



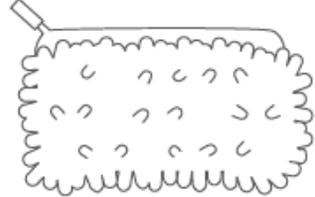
Getting Started with Osmo Newton

Updated 5.25.2017
Version 2.6.7



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

- Bounce
 - Tap Bounce to bounce on into Newton! There are 61 levels of Bounce.
- Roll
 - Tap Roll (once unlocked with Creative Board) and enjoy any one of 18 slightly more difficult rocking and rolling levels!

Game Manual

Object of the Game

Use your creative noggin and inventive objects like a hand-drawn basket, Grandma's glasses, Dad's keys, or anything around you to guide falling on-screen balls into targeted zones. Osmo Newton is very much *your* game. Grab any object near you to help you hit targets for points and to reach more levels.

Achievements include:

Winner: Complete 3 levels.

Two-Pointer: Hit 2 targets at the same time.

Achiever: Complete 9 levels.

Hat Trick: Hit 3 targets at the same time.

Grand Slam: Hit 4 targets at the same time.

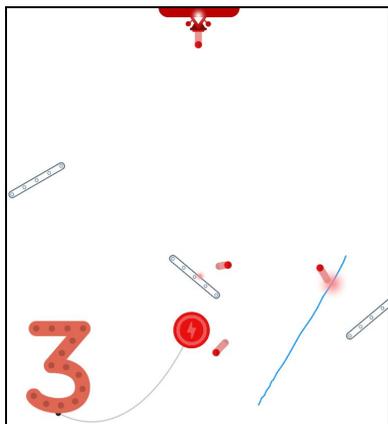
Overpopulated: Keep 100 balls on screen at the same time.

Completionist: Complete all levels.

Efficient: Complete 5 levels without losing any balls off screen.

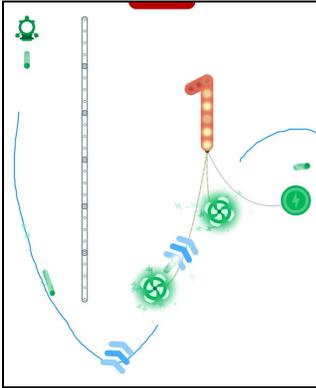
Fission: Break 100 balls inside walls.

Bounce



Use the objects in front of your iPad to bounce the balls toward the balloon targets. Hit each target four times to make it charge, then move on to a more challenging round.

Roll



In the Roll level, balls roll along lines, so the player must draw paths rather than bounce the balls to their targets

Tips and Tricks

- Balloon targets require 4 hits from balls of the same color to explode. All balloons need to be exploded to finish a level.
- Fans need balls of the same color passing through them to power up. All fans in a level must be spinning fast enough to complete the level (I believe they shoot out sparks when they're fast enough)
- Balls bounce off grey walls.
- Color changers do just that - they change balls from one color to another. This can be useful when you need to change purple balls to green so they can hit a green balloon, for example.
- Some levels utilize "No Draw" zones (represented by a white bubble) that don't allow for lines to exist. Players have to redirect the ball *away from* or *through* these zones through other means.
- Rolling levels were designed to take advantage of the different physics from Bounce, so certain puzzles are best completed by making ramps or loops.
- More complex levels might require you to think about several different elements at once, especially some of the later Roll levels. Look for ways to mix and match the different gameplay elements to complete each round.
 - For example: You may need to use a "teleporter" to get balls of one color into a different part of the level so that they can more easily go into a "color changer".
- Speed boost arrows are normally placed as a hint towards the direction you might want the balls to go to easily complete the puzzle.
- Only certain colors can "complete" that color's targets (like the balloons or fans), however "grey" targets can be satisfied by balls of any color.

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.