



Getting Started with Osmo Numbers

Updated 05.20.2021
Version 1.1.0



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What's Included?

Each Osmo Numbers game contains 40 Numbers Tiles and a stackable storage container.



“1” dot
Quantity: 10



“2” dot
Quantity: 6



“5” dot
Quantity: 4



“1” Number
Quantity: 2



“2” Number
Quantity: 2



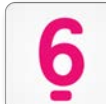
“3” Number
Quantity: 2



“4” Number
Quantity: 2



“5” Number
Quantity: 2



“6” Number
Quantity: 2



“7” Number
Quantity: 2



“8” Number
Quantity: 2



“9” Number
Quantity: 2



“0” Number
Quantity: 2


Game Setup

To get started, grab your Osmo Base and Reflector, **compatible device** ([check here](#)), and Osmo Number Tiles. The Osmo Numbers app is available free of charge on the App Store (for compatible iPads) and on Amazon (for compatible Fire tablets). **Download from:** playosmo.com/getnumbers

1. Set your tablet into the Osmo Base and push the Red Reflector down over the camera.
2. Follow the onboarding prompts and have the Osmo Numbers app installed and ready to play.
3. Remove your Numbers Tiles from the stackable container. Set them aside within easy reach.
4. Open the Osmo Numbers 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. Osmo Words currently only supports American English gameplay, but will have on-screen text in English (US), English (UK), French (FR), French (CA), German, Spanish, Italian, Danish, Dutch, Norwegian, Swedish, Chinese (Simplified), Chinese (Traditional), and Japanese.

Resetting All Game Progress

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

Audio Settings

- Tap  and use the toggles to turn on or off Music or Sound Effects.


Returning to the Main Menu

- Tap  or  to return to the **Main Menu**.

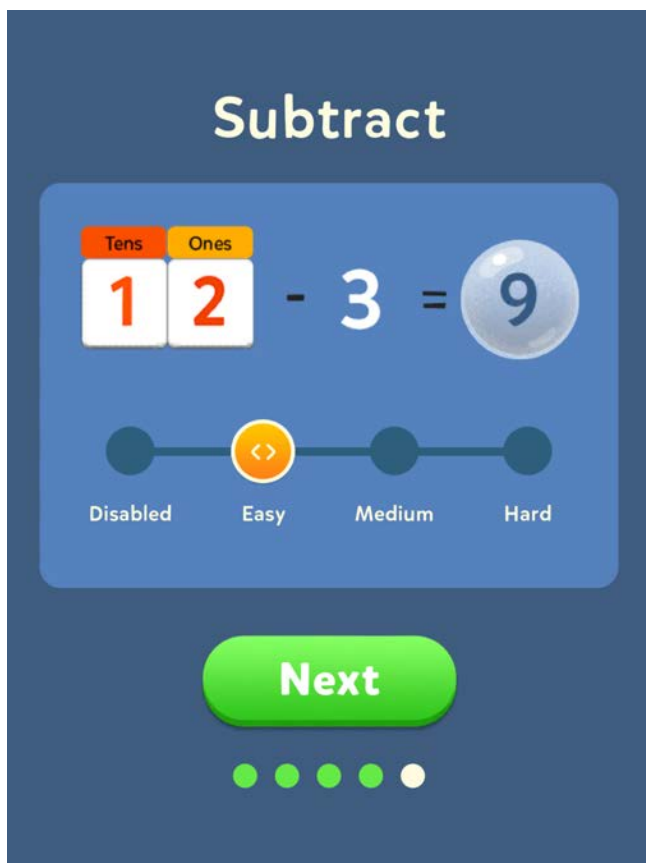
Math Mode Settings

Math difficulty in Osmo Numbers is controlled through the Math Mode Wizard. This Wizard is accessible **two ways**. At the start of the game, you will be prompted to set the initial level of difficulty. First choose your math difficulty levels, and adaptive learning will help you play at the level that is right for you.

