



# Getting Started with Osmo Math Wizard & the Magical Workshop: Potions!

Updated 12.03.2020

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 Potions!

To play Potions! you'll need the following items from Math Wizard and the Magical Workshop.

## Materials

- 28 Red Counting Cubes 
- 6 Blue Counting Rods

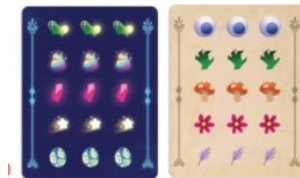


- 1 Postcard
- 1 Spell Book
- 2 Sheets of Ingredient Stickers
- 1 Mixing Mat

## Postcard



## Spell Book and Ingredient Stickers



## Mixing Mat



## 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

Potions! focuses on concepts of addition and subtraction. Children will go on a customized adventure learning how to add and subtract single and double digit numbers.


## Game Objectives

Go on a magical adventure with Jumbles the cat! His cousin Grumbles is pranking villagers with magic... use Jumbles' potion machine to save the inhabitants of Wyverndell!



# Main Menu Navigation


## Accessing your myOsmo Account

From either the Potions! 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. Potions! 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 Potions! 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.

## Resetting Progress

You can reset your game progress from the Potions! 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 Potions! 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.

**Difficulty:** You can adjust your difficulty by selecting from any of 3 levels at any time. More detail about this can be found on page 11.

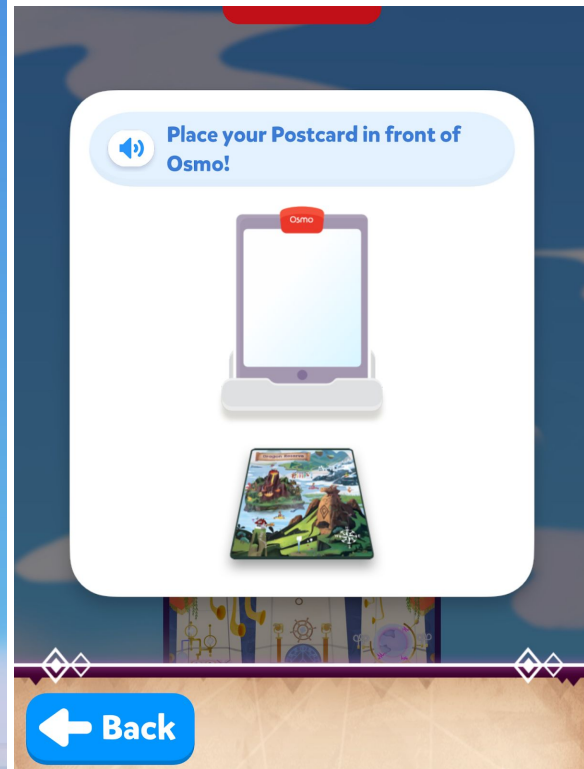
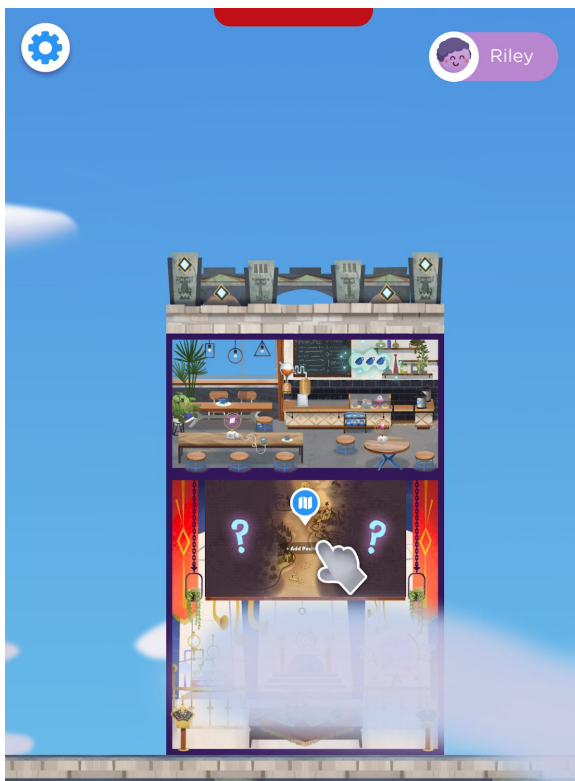
# Sky Castle: Using Your Postcard

## 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 Potions! you'll need to use your postcard to unlock and place Jumbles' Potions Lab.

