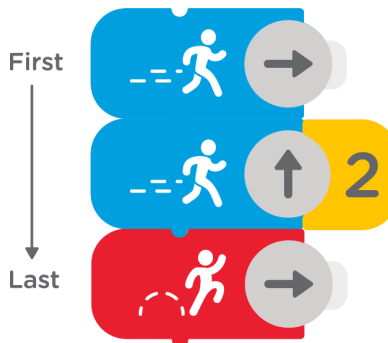
Sequencing

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.

3 = Repeat 3 times.

Only code blocks connected under the repeat block will loop.

A
B

= AB AB AB
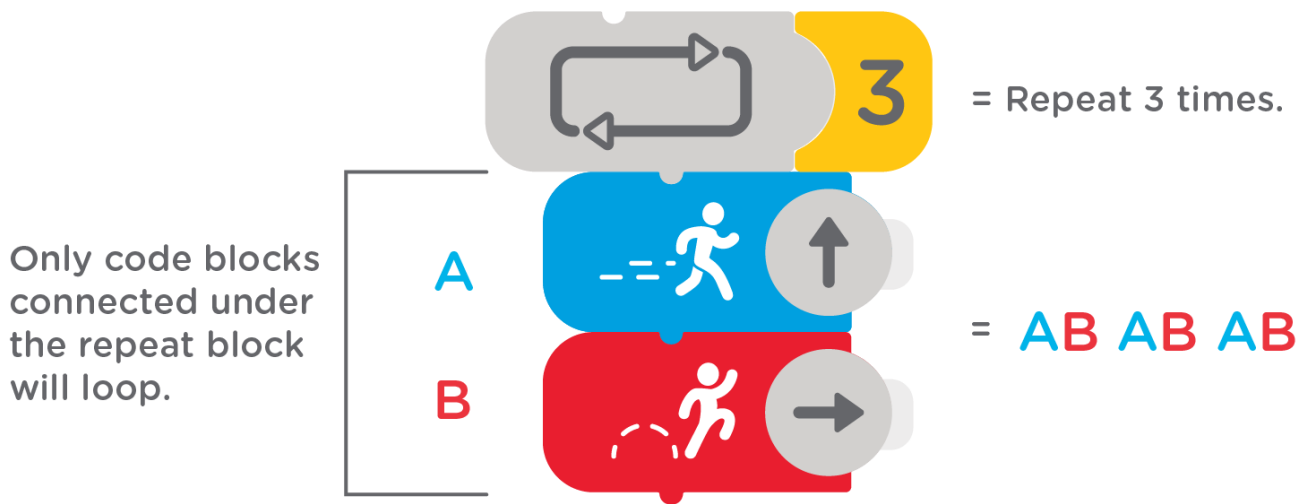
Using the Magic Block

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

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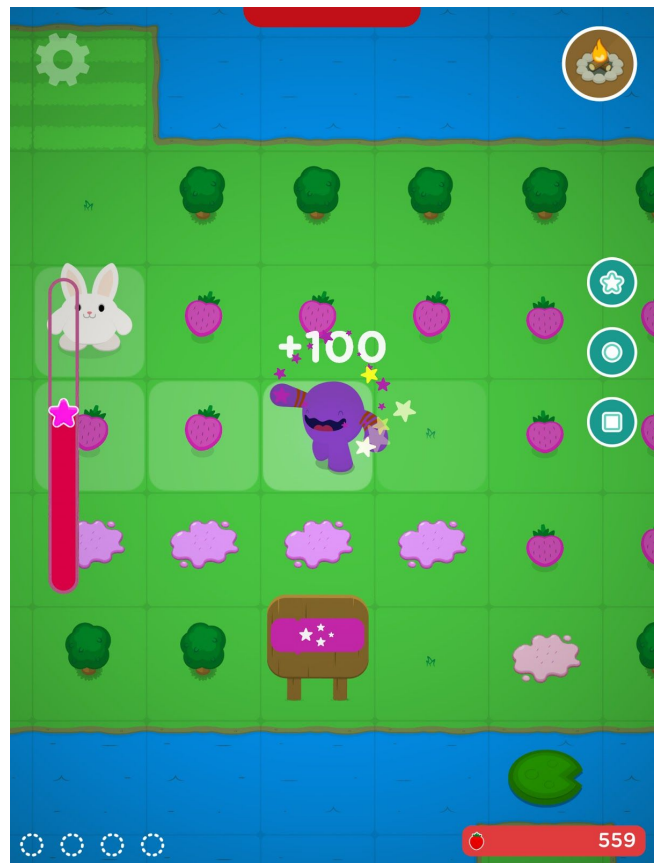
Saving Subroutines