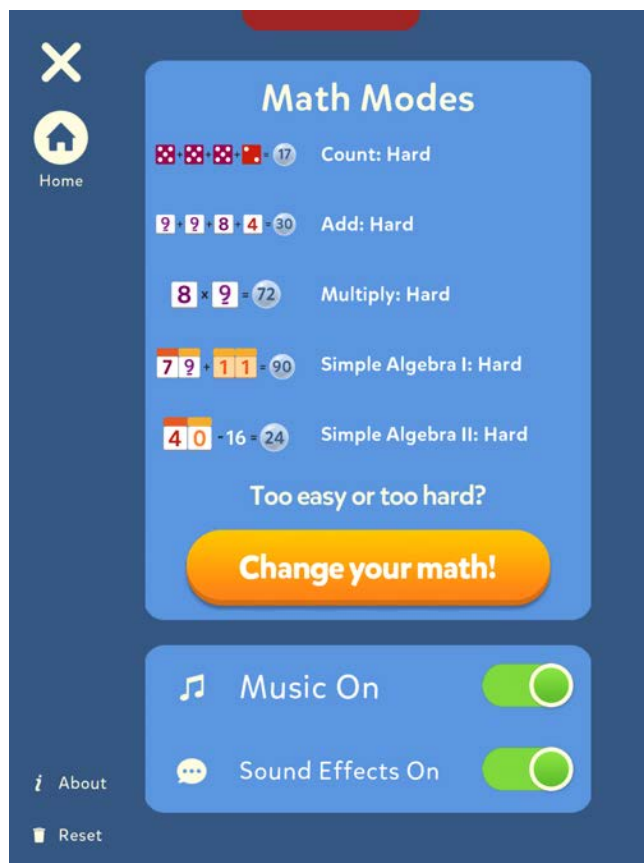
You're also able to increase or decrease your difficulty settings at any time by going back to settings.

1. Tap  on the start menu, then tap the **Change your Math!** button
2. Select your desired level of difficulty. Difficulty increases as you go down the list.
3. Tap the **Confirm** button to save your settings.

Once you have selected your math modes, the game will pick between the modes you have selected and distribute them throughout the game. If you think a mode is too easy or hard, you can always go back to your difficulty settings and re-adjust. The game progress will remain unaltered.



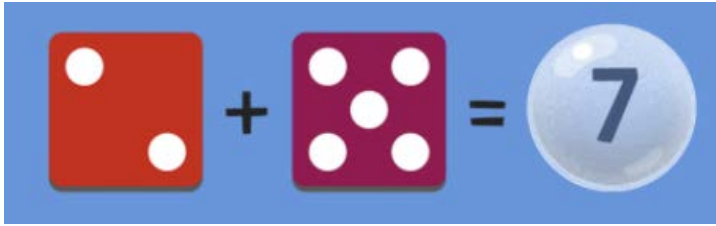
Set your difficulty at game start



Manually change your difficulty

Count Mode

In this mode, you play only with **dot tiles**. Place them together side by side to add them together.



We recommend this mode for ages 4 through 6. The "Easy" setting shows sums up to 10, the "Medium" setting shows sums up to 15, and the "Hard" setting shows sums up to 20.

Add Mode

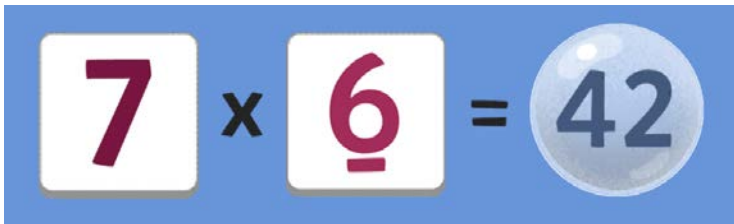
In this mode, you play only with your **number tiles**. Place them together side by side to add them together.



We recommend this mode for ages 6 through 8. The "Easy" setting shows sums up to 15, the "Medium" setting shows sums up to 25, and the "Hard" setting shows sums up to 35.

