



# Getting Started with Osmo Math Wizard & the Amazing Airships

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# What's Included?

Math Wizard and the Amazing Airships includes several games. All of these games will be accessible via rooms in your Sky Castle, which is the first thing we'll discuss in this guide!

Here are all the items that are included in Math Wizard and the Amazing Airships:

## Materials

- Box Pieces
  - 15 pieces of 1x1
  - 1 piece of 5x2
- Ship Pieces
  - 10 pieces of 2x1
  - 4 pieces of 3x1
  - 2 pieces of 4x1
- Balloon Pieces
  - 5 pieces of 1x1
  - 4 pieces of 2x2
  - 2 pieces of 3x3
  - 1 piece of 4x4



## Playmat



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

(Base not included with Math Wizard & the Amazing Airships)



iPad Base



Fire Base

# Math Wizard First-Time Setup

## Selecting your Games

When you launch Math Wizard for the first time, it will ask for a grown-up to do a little setup. In these few steps, you'll let Osmo know which games you own so that the Player can easily access them.

1. On the first screen, tap on **I'm a Grown-Up!** to begin setup.
2. Then, tap on **→** to continue to the next screen.
3. Now, Osmo will ask you to grab the postcard that came in your Math Wizard and the Amazing Airships box. If you have it, tap on **Ok, I have it ready!** and read ahead to the "Finish Setup" Section. Otherwise, tap on **I can't find my postcard** and read on to the "Missing Postcard" section.

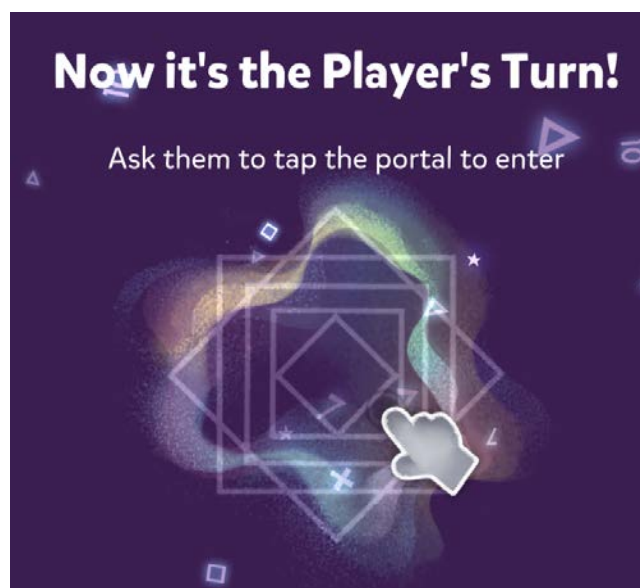
## Missing Postcard

If you lost the postcard that came in your box, don't worry! When you see a screen like this one, simply tap on the Amazing Airships box (along with any other boxes for which you are missing postcards), and then hit the **→** arrow to continue.



## Finishing Setup

When you get to a screen like this one, your setup is complete! You can now pass the Osmo back to the Player and ask them to tap where the portal in the center of the screen:




# Sky Castle

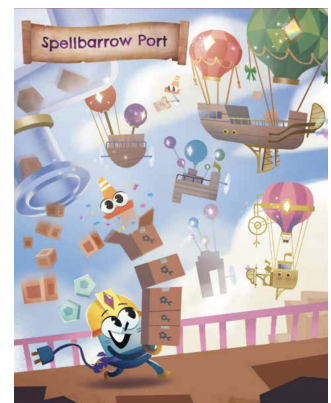
## Unlocking Amazing Airships

### Sky Castle

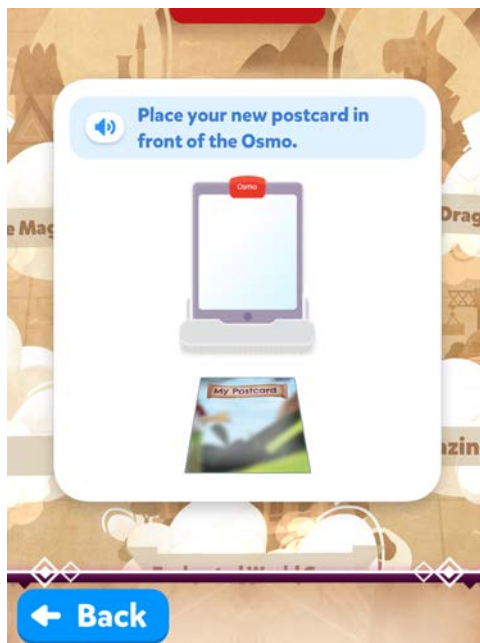
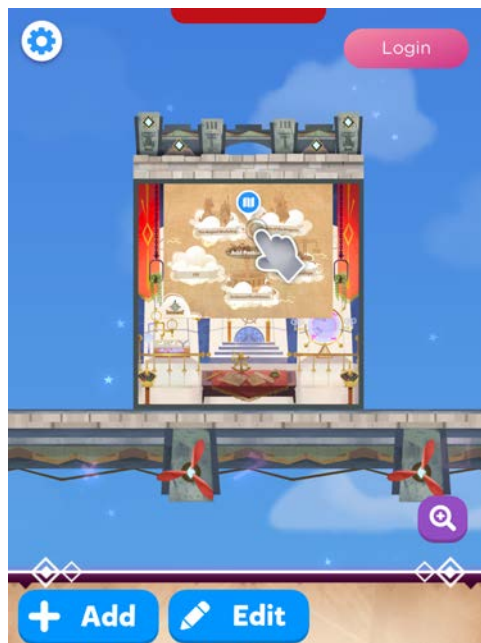
Every game you own in the Math Wizard series can be accessed through Sky Castle. Sky Castle is a home where you can place rooms that lead to games. To play games from the Amazing Airships, you'll need to use your postcard to unlock them.

Once you open the app, you'll enter Sky Castle and can use your postcard to unlock games from the Amazing Airships.

1. Tap on the navigation room. It's the bottom room with a large map! You can skip the next two steps if you said you're missing your postcard in the First-Time Setup steps above.
2. Next, tap  **+ Add Postcard**
3. Place the Postcard in front of your device as pictured.





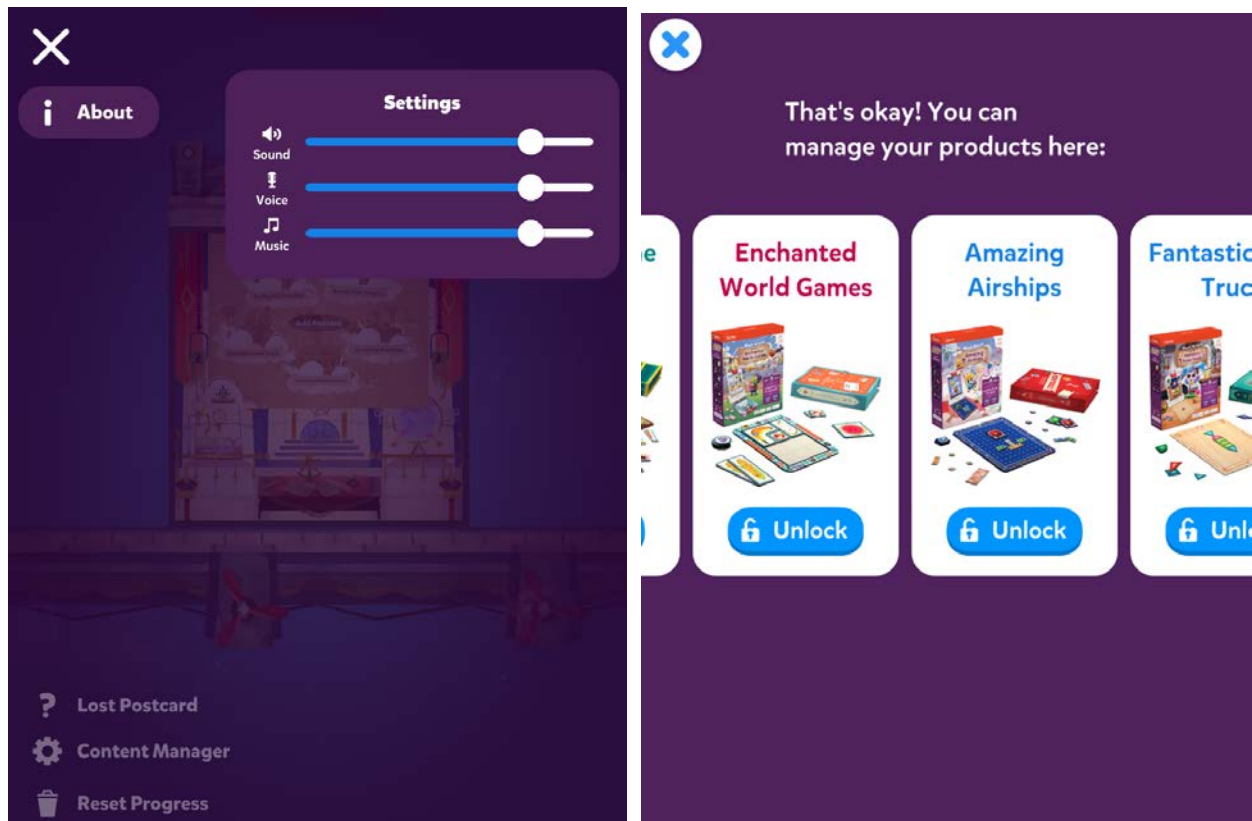
You've now added the Amazing Airships to your map!