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.
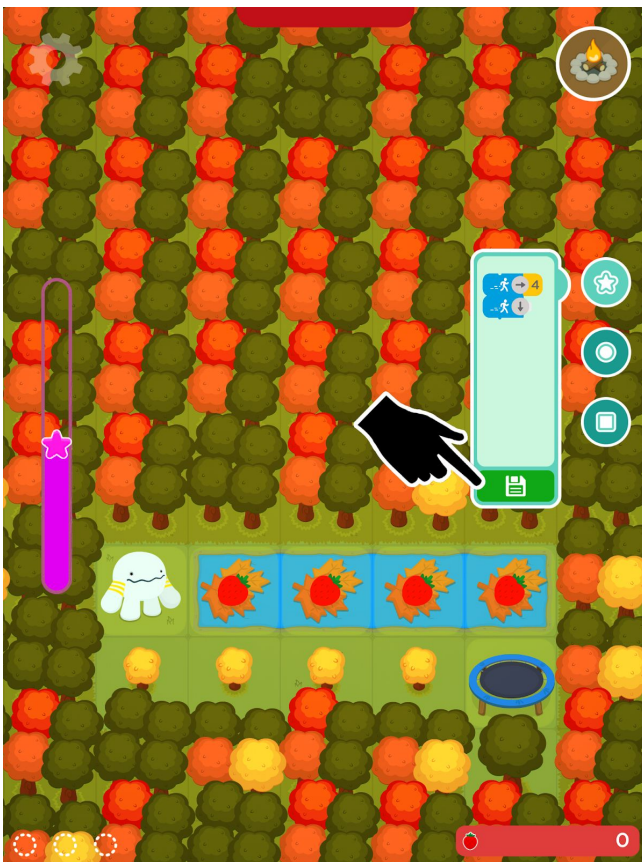
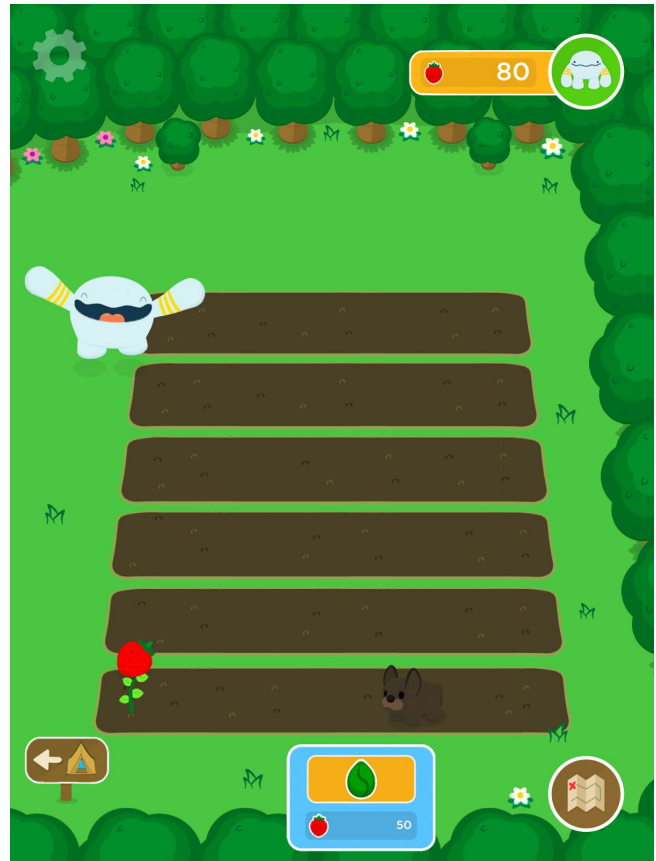Build code & save
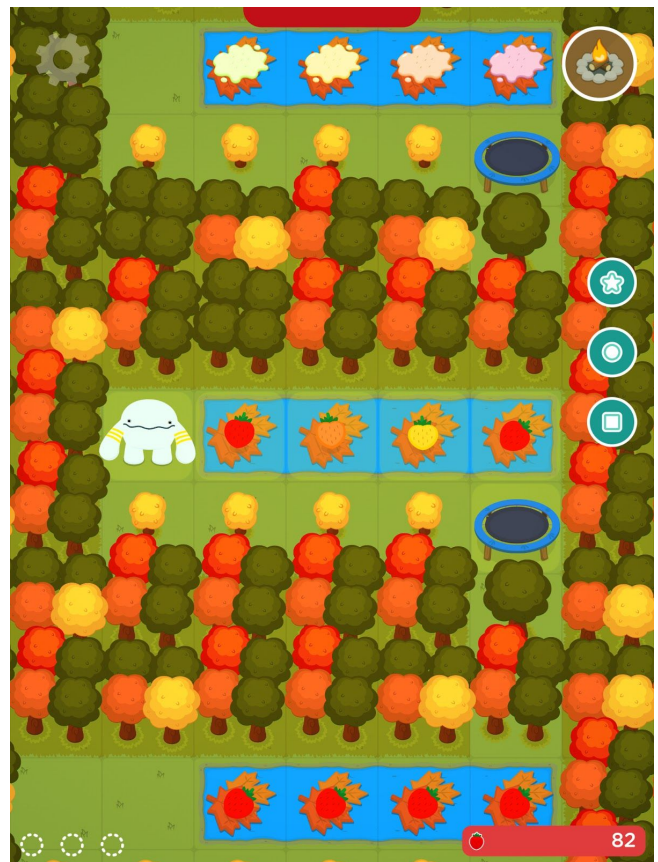
Use the subroutine block

