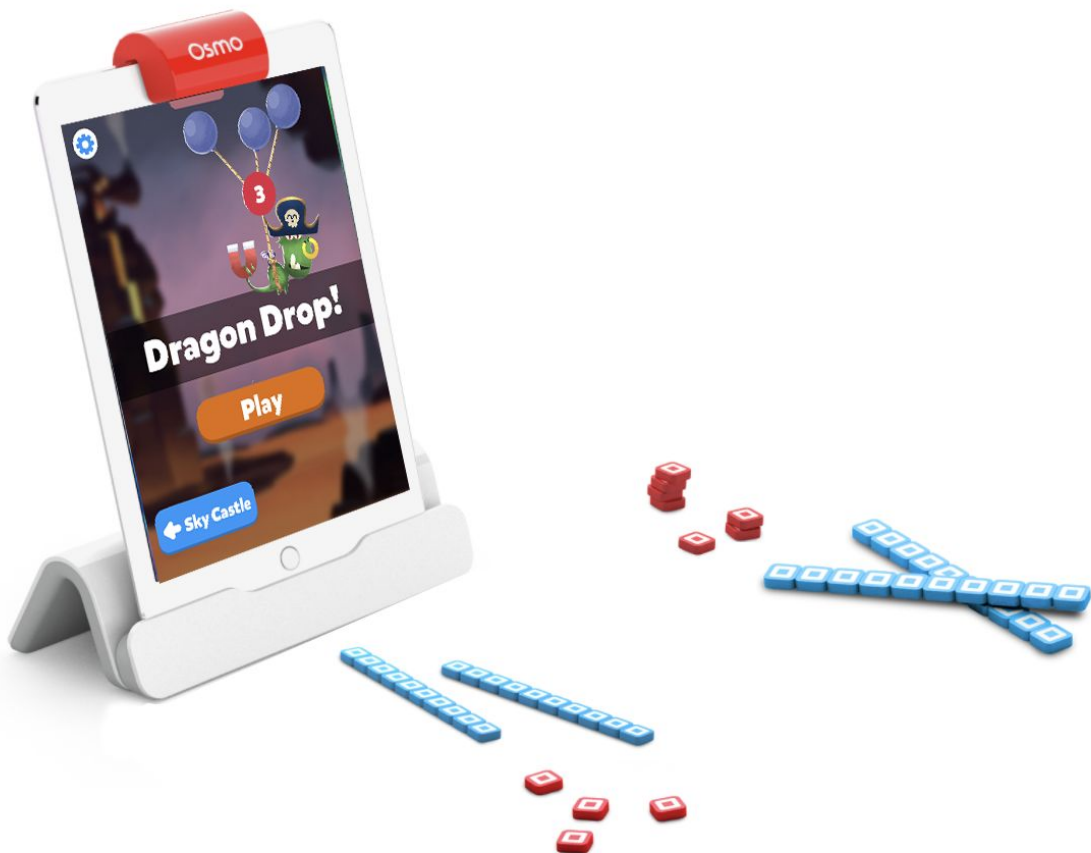




# Getting Started with Osmo Math Wizard & the Magical Workshop: Dragon Drop

Updated 10.06.2020

Version 1.1.0




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## What's Included?

Math Wizard and the Magical Workshop includes several games; all of these games will be accessible via rooms in your Sky Castle, but this guide is specifically for Dragon Drop.

### Materials

- 28 Red Counting Cubes 
- 6 Blue Counting Rods



### Don't forget to also grab your Osmo iPad or Fire Base!

(Base not included with Math Wizard & the Magical Workshop)



**iPad Base**



**Fire Base**

# Learning and Game Objectives



## Learning Objectives


Dragon Drop focuses on concepts of addition and subtraction. Children will go on a flying adventure learning how to add and subtract single and double digit numbers.

## Game Objectives

In this game, children will help dragons fly using balloons, jetpacks, rockets and more. Add the right amount of rods/cubes to help dragons reach the correct floor. Discover new dragons as you play, each with their own quirk and fun mechanic!

# Main Menu Navigation


## Accessing your myOsmo Account

From either the Dragon Drop 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. Dragon Drop 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 Dragon Drop. 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


Tap  to open the Store. You can buy different balloon lifters and clothing items for the dragons in the Store.

## Resetting Progress

You can reset your game progress from the Dragon Drop 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 Dragon Drop 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 Difficulty and Sound settings.