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

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 Jumbles' Potions Lab to your map!



## Sky Castle: Adding the Potions Lab

Now we can add Jumbles' Potions Lab and enter the game!

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



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


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

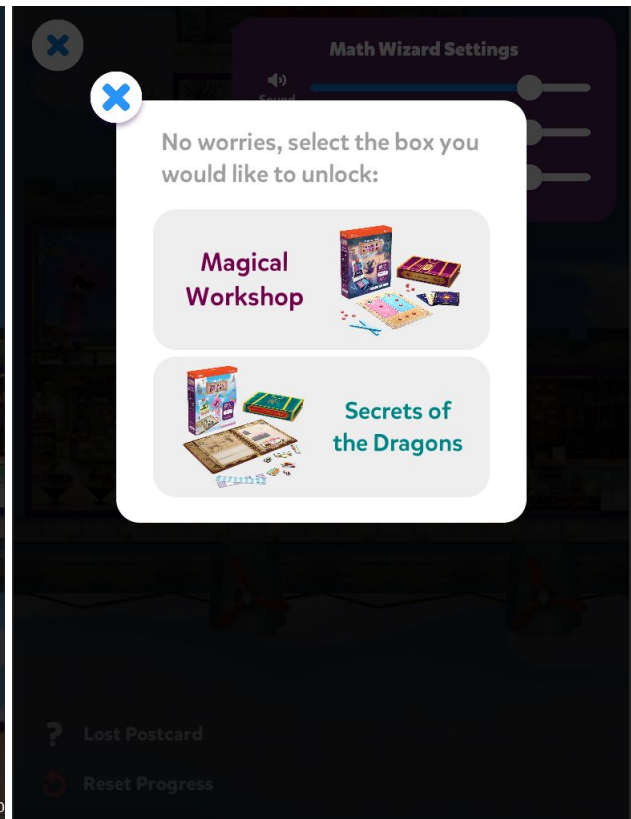
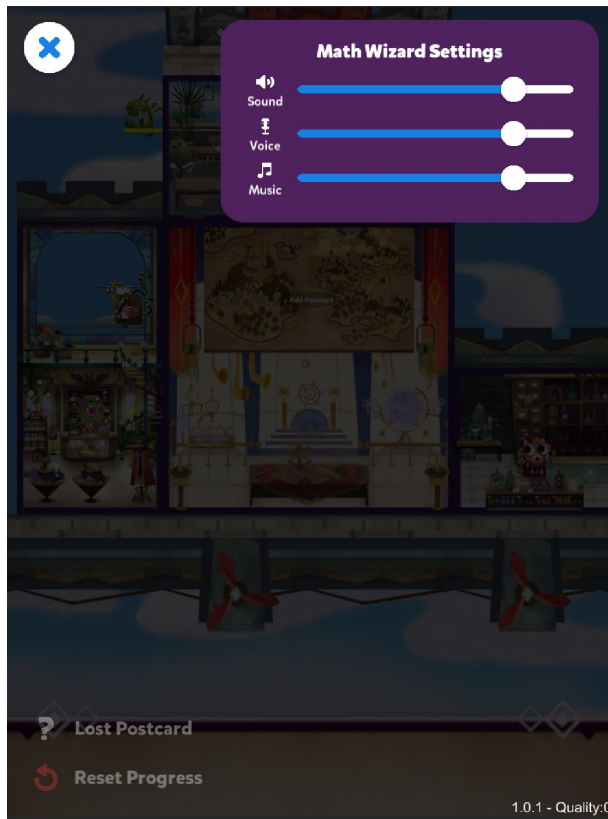
1. In the bottom right corner of your screen, tap **+ Add**
2. Next, on the room menu that appears, tap **+ Add** on The Blue Brew Cafe.
3. In your Sky Caste, tap on any spot where you'd like to place the cafe.
4. Place the cafe by tapping **✓ Place**



