





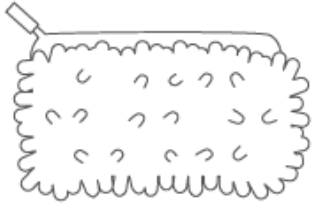
Getting Started with Osmo Monster

Updated 4.13.2017
Version 1.3.4



What's Included? (Creative Set)

- 1 x Osmo Creative Board
- 6 x Yoobi Erasable Markers
- 1 x Blue Fuzzy Pouch

	Osmo Creative Board Quantity: 1
	Yoobi Erasable Markers Quantity: 6
	Blue Fuzzy Pouch Quantity: 1

Menu Navigation

- Start Game
 - Tap the “Play” button from the title screen.
- Rewatch a previous adventure or magic show story.
 - Tap the “Gallery” button from the title screen.

- Starting a magic show.

- Tap the “Play” button from the title screen.



- Tap the icon.

- Go on an adventure.

- Tap the “Play” button from the title screen.



- Tap the icon.

- Building Mo’s house.

- Tap the “Play” button from the title screen.



- Tap the icon.

- Edit a previously made drawing.



- Tap the icon while the drawing that you want to edit is onscreen.



- Tap the icon to open a redraw screen.
- Make a new drawing.



- Tap the icon to capture it for Mo.
- Close this screen and unpause the game.

Game Manual

A. Object of the Game

The goal of Monster is to help Mo create his world and play with Mo with drawings. You can help Mo create his house, go on an adventure with him, or be Mo’s assistant in a magic show.

B. Mo’s House

Mo's house is the starting point each time you enter the game from the main menu. Within Mo's house there are 5 rooms. Bedroom, Adventure Room, Magic Show Room, Kitchen, and Bathroom. Within each of these rooms the player can engage with Mo on either a decoration action and a play action. Rooms can be navigated using the buttons and arrows on the bottom of the screen.

C. Magic Show

Within the Magic Show Room you can engage with Mo on uniquely created magic show using your drawings. Each show changes based on what Mo asks for and what tricks Mo does. After completion, shows are saved to your Gallery, accessible via the title screen.

D. Grand Adventure

Within the Adventure Room you can use the door to Mo's house to go on a variety of adventures with Mo. Each adventure changes based on what Mo asks for and where Mo goes. After completion, adventures are saved to your Gallery, accessible via the title screen.

E. The Gallery

The Gallery is a list of the previous Magic Shows and Grand Adventures that you've done with Mo. These can be revisited at any time from the main menu and pressing the "Play" button. Additionally, a copy of the same story but with new drawings can be created by pressing the "Pencil" icon from within the Gallery.

Tips and Tricks

Can I fix a drawing after Mo grabs it?

Yes, if you pause the game while the drawing is visible on screen you will see a pencil icon. Click that pencil icon to open up a redraw screen. From there you can make a new drawing, then touch the green camera icon to capture it for Mo. Once you are happy with your drawing in the game, close this screen and un-pause the game.

Best practices for effective Osmo detection



1. Place the Creative Board flat against the Osmo Base so that the Osmo logo is closest to the screen.
2. After drawing, keep hands and fingers away from the drawing so that Mo can see it.
3. Keep the reflector placed squarely in the center so the camera can see the Creative Board.
4. Play Monster in a well lit room.
5. Draw or place objects for Mo squarely on the Creative Board.
6. If you experience any issues despite this setup, please reach out to **support@playosmo.com** for assistance.