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

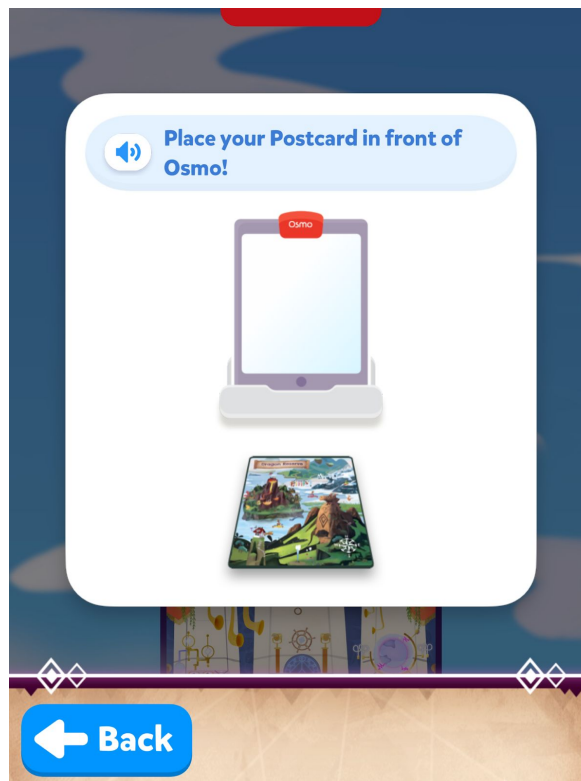
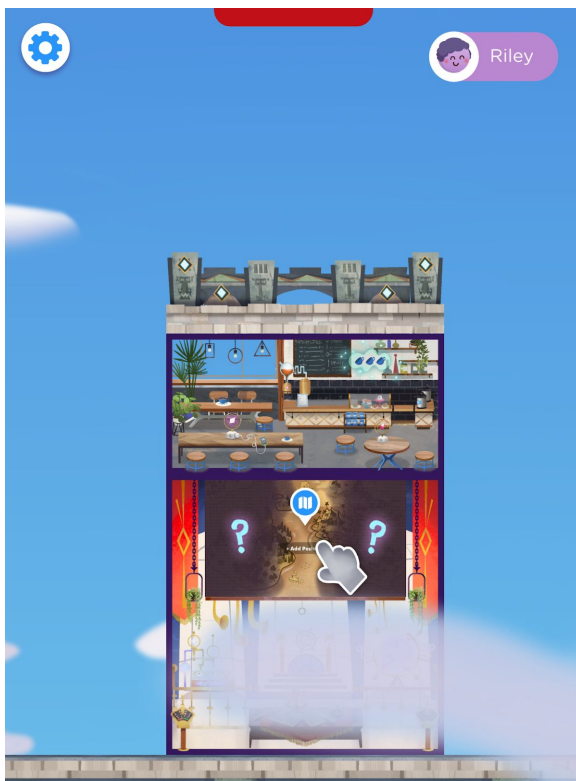
# Sky Castle: Using Your Postcard

## 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. To play Dragon Drop you'll need to use your postcard to unlock and place the Airport.

Once you open the app, you'll enter Sky Castle and can use your postcard to unlock the Airport.

1. When Mumbles asks if you have a postcard, select **Yup!**  
*Note:* You can still add the postcard even if you select **Nope**
2. Tap on the navigation room. It's the bottom room with a large map!
3. Next, tap **+ Add Postcard**
4. Place the Postcard in front of your device as pictured. You've now added Wyverndell to your map!