# 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, Postcard, Mixing Mat, Spell Book, and Stickers!

1. Set up your tablet device in your Osmo 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 Jumbles, then tap  to start loading Potions!
5. Tap  to start playing!





## Game Setup: Difficulty

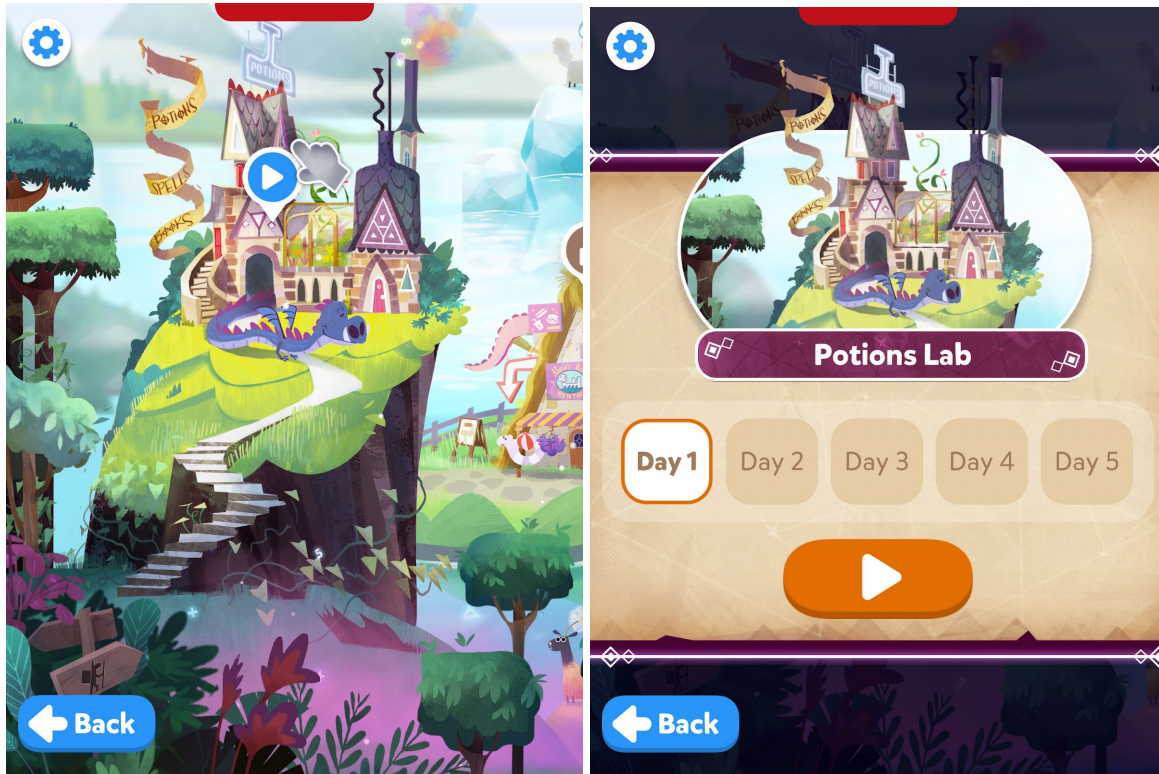
- When the game starts for the first time, the child will be asked to hand the iPad to a grown up. The adult will be able to select a difficulty based on the child's math ability.
- There are 3 different options available for difficulty: Apprentice, Magician, and Wizard. Scroll through them using  
- This difficulty can be changed at any time from the settings; keep this in mind if your child is finding the game too easy or too difficult.





