



Getting Started with Osmo Numbers

Updated 12.04.2018
Version 1.8.0



What's Included?

Each Numbers set contains 40 game play pieces!

- 10 x 1-dot.
- 6 x 2-dot
- 4 x 5-dot
- 2 each of 0 - 9 number tiles.



“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



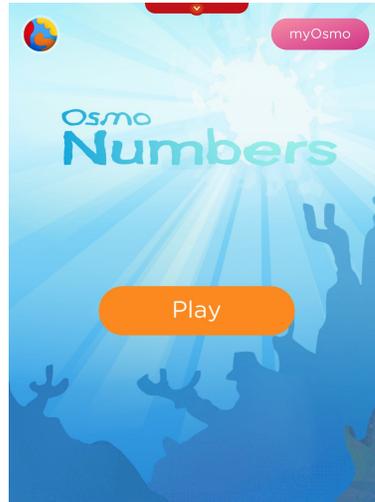
“9” Number
Quantity: 2



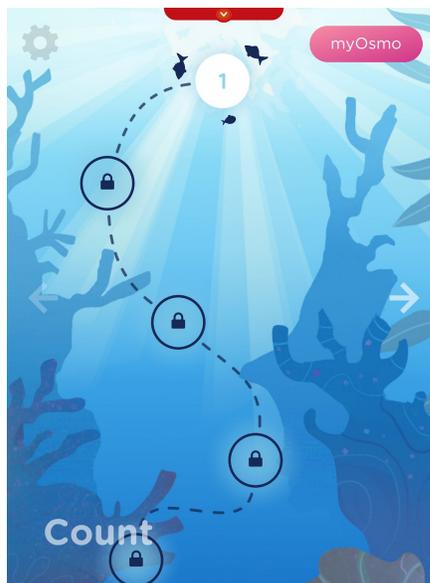
“0” Number
Quantity: 2

Menu Navigation

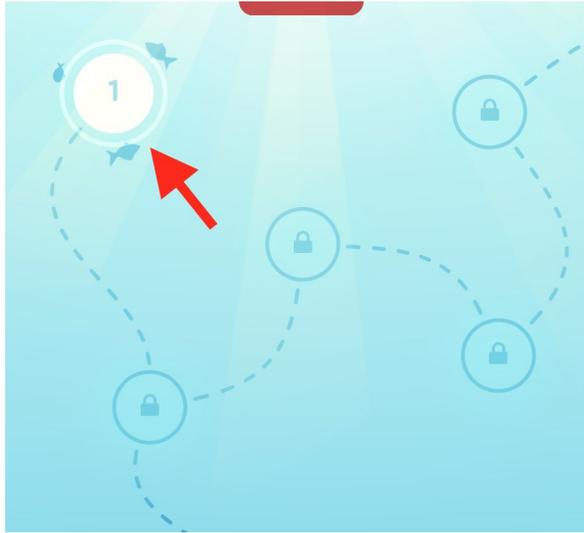
- Starting a new level:
 - First tap the Play button to get started.



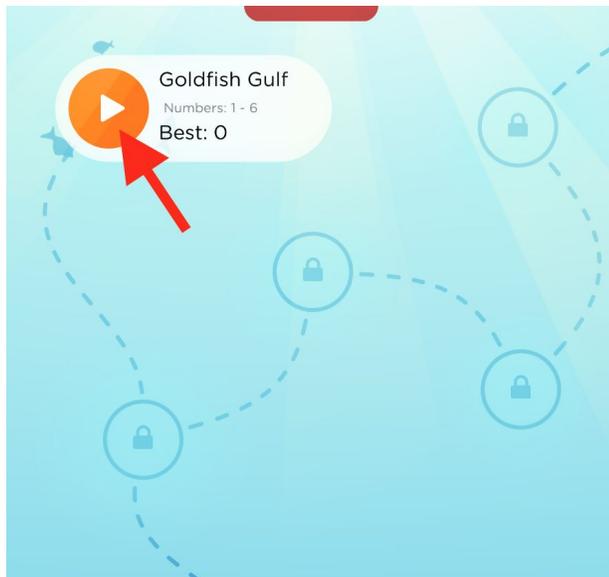
- Next, swipe left and right to choose a game mode (Count, Add, Connect or Multiply). You can also switch modes by tapping the white arrows on the left and right sides of the screen.



- Tap the number of the level that you want to start. This will show you the name of the level and your current best score if you've played it before.