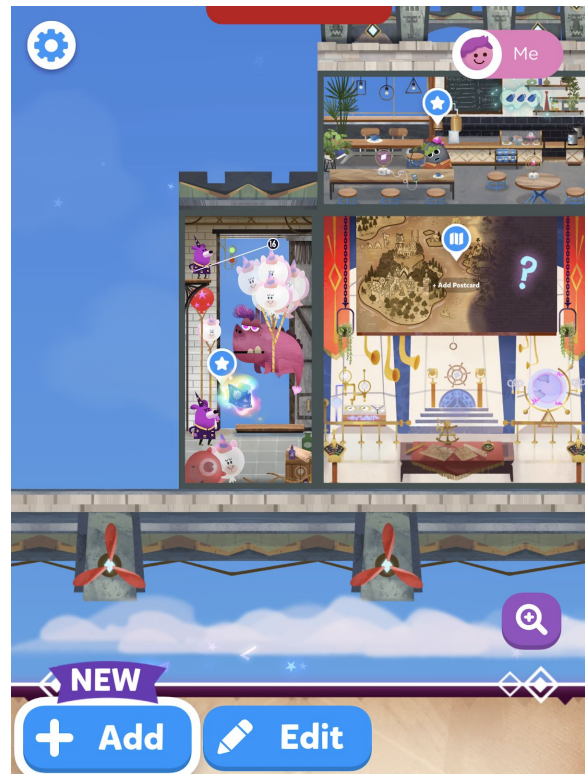
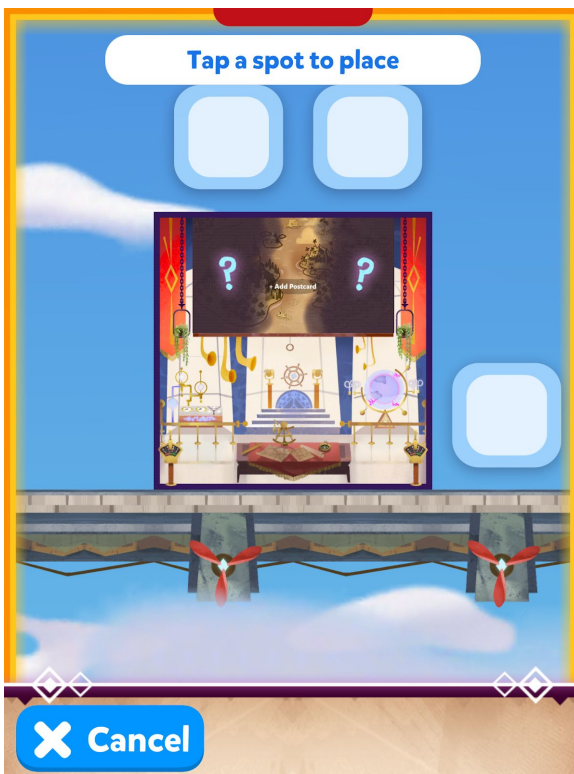




## Sky Castle: Adding the Airport

Now we can add Airport and enter the game!

1. When the Osmo reads your postcard, you will unlock the Airport.
2. In the bottom left corner, tap **+ Add** to bring up the rooms menu.
3. Next, tap the **+ Add** button on the Airport.
4. In your Sky Castle, tap on any spot to place the room. You've added the Airport!



## Sky Castle: Adding the Blue Brew Cafe (Optional)

You can also add The Blue Brew Cafe, access portal for the game Card Duel


1. In the bottom left corner of your screen, tap **+ Add**
2. Next, on the room menu that appears, tap **+ Add** on The Blue Brew Cafe.
3. In your Sky Caste, tap on any spot where you'd like to place the cafe.
4. Place the cafe by tapping **✓ Place**

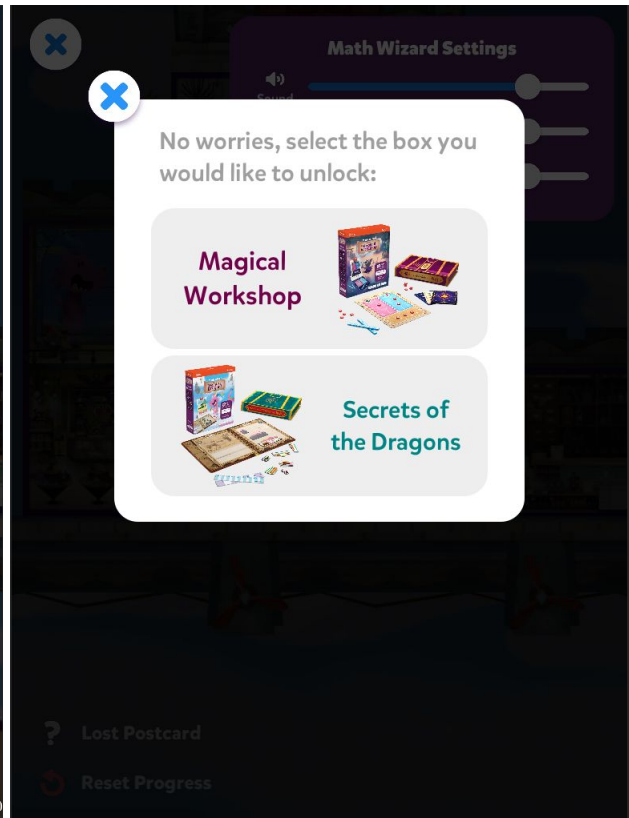
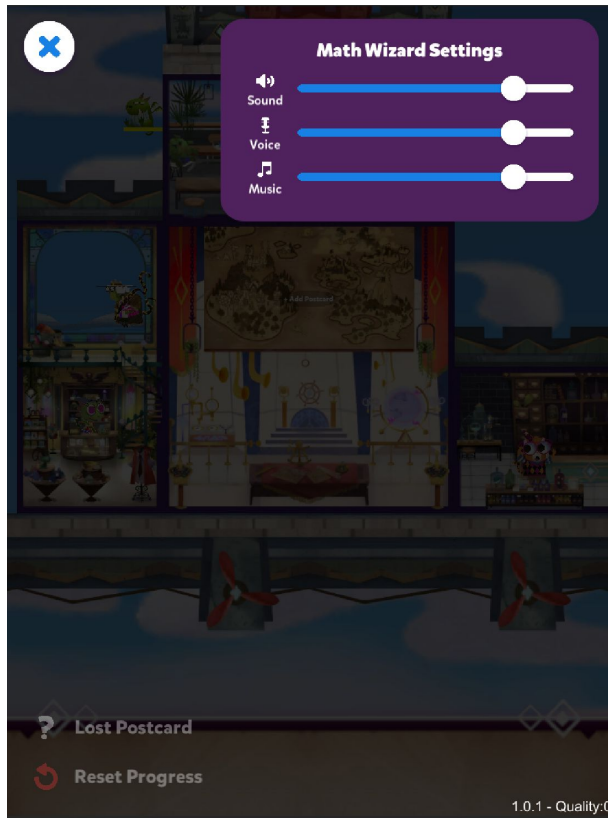




