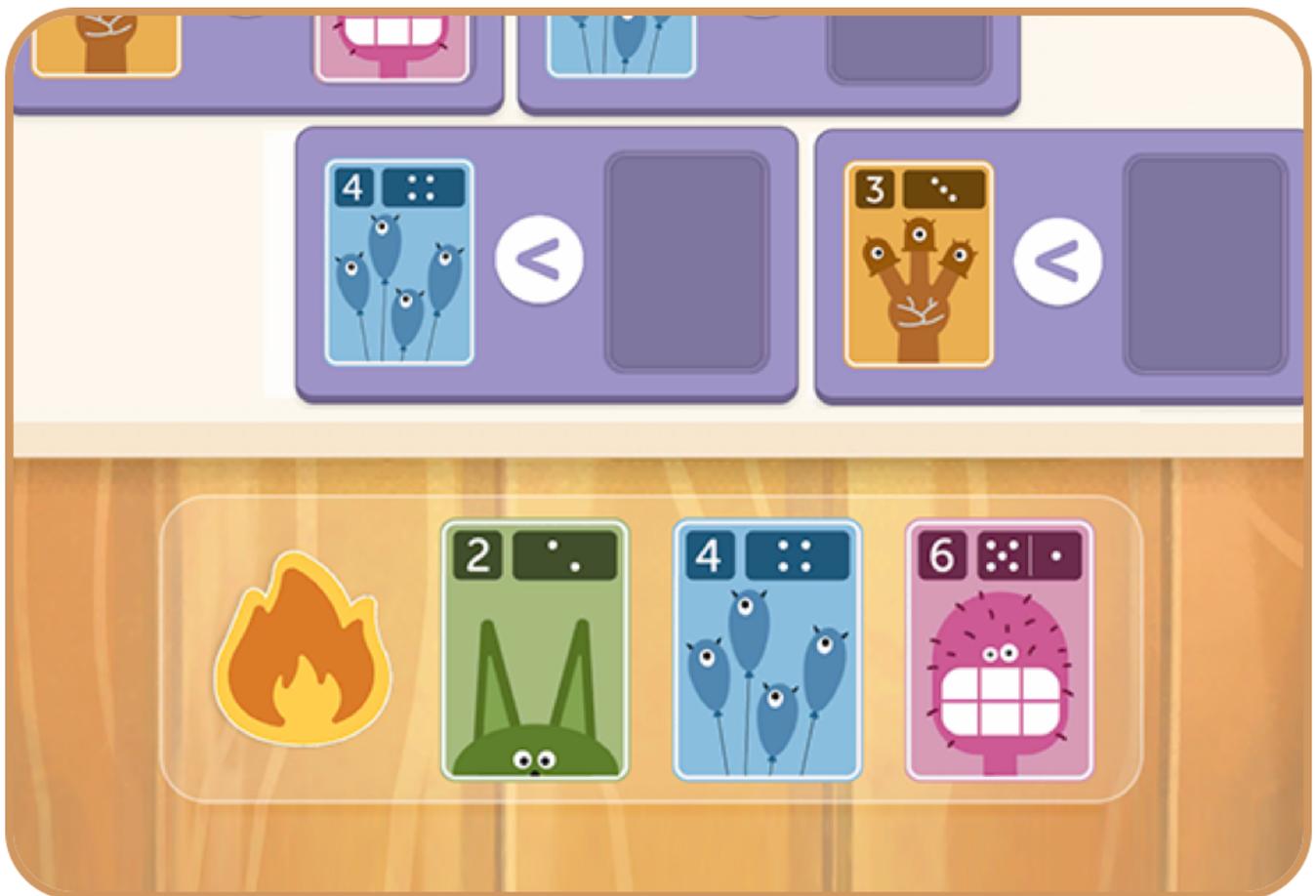




# Getting Started with Osmo Math Wizard & the Magical Workshop: Card Duel

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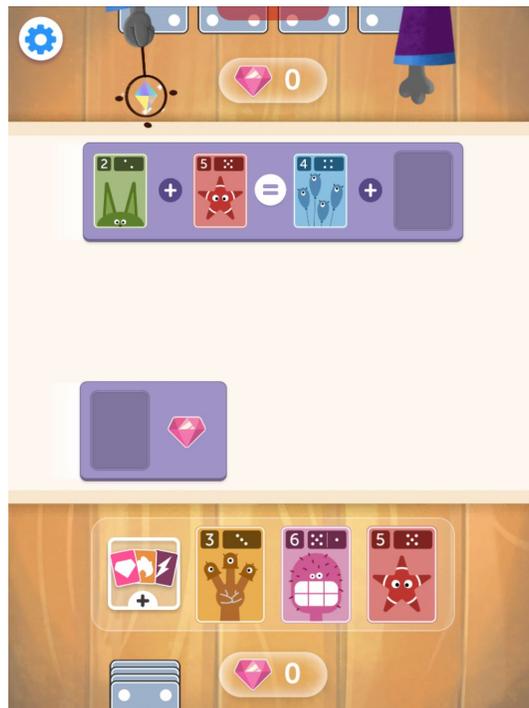
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## What's Included?