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:

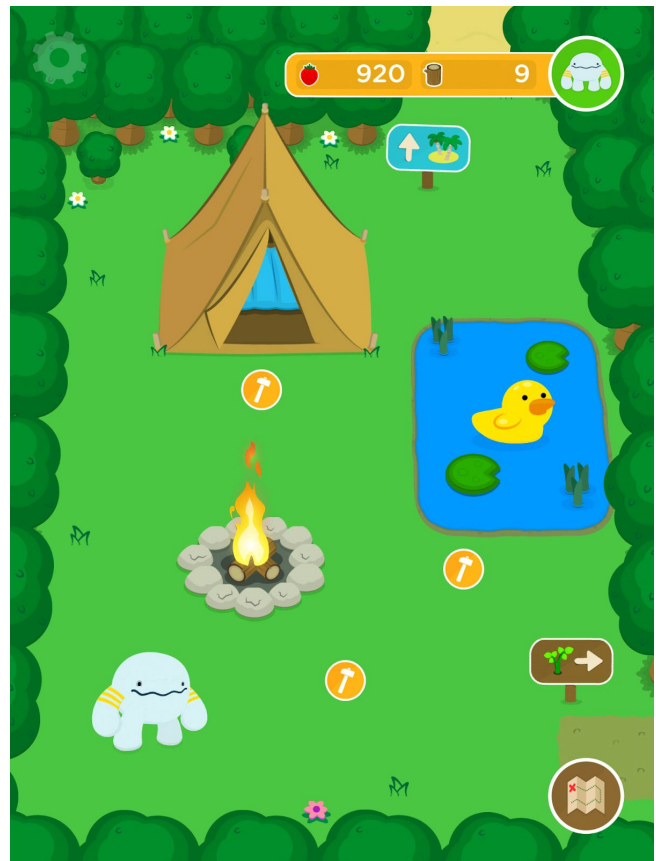1. Use the 🍓 you've collected in levels to build and upgrade Awbie's three campsites.

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).
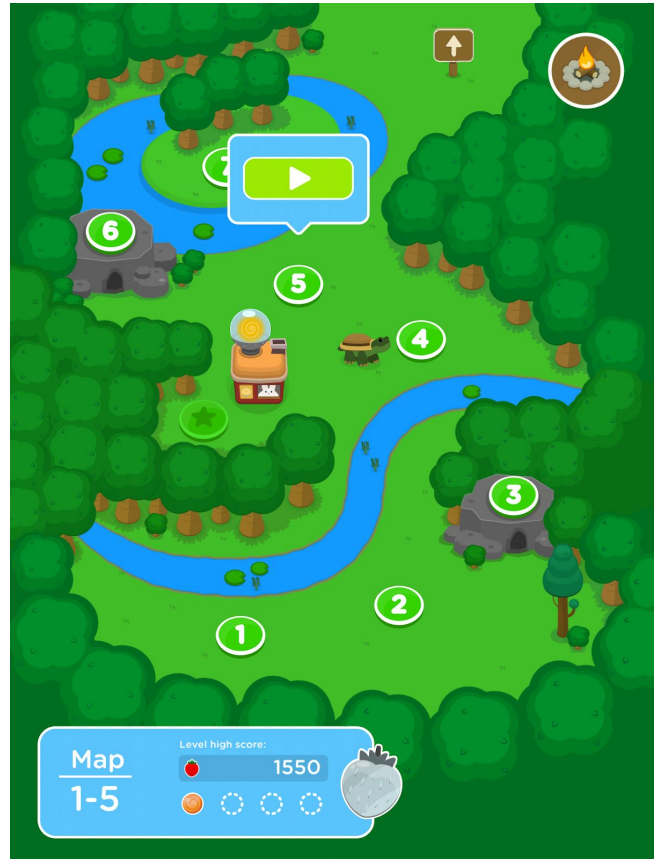
Map Navigation