## 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  in the bottom left
- Lastly, select “Amazing Airships”





## Additional Sky Castle Content

There's lots of content to discover in the Math Wizard Sky Castle, no matter what boxes you own! To read more about the content that's available to everyone, from pets to new games, go take a look at the manual for the Math Wizard Sky Castle.



# Math Wizard and the Amazing Airships



## Learning Objectives

Amazing Airships focuses on algebraic thinking. Children will learn how to balance equations as they balance Boxes, Wood Pieces and Balloons to make Airships float. They will also practice counting, addition and subtraction.

## Game Objectives

Join Rupert in delivering all sorts of objects for the denizens of Spellbarrow Port with the help of amazing airships, designed and built by you! However, this won't be an easy task. Captain Tiberius, the leader of the Royal Airship society, will provide challenges along the way!




# What You'll Need

Math Wizard and the Amazing Airships includes multiple games, all of which are accessible via rooms in your Sky Castle. This section of the guide is specifically for the main Amazing Airships game.

To play Amazing Airships, you'll need all items from Math Wizard and the Amazing Airships Box, shown [here](#).

## Main Menu Navigation


### Accessing your myOsmo Account

From either the Amazing Airships Main Menu, 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. Amazing Airships 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 Amazing Airships. If this is your first time playing, the game should walk you through how to play.

### Resetting Progress


You can reset your game progress from the Amazing Airships Settings.

Tap  in the upper left corner to access the Settings menu.

Tap  **Reset Progress** in the lower left corner, confirm and that's it! **Be careful! All progress and unlocks will be lost and reset.**

### Game Settings

You can edit the game settings from the Main Menu.

Tap  in the upper left corner to access the Sound settings and other details. There are 3 individual sliders for controlling volume: Sound FX, Voice, and Music.

## Sky Castle: Adding Amazing Airships




Once you've scanned your postcard to unlock your box, you can add the room for Amazing Airships and enter the game!

1. After completing the steps in "Unlocking Amazing Airships", you will unlock the Amazing Airships room.
2. In the bottom right corner, tap **+ Add** to bring up the rooms menu.
3. Next, tap the **+ Add** button on Amazing Airships.
4. In your Sky Castle, tap on any spot to place the room. You've added Amazing Airships!



## Game Setup


To get started, grab your Osmo Base, Playmat and Materials!

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 make sure Amazing Airships is unlocked and placed on your map.
4. Tap the  above Rupert, then tap  to start loading Amazing Airships.
5. Tap  to start playing!


## Selecting a Level

When you start the game, you are in Rupert's office, where you see your progress and find all the available levels.