## Selecting a Level

To select a level, first tap on  to select a world, then tap  to start on Day 1.

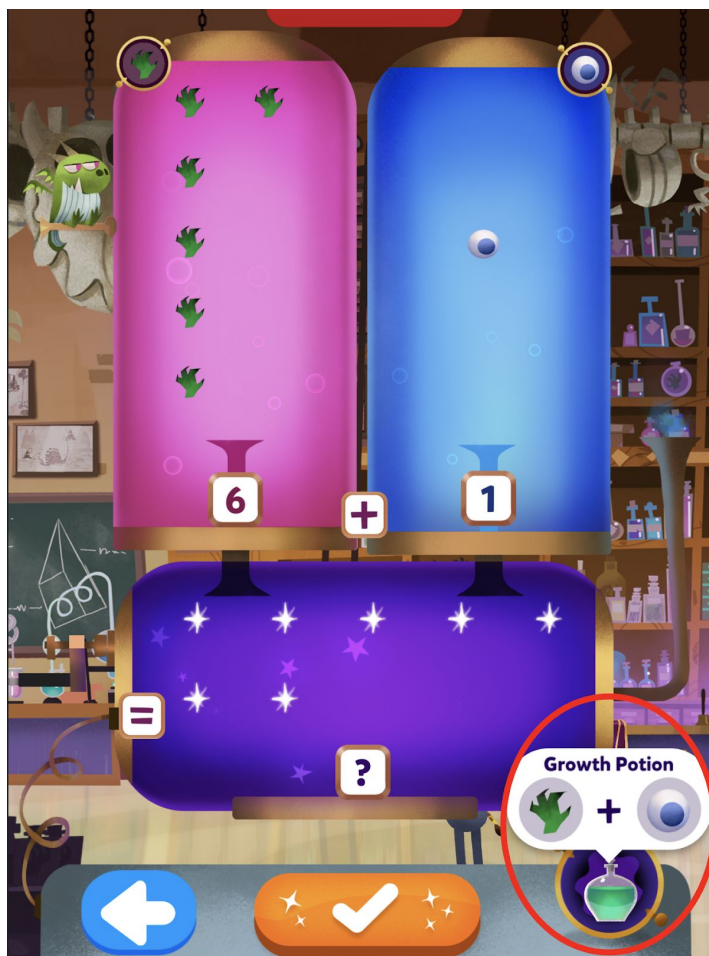


There are 4 worlds in Potions!, each with 5 days. You will unlock the next world once you've completed all 5 days in your current world.


## Adding Recipes to the Spell Book



When you encounter a new potion recipe, you will be asked to add the ingredient stickers to your Spell Book. You can find images of the Ingredient Stickers and Spell Book on page 3 of this guide. If you forget to add your stickers, lose your spellbook, or run into any other problems, you can simply tap the Potion in the bottom right.



## Selecting a Customer

Once you've entered a level, tap on a customer or the  above their head in order to help them.





# Using the Potion Machine

1. First, place the **Mixing Mat** in front of your device, as shown in Image 1.



^ Image 1

2. Now, try spinning the wheels of your Mixing Mat to select the correct **recipe**. If you're not sure what the correct recipe is, tap on the potion in the bottom right.





^ Image 2

3. To add an **ingredient** to one of the tanks, place a cube on your mat. In Image 3, there's 1 cube in the pink tank and 2 cubes in the blue tank. These correspond directly to the number of ingredients in the pink and blue rectangles on the player's mat.
4. The number of ingredients you need is determined by the numbers on at the bottom of the machine. In Image 3, the machine needs 1 ingredient in the pink tank and 2 ingredients in the blue tank.