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**

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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 strawbies 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.
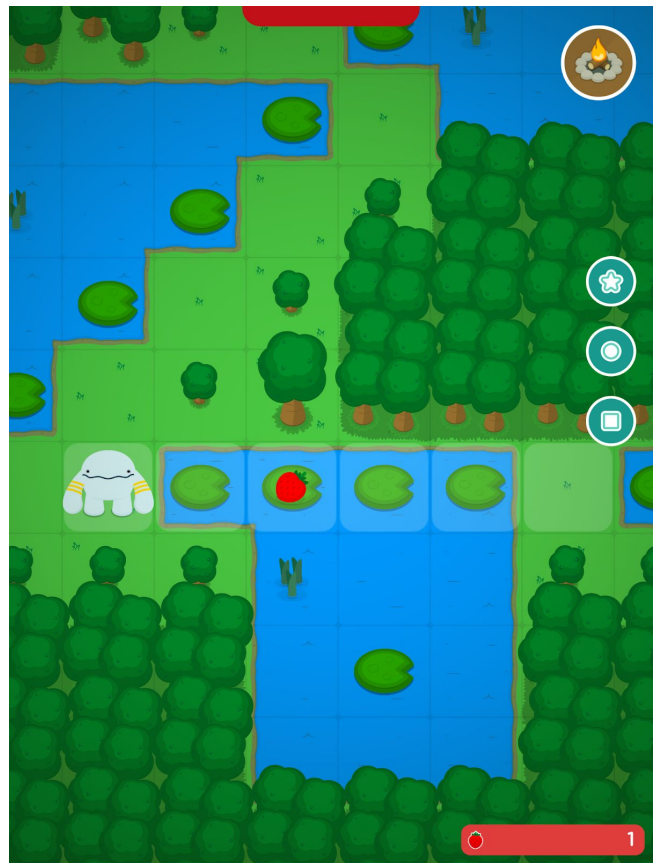
There we go! Just needed to edit the code.

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 [icon] 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.
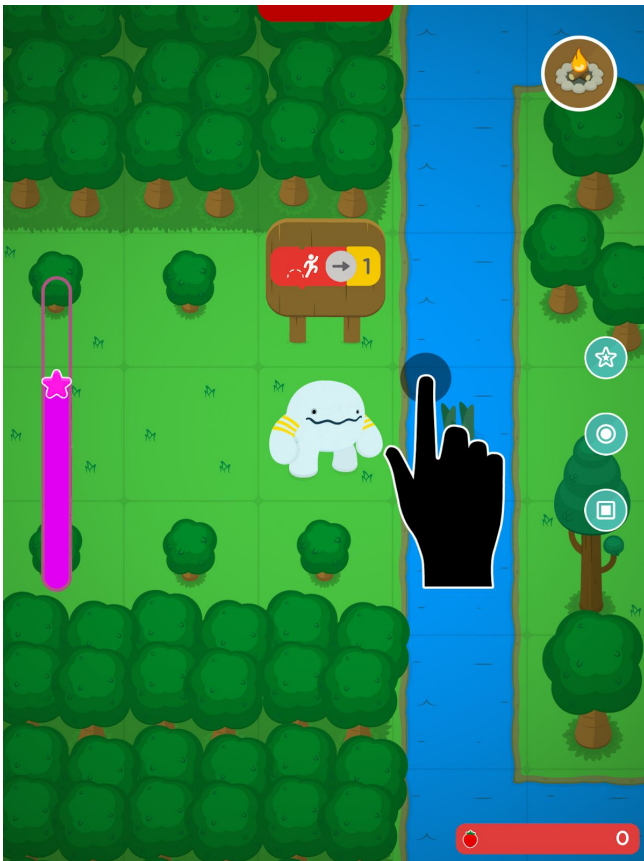

Hold and drag to pan the screen.
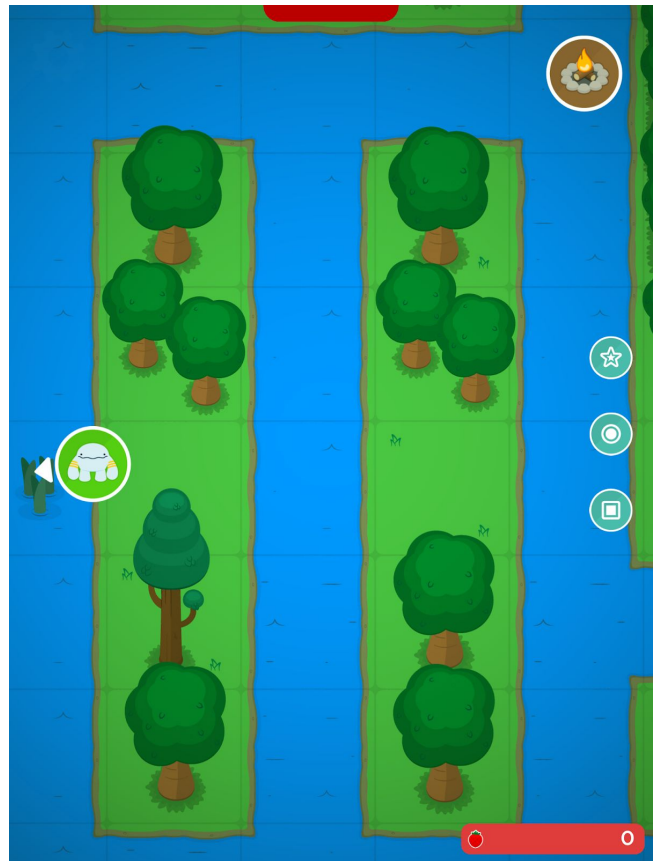
Tap on the **Green Awbie Icon** to return to Awbie.