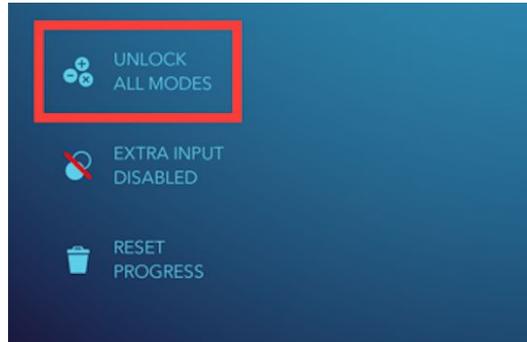


- Then tap the orange play button to start the level.



- Enabling all modes
(for educators who wish to access later modes for curriculum use)

- From the main menu, tap the  icon.
- From there, tap “Unlock All Modes”.



- Enabling all levels
(for educators who wish to access later levels for curriculum use)

- After all modes have been unlocked, tap the  icon.
- From there, tap “Unlock All Levels”.



Game Manual

A. Object of the Game

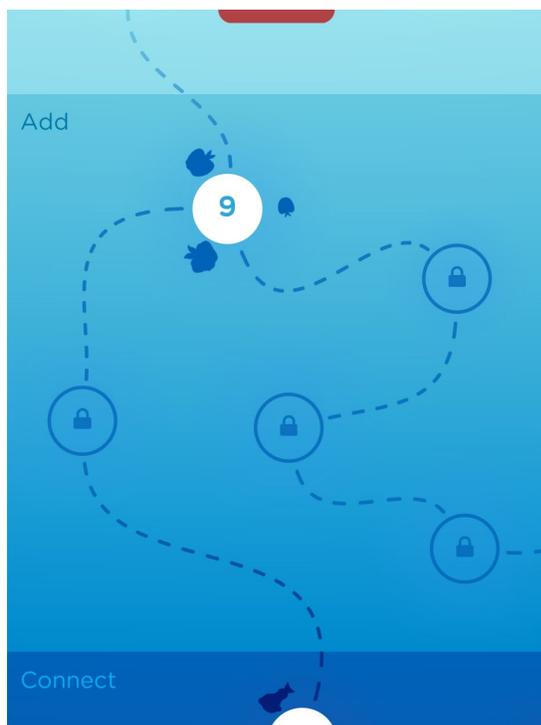
The goal of Numbers is to collect all of the fish! You can do this by unlocking all levels and trying to get the highest score possible. There are over 90 fish that you can find in the game. And each mode / depth contains different types of fish to discover, including tropical fish, food fish, instrument fish and even monster fish!

B. Game Modes

The app starts with “Count” mode, which makes use of the dot tiles. As you play the game and unlock levels, other modes will become available including “Add”, “Connect” and “Multiply” - which use the number tiles.

C. Level Maze

The maze represents your path through all the modes and levels in the game. You can play levels that are unlocked anytime. Some levels may display a padlock icon; you need to unlock these levels first to play them. They can be unlocked by playing earlier levels that are connected to them by dotted lines. Save a fish in the earlier level to unlock the next level.

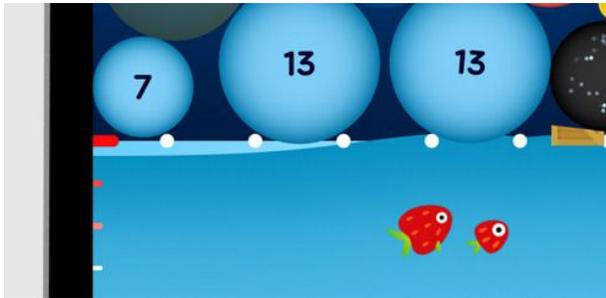


D. Popping Bubbles and Targets

Bubbles can be popped when they are touching the row of small white dots at the top of the fish tank. You can pop bubbles by placing tiles in front of iPad such that their total matches the number inside the bubble. Remember, the bigger the number inside the bubble, the more water it adds to the tank when it pops.

The way that Osmo interprets your tiles depends on which mode you are playing. In “Count” and “Add” mode, all the tiles visible to Osmo will simply be added up to form the total. In “Connect” and “Multiply” mode, tiles that are close to one another take on a special meaning. In “Connect” mode, they are joined together to form a bigger number. For example, a 3 tile and a 6 tile placed next to each other will be interpreted as 36. In “Multiply” mode, the same tiles would be multiplied, forming 18. Any tiles that are placed away from a group of closely placed tiles will be added, just like in “Count” or “Add” mode. Continuing the example above, a 2 tile placed away from the 3 and 6 tiles would bring the total up to 38 for “Connect” mode and 20 for “Multiply” mode. Remember, you can have more than 2 tiles forming a close group too. Also, you can have several close groups and several “away” tiles in a single move for maximum flexibility in forming totals.

E. Level End



The level ends when you fill up the tank with water.