^ Image 3

## Using the Potion Machine (cont.)

5. **Magic Sparkles** are added to the machine by placing cubes in the bottom section of your mat. The number of Magic Sparkles should equal the total number of ingredients. In Image 4 the player has 3 total ingredients: 1 on the left and 2 on the right. They have correctly used their cubes to place 3 magic sparkles in the bottom.
6. Tap  to finish making your potion!  
If you don't see  yet, some number of cubes on your mixing mat is incorrect.



^ Image 4

**Blue Rods** represent 10. If they're in one of the top rectangles, that means 10 ingredients. If they're in the bottom rectangle, that means 10 magic sparkles.

## Using the Potion Machine: Multiple Numbers

- Sometimes the Potion Machine will have multiple numbers in a single tank. In the image on the right, you can see the pink tank says “3 or 5 or 1.”
- This means the player has a choice, they need to use their cubes to select either 3, 5, or 1.
- They can pick 3, 5, or 1, but the number of magic sparkles must still equal the sum of the ingredients in the top two tanks.



- This image shows a level with multiple numbers in all 3 tanks.
- In this instance, players can choose any number for each tank, but only one combination of numbers will make the sum of the ingredients equal to the number of Magic Sparkles.
- In this case, the player should pick  $3+9=12$ , because no other combination can produce a balanced equation.



## Night Side of the Mat/Machine


- The Night Side uses different ingredients and makes different potions
- It represents and teaches subtraction.
- Subtraction is illustrated by the Magic Sparkles going up to the ingredients when a potion is made, instead of ingredients coming down to Magic Sparkles. This represents the deconstruction of a number.

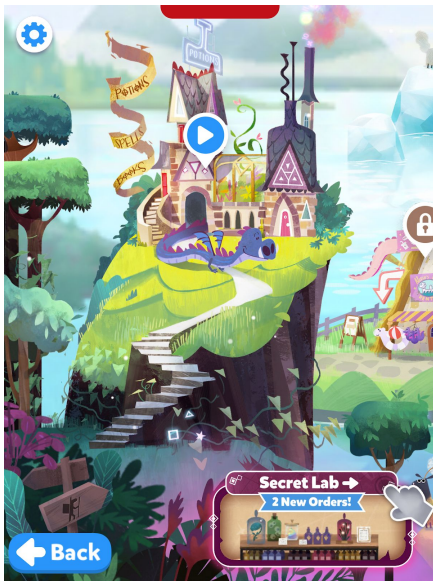


In the image above, you can see the player knows they need 10 Magic Sparkles, but they only have one number for ingredients. They can use  $10-6=4$  to find that they need 4 ingredients in the blue tank of the machine.

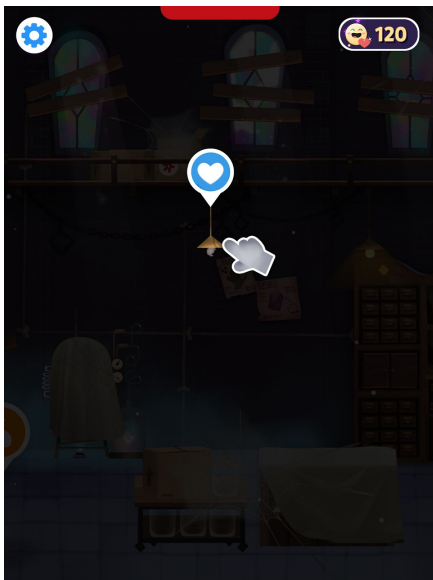
## Secret Lab: Unlocking the Secret Lab

Once you beat Level 2 of the game, you'll unlock the Secret Lab. The Secret Lab has new ways to play, and some exciting items to upgrade.

Tap  to enter the Secret Lab.



Tap on the broken lightbulb, then tap  to fix the bulb and see the lab.