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 Icone) and selecting **Signs Disabled.**
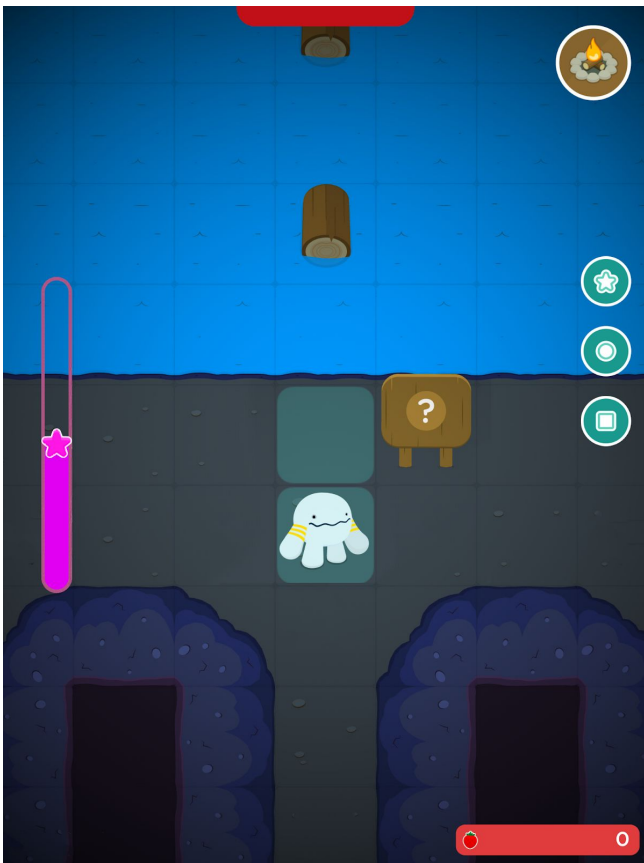
Lookout for Helper Signs
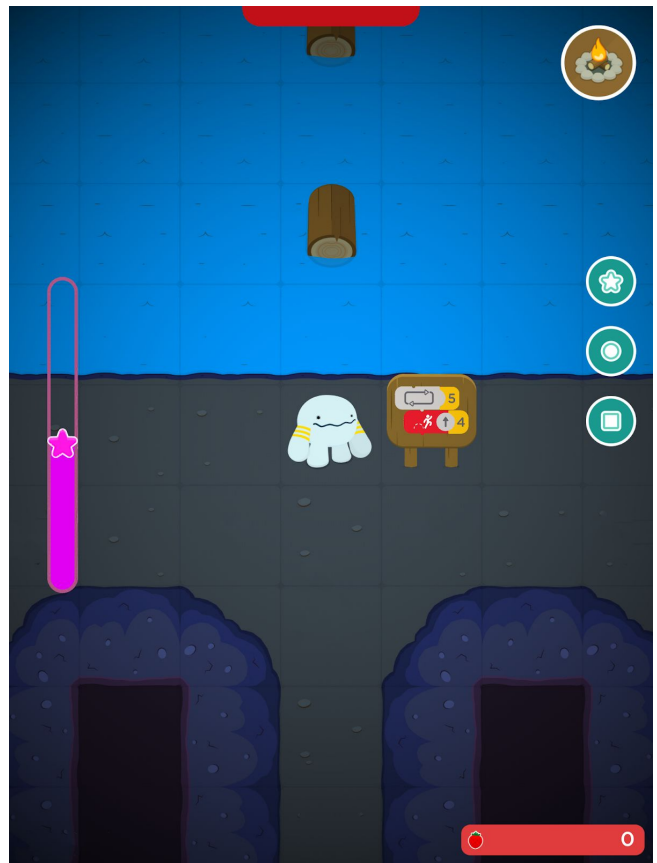
Follow or use the sign as a hint.