The Math Wizard app is home to your Sky Castle, which launches all games in the Math Wizard Series. Most games are unlocked by purchasing Osmo products, but the Math Wizard app includes Card Duel for free. Card Duel is a digital game and does not require an Osmo iPad or Fire Base or any hardware pieces.

## Learning and Game Objectives



### Learning Objectives

Card Duel focuses on number comparison and place value. Children will go on an adventure learning how to add, subtract and compare single and double-digit numbers.

### Game Objectives

Learn how to compare numbers while playing cards with quirky monsters! Find the right card from your hand to play in a duel against the monsters.

# Main Menu Navigation

## Accessing your myOsmo Account

From either the Card Duel Main Menu or Sky Castle, 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. Card Duel is currently offered in English (US, AU, UK, CA), Chinese (Simplified and Traditional), Japanese, French (FR, CA), German, Italian, Dutch, Swedish, Danish, Spanish, and Norwegian.

## Start Playing

Tap  to start playing Card Duel. If this is your first time playing, the game should walk you through how to play.

## Returning to Sky Castle

Tap  to go back to Sky Castle.

## Store for Power-up Cards

Tap  to open the store to buy power-up cards.

## Resetting Progress

You can reset your game progress from the Card Duel Main Menu. Tap  in the upper left corner, then tap "Reset Progress". Be careful! All progress and unlocks will be lost and reset. Note that if you want to reset your Sky Castle instead of Card Duel you should access settings from Sky Castle instead.

## Game Settings

You can edit the game settings from the Main Menu.

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

**Sound:** There are 3 individual sliders for controlling volume: Sound FX, Voice, and Music.

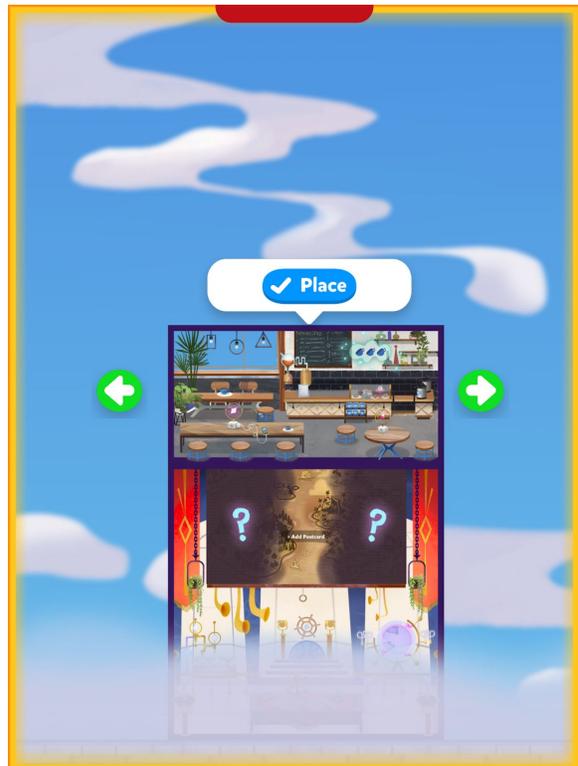
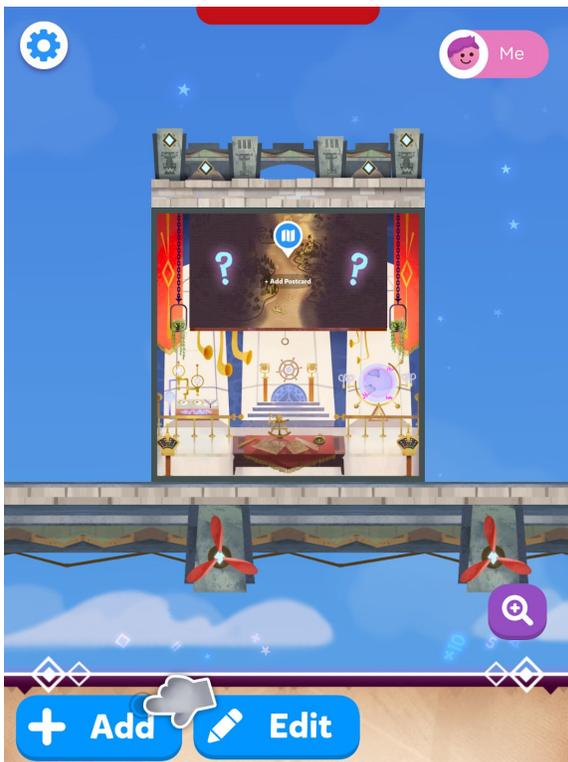
# Sky Castle: Adding the Blue Brew Cafe