Multiply Mode

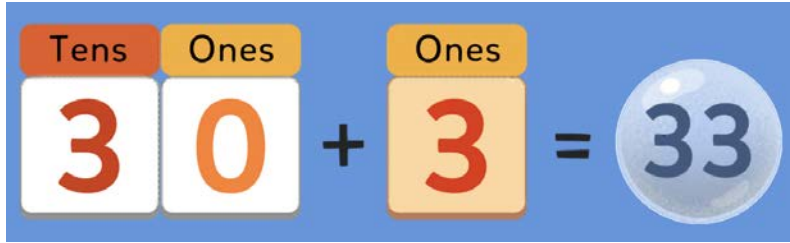
In this mode, you play only with your **number tiles**. Place them together side by side to multiply them together.



We recommend this mode for ages 7 through 9. The "Easy" setting shows sums up to 16, the "Medium" setting shows sums up to 36, and the "Hard" setting shows sums up to 81.

Simple Algebra I

In this mode, you play only with your **number tiles**. Place them together side by side to form a bigger number. For example, a 3 and a 0 tile becomes 30. On screen, there will be an additional number provided by the game that **adds** to the number you form with your number tiles. Find the right number to satisfy the equation.



We recommend this mode for ages 7 through 12. The "Easy" setting shows sums up to 23, the "Medium" setting shows sums up to 25, and the "Hard" setting shows sums up to 50.

Simple Algebra II

In this mode, you play only with your **number tiles**. Place them together side by side to form a bigger number. For example, a 2 and a 5 tile becomes 25. On screen, there will be an additional number provided by the game that **subtracts** to the number you form with your number tiles. Find the right number to satisfy the equation.

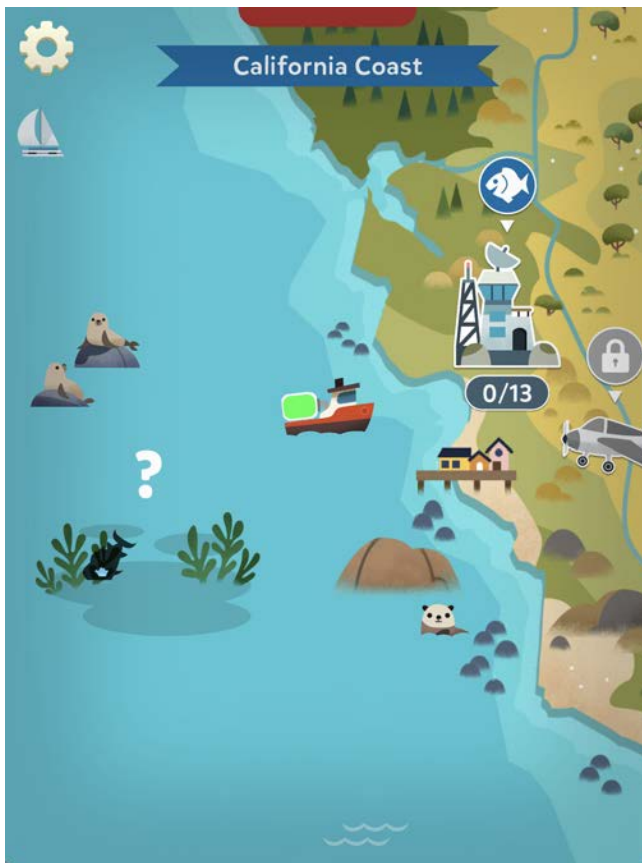


We recommend this mode for ages 7 through 12. The "Easy" setting shows sums up to 10, the "Medium" setting shows sums up to 20, and the "Hard" setting shows sums up to 40.

Navigating the Game

Osmo Numbers helps players exercise their math skills. The game includes over 50 levels, divided into 4 geographical regions.

1. Start the game by tapping **Play** on the main menu.
2. After the initial introduction level, you will be taken to the California Coast.
3. Tap anywhere on the map to navigate your boat to that area.
4. Tap on any of the **black sea animal silhouettes** in the ocean to play a new level.
5. Once you've collected a new sea animal, you can play new levels to collect more of that type.
6. **Collecting 5 sea animal types** will unlock the plane so you can fly to the next geographical region!
7. For each subsequent region, collecting 10 and 25 sea animal types will unlock the next region.