# Lost Your Postcard?




If you can't find your postcard:

- In the top right of the screen in Sky Castle, tap  from Sky Castle
- Next, tap [Lost Postcard?](#) in the bottom left
- Lastly, select “Magical Workshop”



# Game Setup

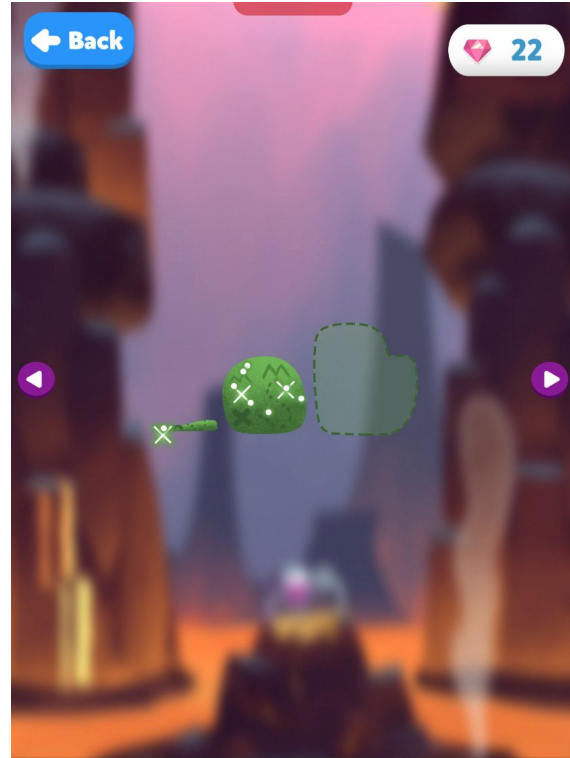
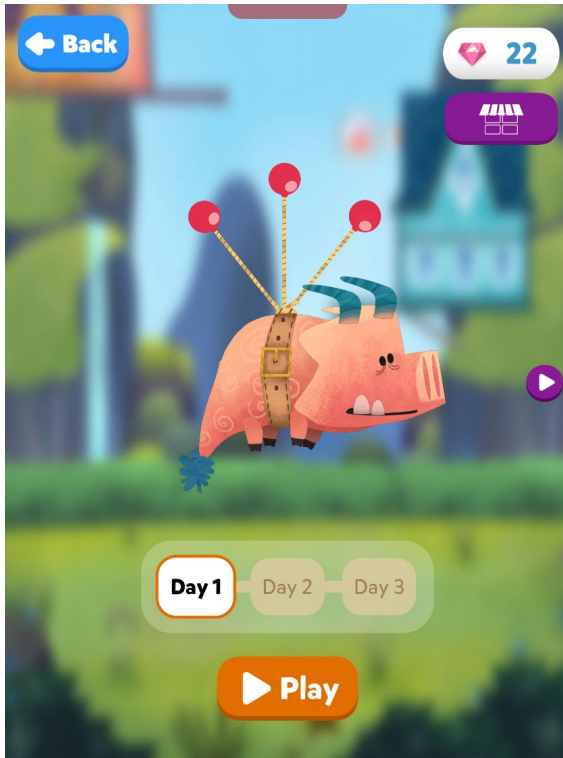
To get started, grab your Osmo Base, Rods and Cubes, and your tablet device.