## Sky Castle

Every game you own in the Math Wizard series can be accessed through Sky Castle. Sky Castle is a home where you can place rooms that lead to games.

Once you open the app, you'll enter Sky Castle and after the tutorial you'll find the Blue Brew Cafe in the Add Room menu.

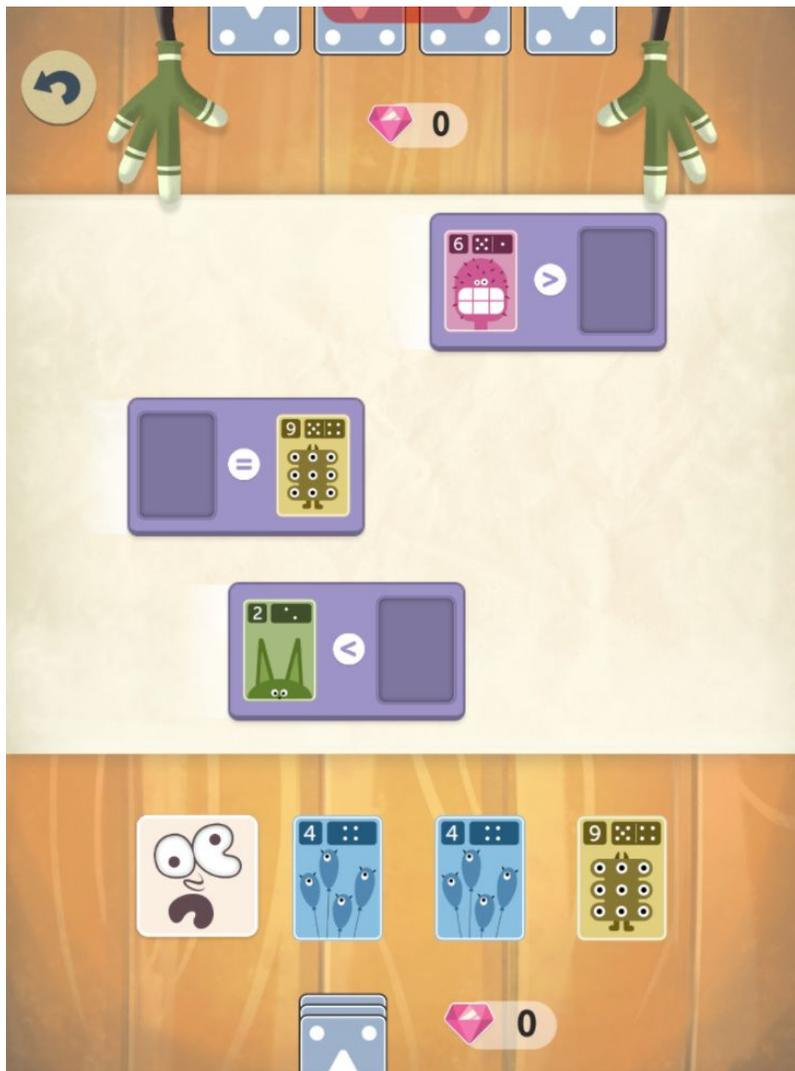
1. When you go through the tutorial, you will unlock The Blue Brew Cafe.
2. In the bottom left corner, tap **+ Add** to bring up the rooms menu.
3. Next, tap the **+ Add** button on The Blue Brew Cafe.
4. In your Sky Castle, tap on any spot to place the room. You've added the The Blue Brew Cafe!