Tap on a black sea animal silhouette to play



Tap on the plane to travel to a new region

Playing the Game

Help the Research Station by taking out the research boat and finding all the sea animals to fill up their database! To find a sea animal, you'll need to burst all of the bubbles above them. **To burst a bubble, place the correct tiles in front of the Osmo.**

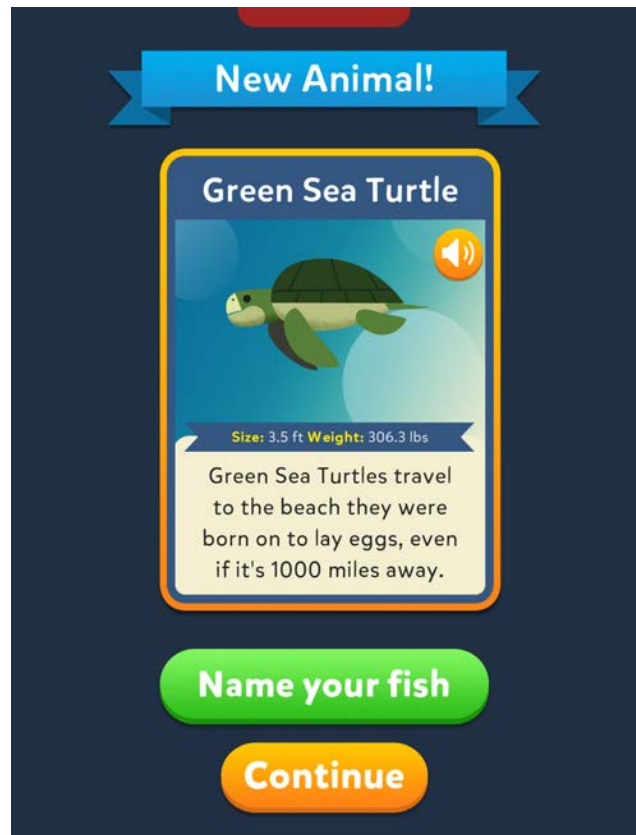
Pay special attention to the math mode that you are in.

- **Count:** place the Dot tiles that count up to match the number on a bubble
- **Add:** place the Number tiles that add up to match the number on a bubble
- **Multiply:** place the Number tiles to multiply together to match the number on a bubble
- **Special Algebra I:** place the Number tiles to form them into a bigger number to fill in the equation on screen, so that you can match a number on a bubble
- **Special Algebra II:** place the Number tiles to form them into a bigger number to fill in the equation on screen, so that you can match a number on a bubble

Note: Collect the fish before the boat runs out of battery. When the boat is low on battery, you'll hear a beeping sound. If you run out of battery, the level ends and you will end up back at the Research Station






Use your tiles to match the bubbles



Collect the sea animals!

Viewing Your Sea Animals

You can view and name your sea animals at the Osmo Marine Research Station. The meter under the Research Station shows how many types of sea animals you've already collected. To view your sea animals:

1. Tap on the Research Station
2. Tap on  to view your entire collection for that region
3. You can swipe left or right to view each sea animal.
4. Tap on  to hear the sea animal facts out loud
5. Tap on  to type a name for that sea animal.



Recent sea animals collected



View details for each sea animal

Power Ups

In some of the levels, you'll encounter Power Ups that can help you clear the level! Burst bubbles to bring these powers up to the surface and watch them go!

	Battery refills your boat's battery.
	Bubbles will automatically burst when they reach the surface or if you burst a bubble next to them.
	Lightning Bubbles zap and burst other bubbles that have the same number as the chain lightning bubble.
	Rain Bubbles causes a rain shower that bursts all of the bubbles at the top of level.
	Boom Bubbles will explode and burst all of the bubbles close to it.

Best Practices for Effective Osmo Detection



1. Keep hands and fingers away from the pieces 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 pieces close to your device so the camera can see them.
4. Play Osmo Numbers 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 pieces 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 Numbers Tile?

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

Can I clean the pieces?

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

Looking for the Osmo Numbers Education guide?

You can access the legacy [Getting Started Guide here](#).