Getting Started with Osmo Coding Duo

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What’s Included

Each Osmo Coding Duo set contains two character blocks. Play with Mo and Awbie in combination with your existing coding blocks. Please note that you need the game pieces from Coding Awbie and Coding Jam in order to play Coding Duo.

Mo Character Block
Quantity: 1

Awbie Character Block
Quantity: 1
Menu Navigation

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

Resetting Progress
1. Tap in the upper left corner and then tap 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 level, tap in the upper left corner.
2. Next 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 level, tap in the upper left corner.
2. Next tap to return to the Island Map.

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

Restarting a Level
1. When you’re in the middle of a game level, tap in the upper left corner.
2. Next tap to restart the level from the beginning.
Mo and Awbie Character Blocks

Key Concept 1

Use the character blocks to bring Mo and Awbie into the game!

1. During a game level, choose Awbie or Mo (or both) and place that character block in front of the Osmo Base. Your chosen characters will appear on the corresponding level start markers.

2. Connect a sequence of coding blocks below each character to specify what actions you would like the character to perform.

3. When you’re happy with the sequence, tap the screen to see Mo and/or Awbie follow your coding. When the characters reach the level's finish zone, you've completed the level!
Compile and Run Code Sequences
Key Concept 2

Compiling in Coding Duo is easy with just a tap on the screen — no Play button is required!

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.
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 — Tool
Key Concept 3 - continued

Mo and Awbie each have their own unique actions when the Tool 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 Tool
When Mo uses the Tool 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 Tool
When Awbie uses the Tool 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
Key Concept 4

Coding Duo also supports Subroutine blocks that allow you to store a sequence of code commands into one block.

1. Tap to open the subroutine drawer.

2. Place your coding sequence in front of the Osmo Base and then tap , , or to save your sequence in that Subroutine block. Next, tap to close the subroutine drawer.

3. Place the Subroutine block under a character block and that character will perform all of the actions saved in the subroutine.

⭐ Note: Watch out for nested subroutines. Storing a Subroutine block inside itself will cause it to play itself infinitely!
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'll earn experience points toward 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!

• Tap to enter the steam scientist’s Zeppelin and access the Tutorial Gym.

• Tap to travel to Awbie’s Island and search for Hoppets.

• Tap to travel to Mo’s Island and continue the search for Hoppets.
Inside the Zeppelin — Navigating
Walkthrough 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.

• Scroll to the left of the scientist to see all the Hoppets you have rescued. Tap on the Hoppets to interact with them.
  
  On this side of the Zeppelin, tap 🏋️‍♂️ to enter the Tutorial Gym.

• Scroll to the right of the scientist to see all of the gooseberries you’ve collected.
  
  On this side of the Zeppelin, tap ⛵️ to return to the World Map
  
  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.
Tutorial Gym
Walkthrough 3

The Tutorial Gym is a great place to learn and practice the key concepts in Coding Duo.

1. While in the Zeppelin, scroll to the left side and tap to enter the Tutorial Gym.

2. Tap on an unlocked to enter that level.

3. Use your coding and character blocks to solve the coding puzzle and guide Mo and Awbie to the finish zone!

   Example: In the first tutorial level shown below, guide Awbie to the finish zone by placing Awbie’s character block so it appears on the start marker. Then connect a Walk block with the arrow turned upward and a #3 quantifier attached.
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 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.
Storage Overview
Walkthrough 6

When you're done playing, store your coding and character blocks safely away for the next time you play.

1. Remove the plastic interior blister from your Coding Awbie or Coding Jam box.

2. All coding and character blocks can be neatly stored inside an Osmo Coding box.