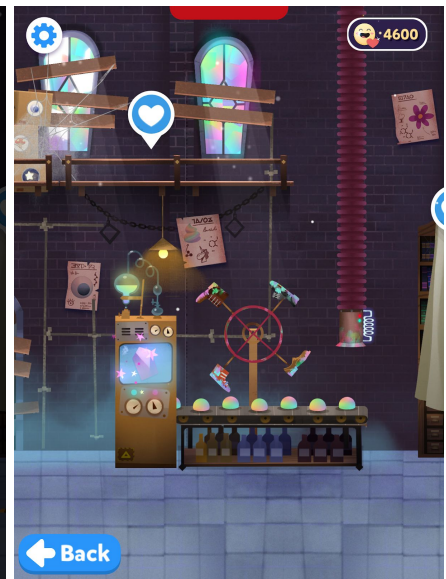


## Secret Lab: Joy and Upgrades

Joy is the currency of the Secret Lab. You'll earn Joy from helping customers anywhere in the game, including in regular levels and in the Secret Lab.





### Upgrading the Lab

You can use your Joy by "Spreading Joy" to items in the lab, which will upgrade them and make your lab look even better. You can tap anything with a  icon and then tap  to spread Joy, just like you did with the broken lightbulb on the previous page.





## Secret Lab: Joy and Upgrades (cont.)

### Jumbles' Costumes

You can spend your joy on outfits for Jumbles by tapping  on him in the lab and then tapping  200 beneath the outfit. To swap between outfits you own, tap  then tap the  beneath an outfit to dress Jumbles.



## Secret Lab: Customer Orders

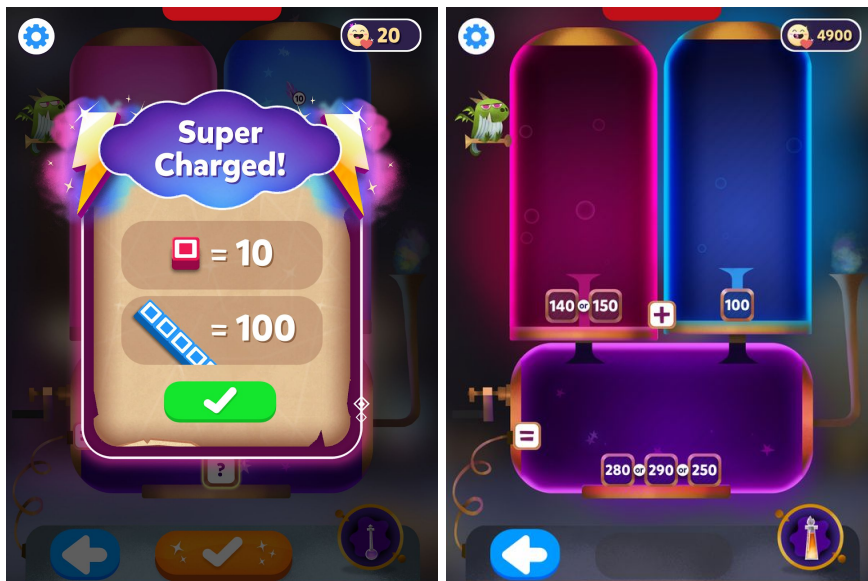
Within the Secret Lab, if you tap  on Casey, you can see a list of customers who have placed orders for potions. Some of these customers work just like any other customer, but some of them will be special (see the next page for more info). In either case, simply tap  to help the customer. If you are out of customers, you can get more by either completing a story level, or waiting until tomorrow. Once you have beaten all of the levels, you will get unlimited customers on this screen.