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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.
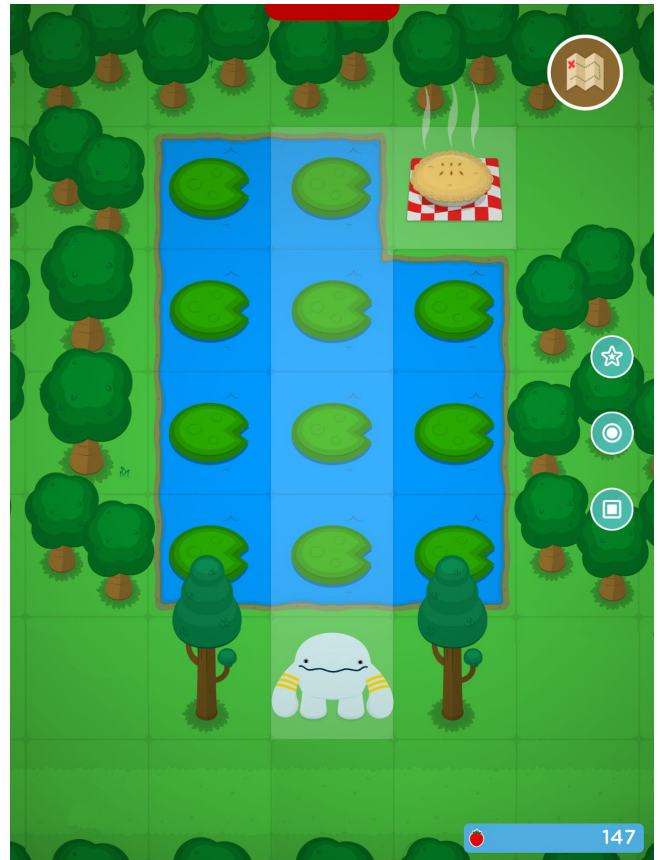
Don't stop on lily pads!

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!
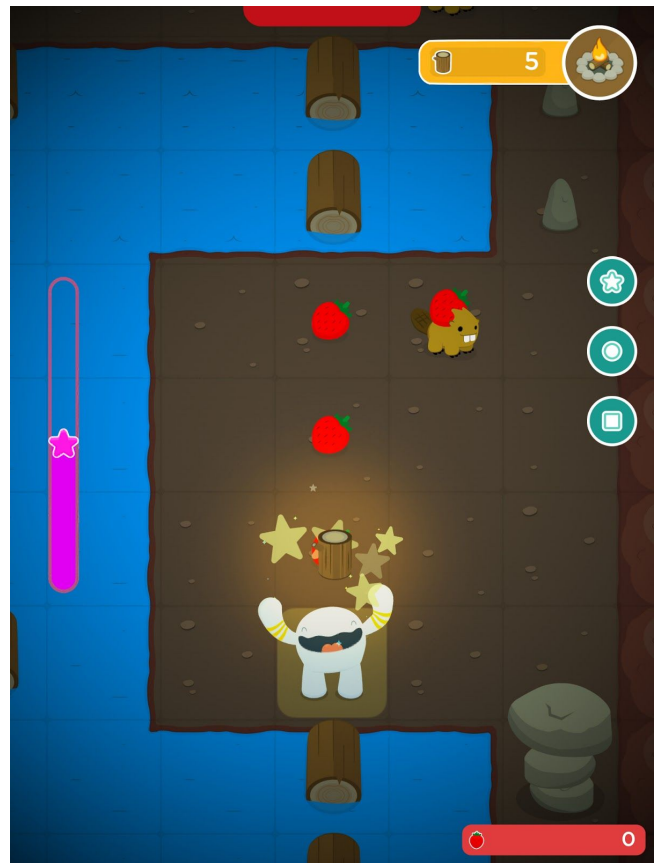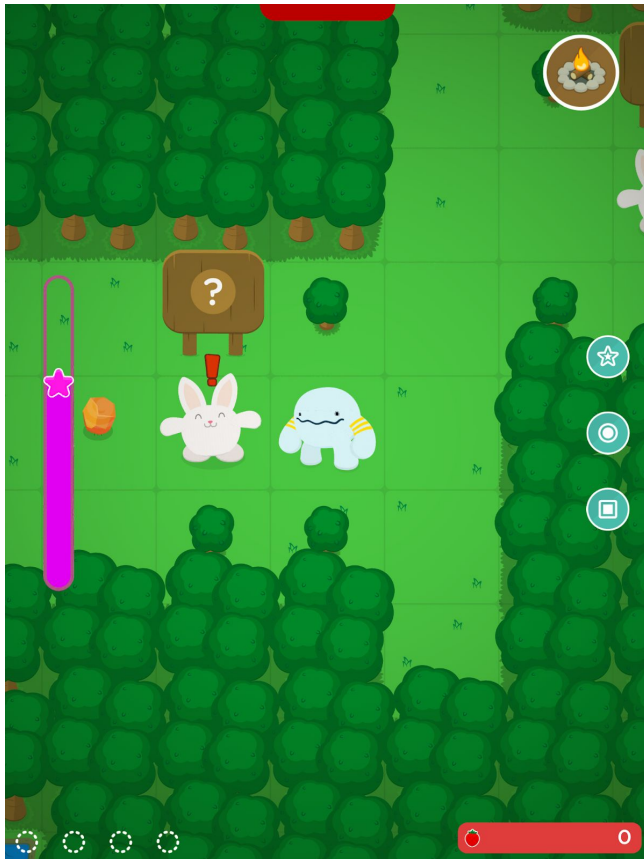
Power Pebble Puzzles