# Game Setup

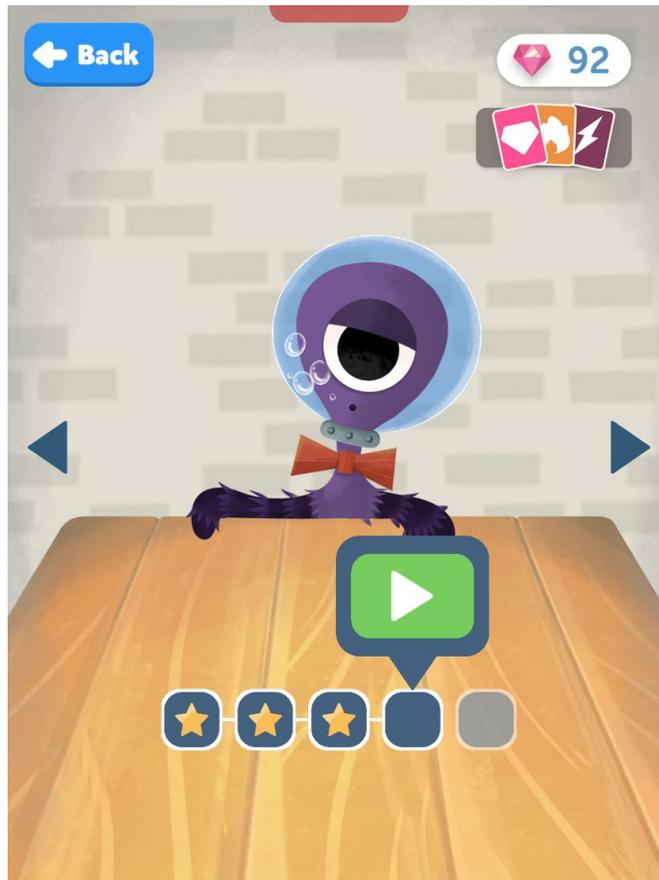
To get started, grab your compatible tablet device!

1. Make sure you have the Math Wizard game app installed and ready to play.
2. Enter Sky Castle and add The Blue Brew Cafe room to your Sky Castle.
3. Tap the  above Thinky, the rock monster, then tap  to start loading Card Duel.
4. Tap  to start playing!



## Selecting a Level

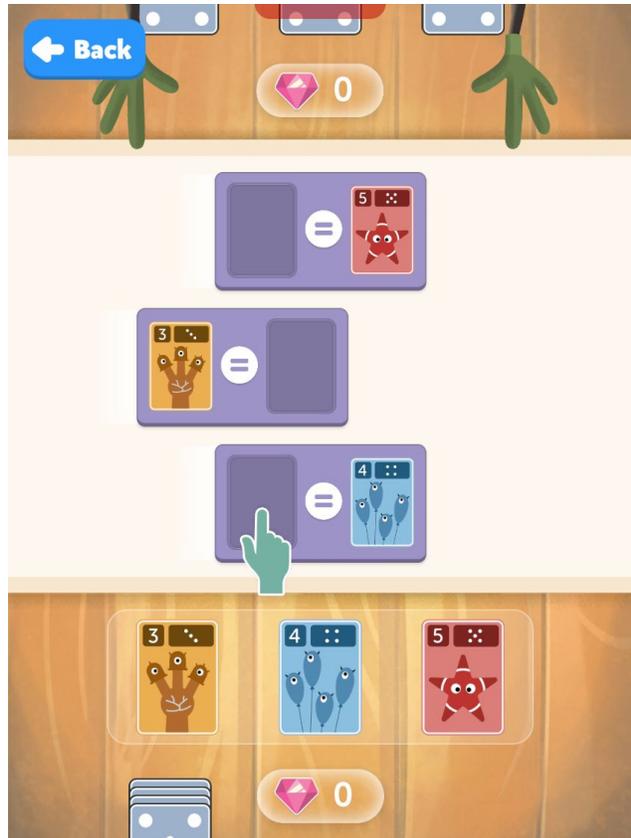
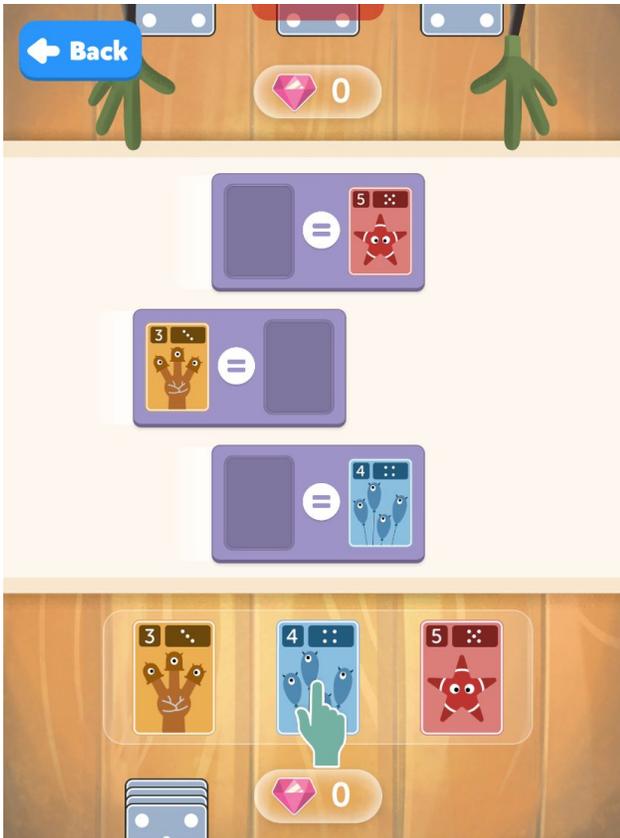
To select a level, first tap on any of the  buttons, then tap  to play the level.