## Secret Lab: Customer Orders (cont.)

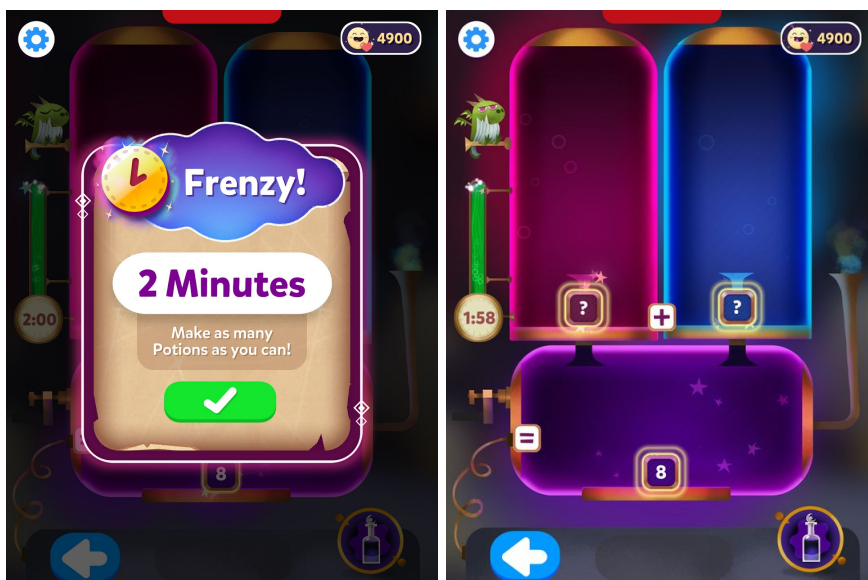
### Supercharged Customers

Some customers are Supercharged, which means everything becomes multiplied by 10. The game functions the exact same way, but now cubes are worth 10, and rods are worth 100.




### Frenzy Customers

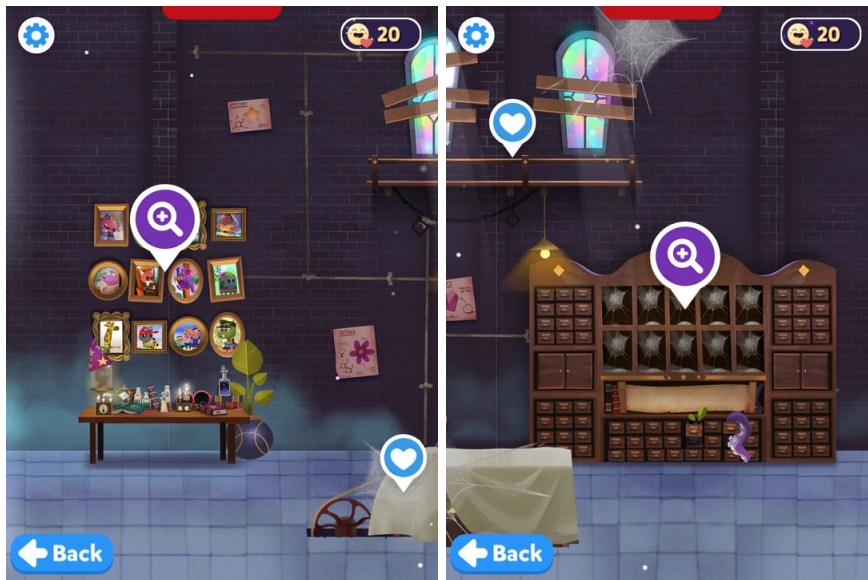
Sometimes a customer will have a potion-buying Frenzy, which means they want as many potions as you can make them within a set time. The green timer is on the left of the machine; simply make as many potions as you can before the time runs out.







## Secret Lab: Collections

The secret lab features two collections, one on each side of the lab. Both of them can be viewed by tapping .