F. Number Combos

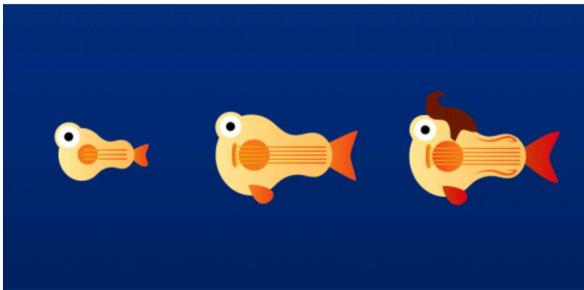
Combos are earned when you pop at least 2 or more water bubbles with a single move. For example, if there are two 6s, then put down two tiles that equal 6 (e.g., 2 + 4). This way both 6s will pop simultaneously giving you bonus points AND will evaporate so the tank won't fill up so fast. Try to strategize such that more than one of the same number becomes active before you target it (when possible). Another example: If there are three 10s, then place 3 tiles that equal 10 (e.g., 5 + 3 + 2). This will result in a triple combo!

G. Power-Ups

- The Lightning bubble eliminates all bubbles that match its number without adding water to the tank. Try to get as many at once as you can, you get extra bonus points for each bubble in the chain!
- The Mystery Crate gives you decorations or fish food that will help you grow your fish and earn more points.
- The Bomb removes all the targets near it, helping you clear out an area quickly, without adding water to the tank.
- The Sponge removes water when it falls into the tank, so you can play longer and have more time to unlock all the fish and get the highest score possible.
- The longer it stays on the top of the screen, the bigger it gets and the more water it will remove when you get it into the tank.
- The Tornado goes through the top of the screen and rearranges the bubbles.
- The Wormhole consumes any objects nearby and spits them out at the top of the screen.
- The Hook takes a fish out of the tank and puts it back on the top of the screen. Let the hook take one of your fish and then get it back into your tank again for more points!

Tips and Tricks

How do I get the third fish?



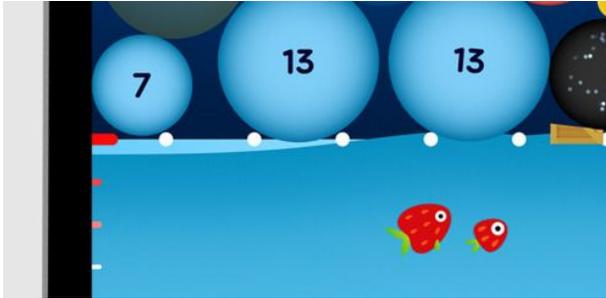
In Numbers, each level allows you to unlock three new fish. Out of them, the third fish is always the most interesting and fun. However, it is also the most challenging to unlock. Here is our top three tip to help you catch the third fish every time!

1. Maximize your score



When playing, having a high score will make the game spawn the next version of the fish. You should always keep an eye on your score, which is located at the top right corner of the screen.

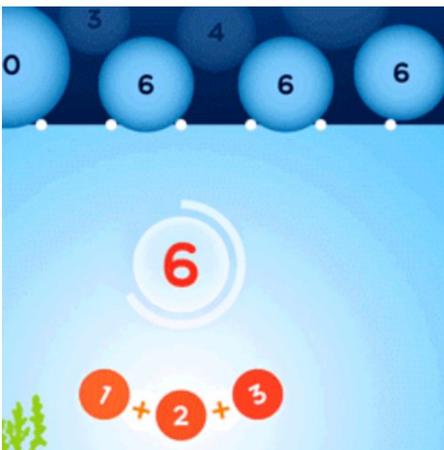
2. Keep the water low



The game is over when the water hits the ceiling level. Because getting a high score takes time, you want to make your game last as long as possible. This is why you need to keep the water as low as possible. To do so, try to pop the special bubbles such as the bombs, electric or tornado bubbles. These bubbles increase your score without changing the water level.

If you see a sponge, try to keep it out of the water as long as possible. It will grow after every turn, and when it touch the water, it will decrease the water level significantly!

3. Go for combos



The best way to get a high score is to do combos. Combos are done when you pop multiples bubbles at once. To do so, wait until you have more than one active bubble of the same number. In the example above, there are three “6” bubbles. Using three or more tiles will allow to pop them all at once, giving you a 3x combo. Also, notice that none of the bubbles produced water drops, thus keeping the water unchanged. Truly, combos are the best way to get the third fish!

Storage Overview



Place numbers and dots in their separate trays.

Best practices for effective Osmo detection



1. Keep hands and fingers away from game pieces after placing them so that Osmo can see it.
2. Keep the reflector placed squarely in the center so the camera can see the board.
3. Play Numbers in a well lit room.
4. If you experience any issues despite this setup, please reach out to support@playosmo.com for assistance.