There are 5 monsters in Card Duel, each with 5 levels. You will unlock the next monster once you've completed all 5 levels with your current monster.

## Dragging a card into the boat

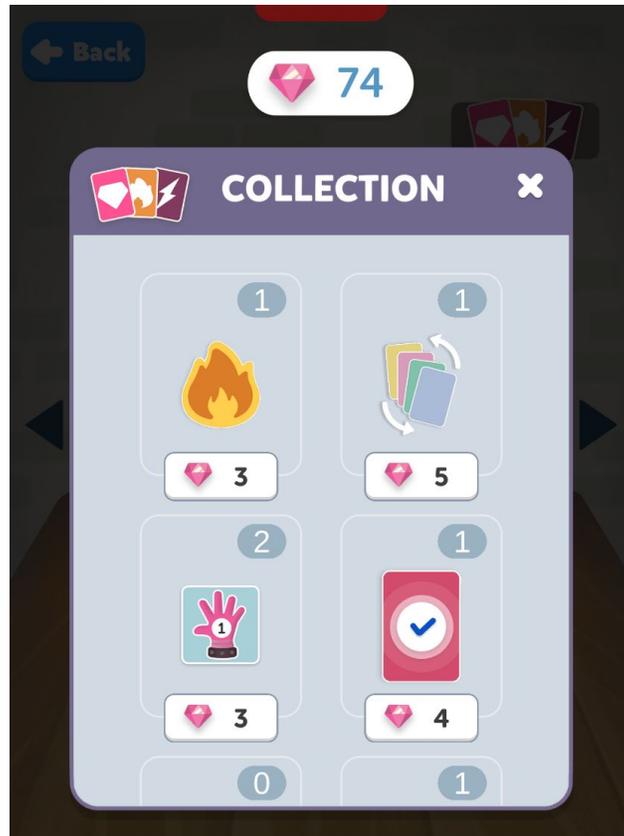
In every level, math statement *boats* go from the left edge of the screen to the right edge. The first player to complete the math sentence correctly by dragging a card from their hand to the boat gets the gems reward. The player with the most gems wins the round. In order to complete the math sentence, drag a card from your hand into the empty slot in the boat.



## Buying and Using Power-ups

At the end of every level, children are awarded with a power-up card that goes into their collection. Power-up cards can be used in any level to improve their chances of defeating the monster in the duel. Power-up cards can be purchased with gems collected during the level. The Collection can also be

accessed by pressing the  button from the main menu.



Power-up cards can be used at any point during a level to change the cards in your hand, to change the state of the boat, or affect the monster. When you start dragging the power-up card, certain areas on the screen are highlighted. To use the power-up, drag the card to any of those spots.

## List of Power-ups

Complete list of all power-up cards and their power is listed below:

	Discards a card from your hand and a new card is drawn from the deck.
	Add 1 to any of the cards on the screen.
	Subtract 1 from any of the cards on the screen.
	Duplicate a card in your hand to have two of the same number.
	Discard a boat from the screen and spawn a new boat.

	<p>Disorient the monster to force them to solve the boats incorrectly for a few seconds.</p>
	<p>Magically solve all the boats on the screen.</p>
	<p>Freeze the monster to stop the monster from solving any boat for few seconds.</p>
	<p>Attract any gems going to the monster and add them to your collection.</p>
	<p>This card can be used as any numeric card. Scroll through the list and pick a number you like.</p>
	<p>This card can be used as any power-up card. Scroll through the list and pick a power-up you like.</p>
	<p>For the next few seconds, get double/triple reward for every boat you successfully solve.</p>

	<p>Shock any boat you like and prevent the monster from solving that boat.</p>
	<p>Discard all the cards in your hand and draw new cards from the deck.</p>
	<p>Steal gems from the monster.</p>
	<p>Steal a random power-up card from the monster.</p>
	<p>Magically solve a boat by placing this wildcard in the boat.</p>