1. Set up your compatible tablet device in your Osmo iPad or Fire Base. Make sure you have the Math Wizard game app installed and ready to play.
2. Set your play materials aside within easy reach.
3. Enter Sky Castle and use your Postcard (instructions on pages 6-9).
4. Tap the  above the bear at the Airport, then tap  to start loading Dragon Drop.
5. Tap  to start playing!



## Selecting a Level

To select a level, tap on any of the Days, then tap  **Play** to start the corresponding level.



There are 7 dragons in Dragon Drop, each with 3-5 days. You will unlock the next dragon by collecting magical rocks (such as the one shown in the above right image) along your way.

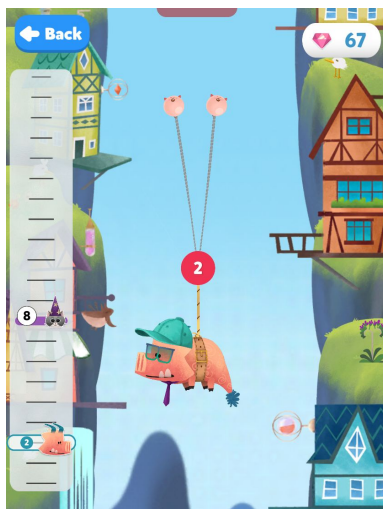
# Gameplay

Place rods and cubes in front of the iPad to help the dragon fly



Each cube will add one balloon to your dragon and take it up by 1 floor  
Each rod will add ten balloons to your dragon and take it up by 10 floors



Use the numberline on the left to navigate to the correct floor  
The minimap shows you the floor your dragon is on and the floor it must go next



To complete each level you must reach the magical chest.  
Find keys in the level to unlock the gates guarding the chest.



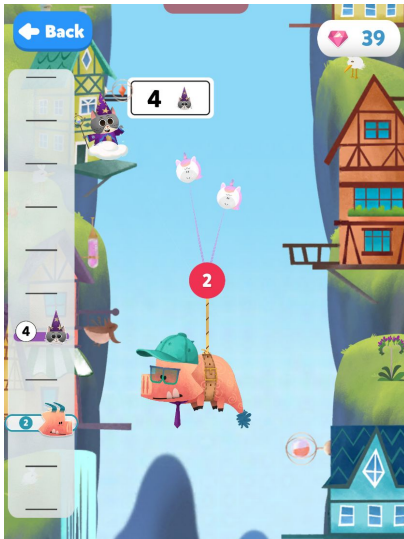
## Using the Store

While playing the game, there are multiple ways for children to collect Gems . These gems can be used in the store to buy different balloon lifters and clothing items for the dragons. The upgraded lifters help the dragons fly faster. The store can be accessed by pressing the  button on the main menu.





## Piggy Dragon



The first few levels begin with Piggy Dragon.

Just go to the floor Mumbles is on and get the keys to unlock the gates.

For example, if Mumbles is on floor 4, add 4 balloons to go to Mumbles and get a key.

## Pirate Dragon



The chests in Pirate's world are stuck inside some lava rocks.

Break it free by dropping bombs on it.

You will find the bombs at different floors of these levels.

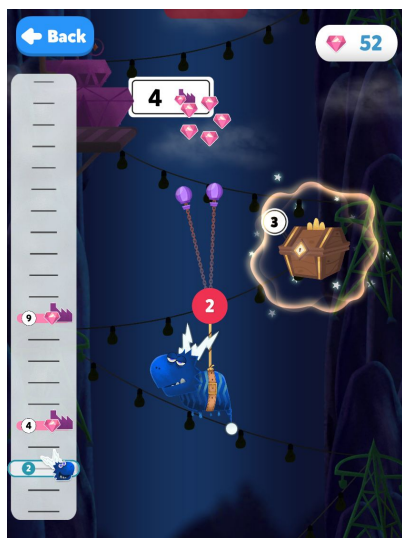
Use the magical number line on the left to guide your way.

## Ringo Dragon



Ringo is a delivery dragon!  
He has packages to drop and keys to collect for his services.  
The number line will tell where to pick up and drop off the packages.