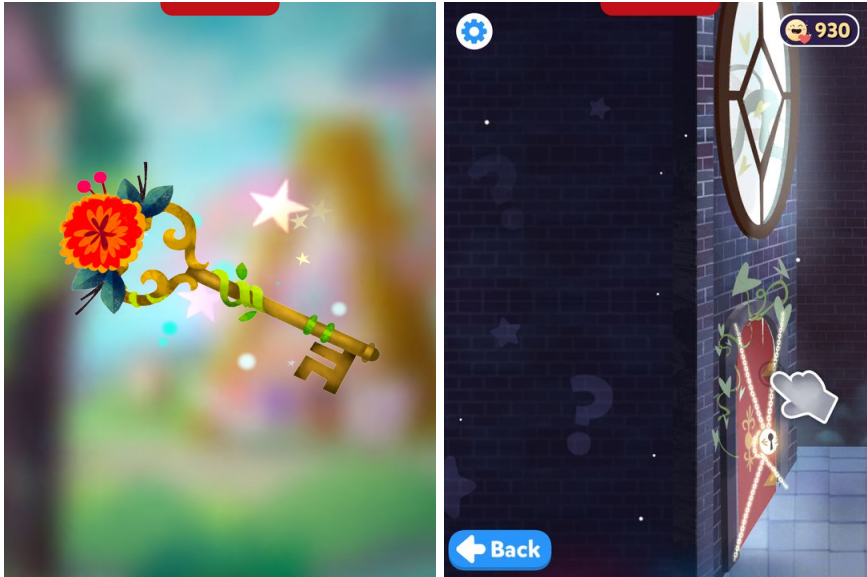
The collection on the left has a framed photo of every customer you've ever helped. The collection on the right has a bottle of every potion recipe you've learned. You can scroll through the Villagers Helped collection by tapping   at the bottom.


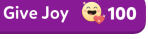


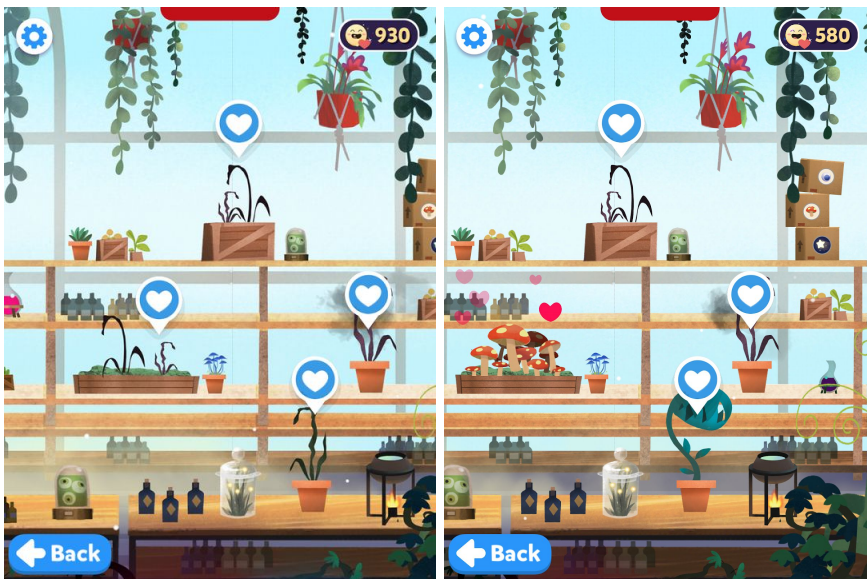


## Secret Lab: The Greenhouse (Locked Room)

You will get the key to the Greenhouse upon completing level 9. Once you have the key, tap on the locked door to unlock it.



Plants in the greenhouse can be upgraded by tapping  and then tapping  just like regular items, but plants are a little different. Once a plant has been upgraded once, it will only cost 50 Joy to upgrade it again, but upgrading it will give you 100 Joy. You can do this kind of an upgrade once per plant per day.



## 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 it.
2. Keep the reflector placed squarely in the center so the camera can see the play space.
3. Play in a well lit room, without hard shadows.
4. Make sure the mirror in the reflector is clean.
5. Make sure you are using a device that is compatible with Osmo. Please check [this list of Osmo-compatible devices](#).
6. 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.

#### **Mixing Mat**

If you accidentally spill liquids or water on the mixing mat, towel dry it carefully, thoroughly and quickly to ensure no damage occurs. Pay special attention to the edges of the mat, which are more vulnerable to water damage.

Note that any kind of dry erase, wet erase, or other markers will permanently stain and ruin the mat.