To start a new level, you need to do the following:

1. Select a level  in Rupert's Office Dashboard by tapping it.



2. In the level's preview, select  to start a call with the level's client.



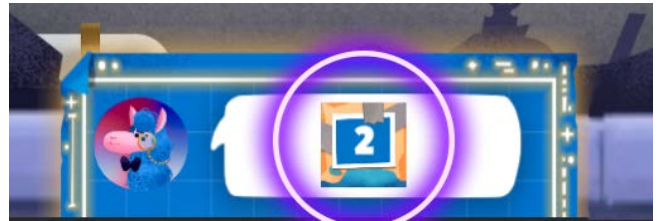
3. During the call, you will be shown a short comic strip, explaining the client's request. Once you are ready, you may continue by pressing  .



## Building an Airship

As you start a level, you are in charge of building an airship to carry packages for the level's client. To achieve this, you must consider the following steps:

1. First you check the **amount of packages** in need to be delivered. You must place this exact amount of packages on your Playmat.



2. Once you have placed the packages on your Playmat, you are free to design the airship freely. You must include at least 1 Box piece, 1 Wood piece and 1 Balloon piece in order for the airship to fly. Also, make sure you put the Box pieces on top of Wood pieces or they'll fall from the airship.

Once you are ready with your design, tap the orange wrench button to build the airship.



3. As the airship is being built, you will be shown an equation with the total value of each piece type in your design. To be able to lift off, the amount of Boxes plus Wood pieces **must** equal the amount of Balloons.

$$\begin{array}{|c|} \hline 2 \\ \hline \end{array} + \begin{array}{|c|} \hline 8 \\ \hline \end{array} = \begin{array}{|c|} \hline 10 \\ \hline \end{array}$$



4. If everything is in order, Rupert will flick his wand and the airship will take off!



# Design Review & Fail Conditions

If your airship design is not working properly, you will be shown several pop ups detailing what's happening. Among the possible issues, you will find:

1. **Too many Balloons!** If your design has more Balloons than Boxes and Wood pieces, you will have to reduce the number of balloons to match the amount of wood and box pieces. Otherwise, your airship will blow away!



2. **Not enough Balloons!** If your design has fewer Balloons than Boxes and Wood pieces, you will have to increase the number of balloons to match the number of box and wood pieces. Otherwise, your airship will not be able to lift off!



3. **Missing Parts!** You forgot to place at least 1 Box piece, 1 Wood piece and 1 Balloon. Make sure to include one of each for your airship to fly.



4. **Wrong amount of Boxes!** It seems you placed either too many or too few boxes! Make sure to place the exact amount requested by the client.



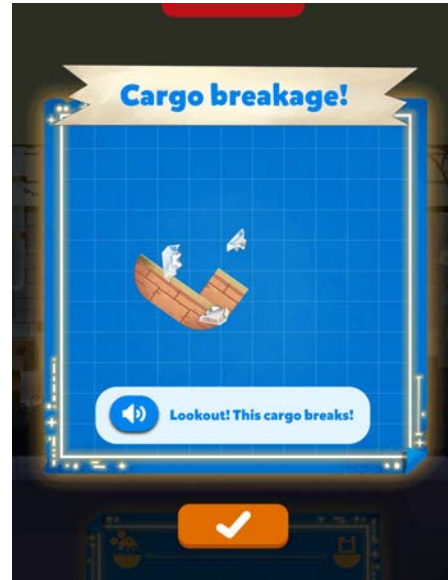
5. **Boxes Lost!** It seems your airship couldn't keep the boxes from falling off. Make sure Boxes stay on the airship until it reaches the final stop. Adding a railing and a roof might do the trick.



6. **Cargo Explosion!** Your explosive cargo wasn't properly secured. Make sure to place explosive boxes in a way that avoids them crashing into other boxes or the wood pieces.



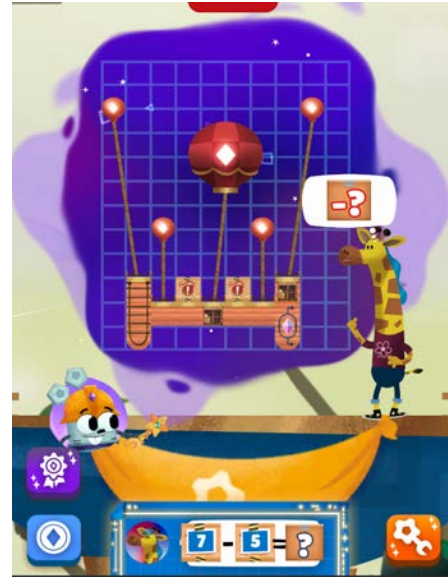
7. **Cargo Breakage!** Your fragile cargo wasn't properly secured. Make sure to place fragile boxes in a way that avoids bumping into another box or the wood pieces.