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!
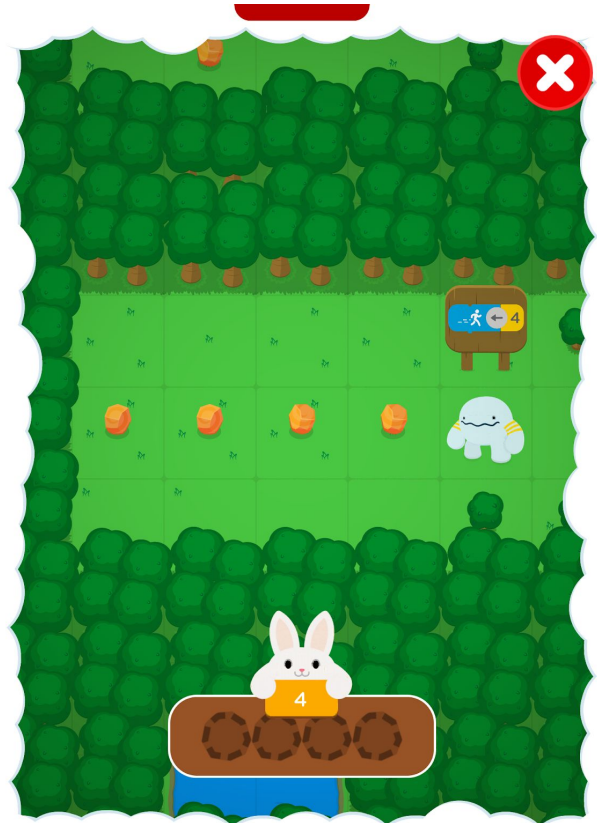Lookout for Bunnies with red exclamation points.

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!
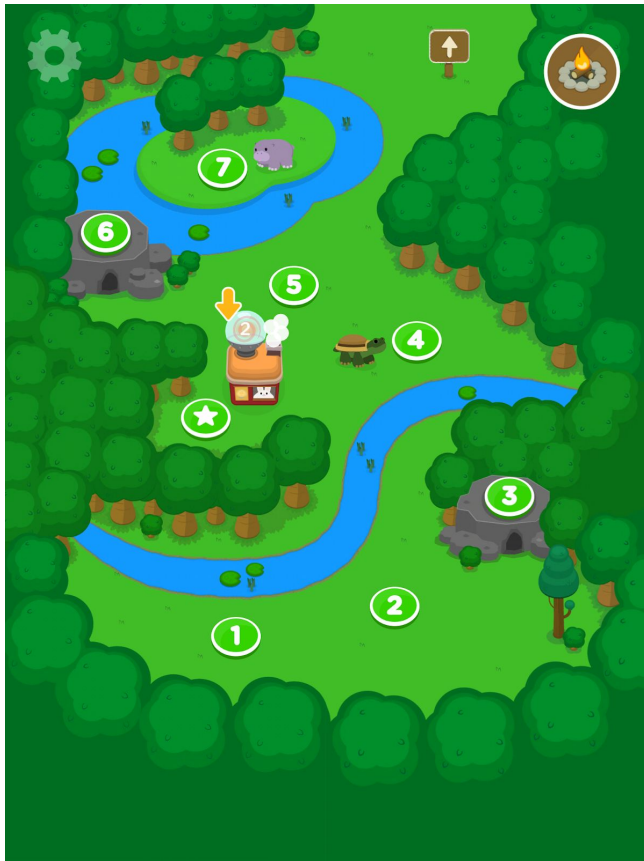
Look for the Pie Hut on each map.
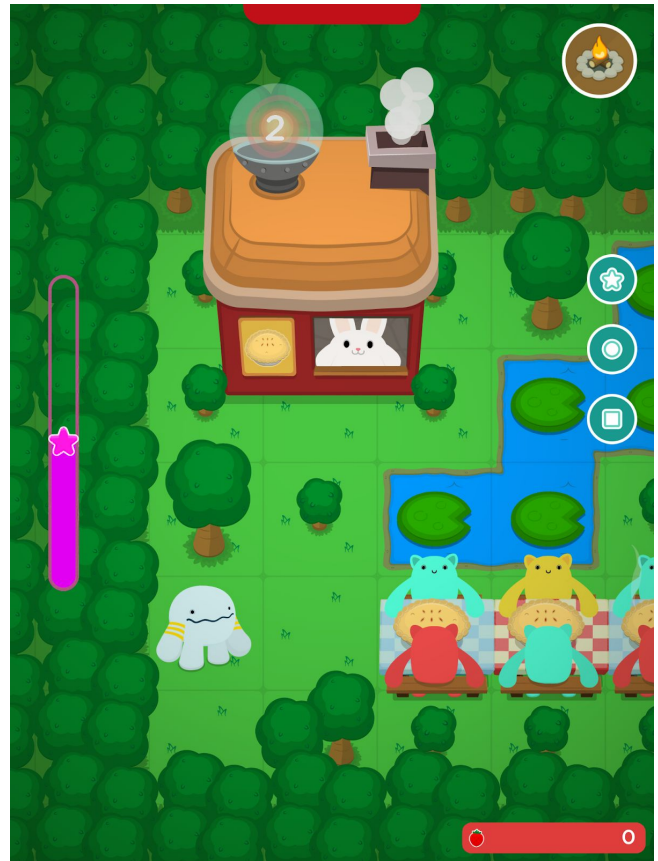
Return daily when you get more Power Pebbles!