## Electra Dragon



In Electra's world, the power has gone out.  
But when Electra sneezes at the power station, the electricity comes right back.  
With the power on, the factories will produce goodies for you to collect.  
The factories also make keys to unlock the gates at the top of the level.

## Friends Dragons



Can you help these friends meet?

Every balloon you add to the purple haired dragon on the left, is one balloon removed from the unicorn dragon on the right.

Get your balance right and they will meet in the middle!

## Firefighter Dragon



The firefighter dragon must extinguish the flame-lings!

First go to a fire hydrant and load up with water.

Then go to the floor with the fire and put out the flame-lings!

The more water in your belly, the heavier you get.

Add more balloons to balance out the weight of the water

## Croco Dragon

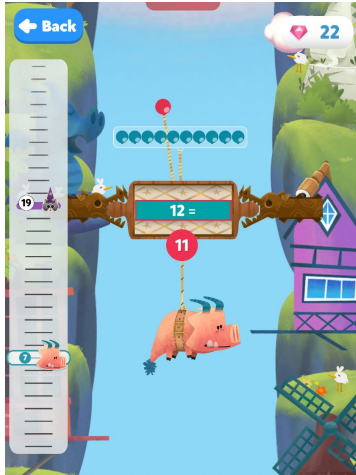


In this level, you don't attach balloons to the dragon but to objects in the world.  
Solve the problems by answering with the correct number of balloons.  
Unblock Croco's way and help him reach the top.

# Hazards

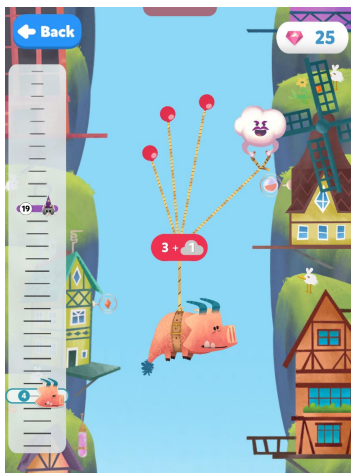
During the journey, dragons will meet various hazards. Use math to solve the hazard and continue on your journey.

## 1. Door Hazard



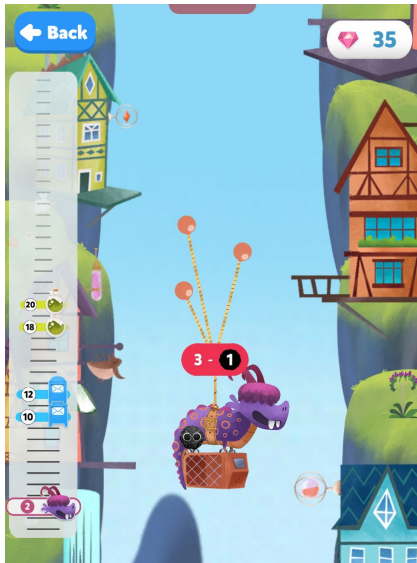
To pass a door hazard your dragon's balloons must equal the number on the door.

## 2. Cloud Hazard



The cloud attaches to your dragon if you get too close to it. Each cloud lifts you up by one extra floor.


### 3. Blob Hazard



The blob jumps on your dragon when you pass by it.  
Each blob weighs the dragon down by 1 floor.

### 4. Freeze Hazard



You can only pass through the freeze ray when it's charging with a  icon.  
Otherwise the dragon will be frozen for a few seconds.



## 5. Broken Bridge Hazard



To get past the old bridge you must destroy it.  
Follow the wire and find the switch a few floors below.  
Stop near the switch and watch the bridge go Kaboom!

# Best Practices for Effective Osmo Detection



**iPad Base**



**Fire Base**

1. Keep hands and fingers away from game pieces after placing them so that Osmo can see them.
2. Please be sure to place the game pieces where the Osmo can see them. Avoid placing the pieces right up against the Osmo iPad or Fire Base.
3. Keep the reflector placed squarely in the center so the camera can see the play space.
4. Play in a well-lit room, without hard shadows.
5. Make sure the mirror in the reflector is clean.
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 us for assistance through this form: <https://support.playosmo.com/hc/en-us/requests/new>.

## Other Questions

### **What do I do if I lose a piece?**

Please reach out to us for assistance through this form:

<https://support.playosmo.com/hc/en-us/requests/new>.

### **Can I clean the pieces?**

#### **Rods and Cubes**

The rods and cubes can be hand washed with mild soap and water.