## Checkpoints

Some levels include intermediate stops where you need to unload part of the cargo and re-calculate the balance of the airship. You may need to use subtraction to determine the remaining weight of the airship after unloading. These stops may also include extra challenges.



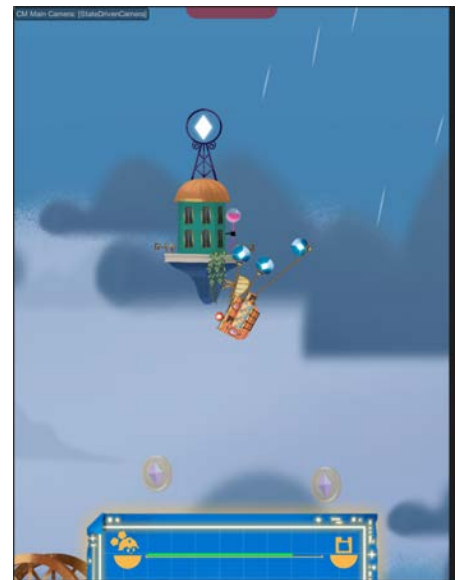
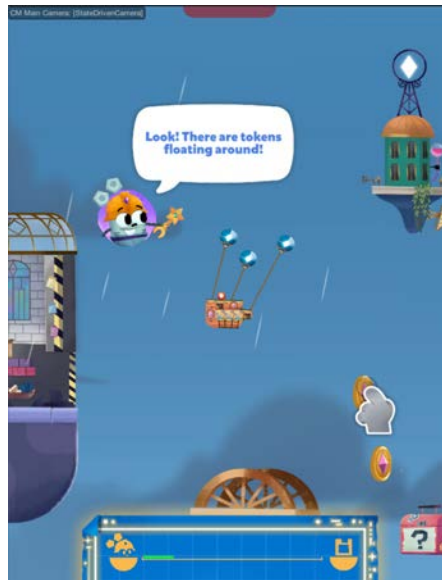
# Tokens, Secrets & Challenges

After building your airship, you will follow it as it travels through Spellbarrow Port. During this time, you will encounter Tokens and Secrets.

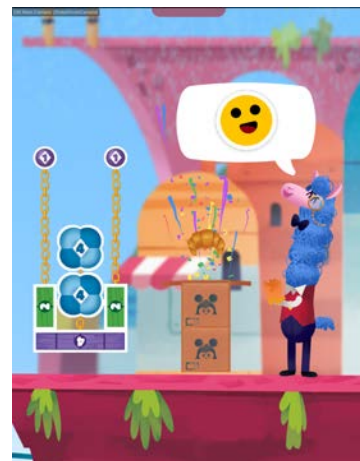
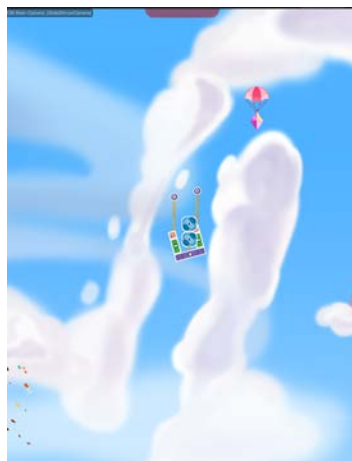
At certain times, some levels will also include challenges that, if cleared, may reward the player with items to customize their airships and even Rupert.

1. **Tokens.** You may encounter tokens as the airship flies to its destination. To collect them, you need to tap them.