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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.
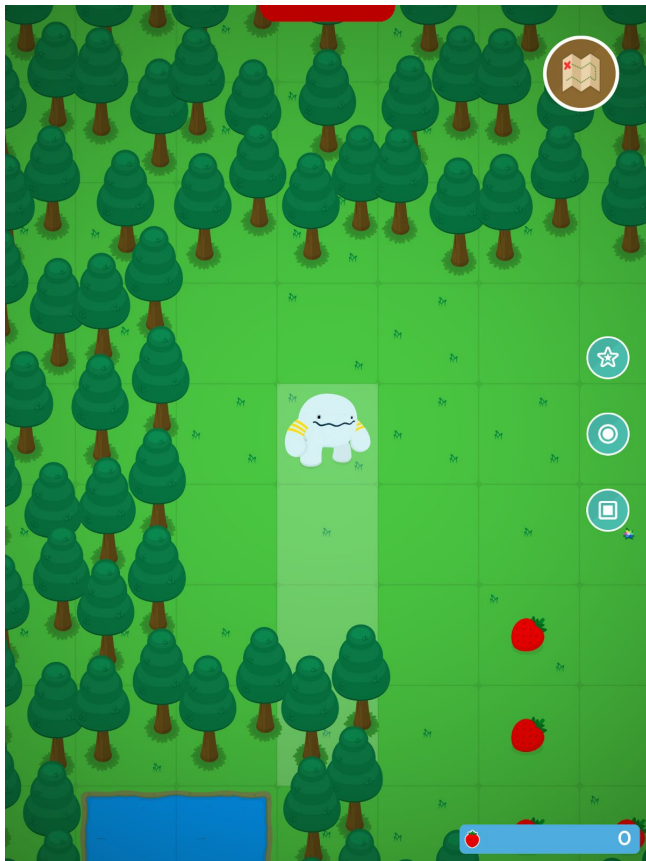
Without a Caution Block Awbie bumps the tree.
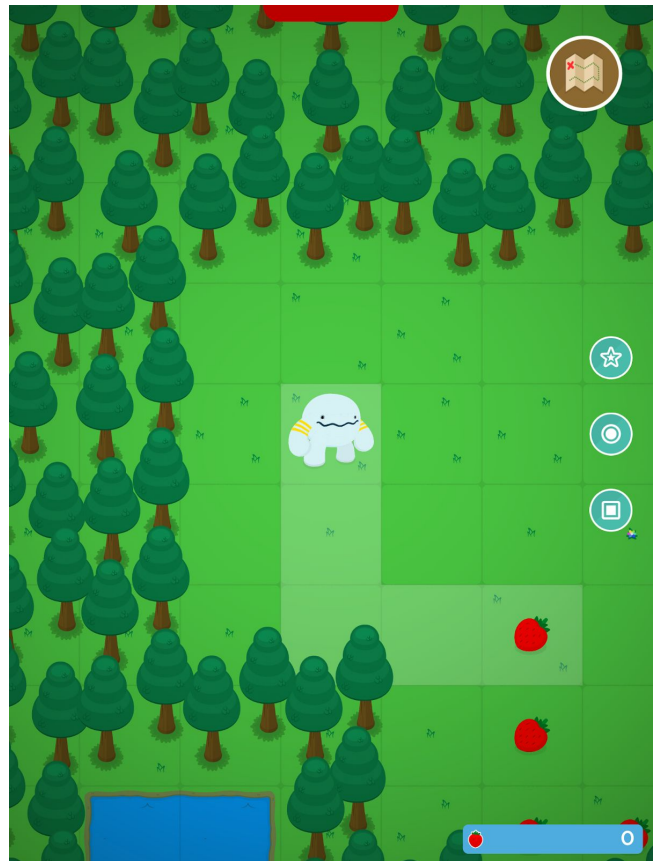
Using a Caution Block with an alternative code

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 for assistance.

Other Questions

What do I do if I lose a Coding Block?

Please reach out to support@playosmo.com for assistance.

Can I clean the pieces?

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