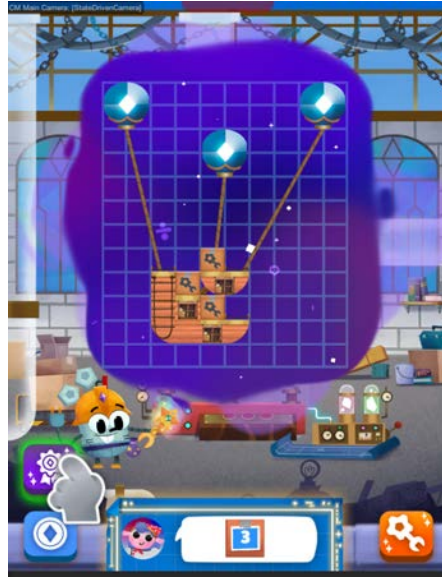
Tokens may be spent at the store to purchase Skins and Trail effects for your airship, as well as Hats for Rupert.



2. **Secrets.** Some levels have secret items hidden throughout the airship's flight path. If you find them, they will become available at the store.



3. **Challenges.** As you progress in the game, Captain Tiberius will issue optional challenges. These are restrictions to your designs that, if followed, will fill your challenge counter and eventually unlock items for you to claim.



## Store: Buying & Applying

In the store, you will find 3 types of items to customize your experience. Some of these items are acquired by spending Tokens, others by claiming them for completing challenges. Finally, some items are only available once found during flights.

Once you have acquired an item, it will be available for you to use whenever you want.

1. The airships may be customized to different looks by applying skins.

They don't affect the airship's performance.



2. Besides skins, the airship may be equipped with trails that allow you to customize the look of your airship even further.



- Rupert may be customized with different hats. These provide funny and cute new looks for our main character!





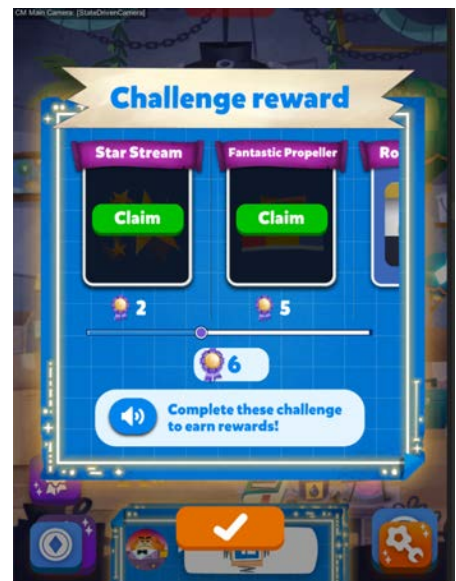
# Claiming Challenges

As you complete challenges, you fill your challenge bar.



At certain values, the challenge bar will unlock rewards for you to claim.

These rewards become available in the store after you claim the challenge reward.



## Box Types

As you progress in the game, Captain Tiberius will issue different cargo types. These behave in unique ways, increasing the overall difficulty.

Sticky boxes stay in position regardless of the Airship's movement. They'll stick to the first piece of wood or cargo they touch!



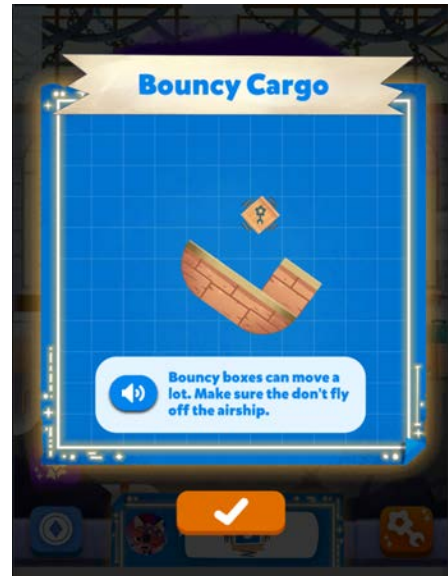
Regular boxes are the basic type of package. They don't have any special features.

- Starts sliding if tilted beyond 45°.
- They may fall from the ship.



Bouncy boxes bounce when/if hit.

- Starts rolling if tilted 45°.
- Bounce if hit.



Fragile boxes are very delicate and break if hit too hard.

- Starts sliding if tilted beyond 45°.
- They break if they hit other boxes or wood pieces with enough force.



Explosive boxes are unstable and explode when/if hit.

- Starts sliding if tilted beyond 45°.
- They explode if they hit other boxes or wood pieces with enough force.



Attracting boxes behave like magnets with opposite poles.

- Starts sliding if tilted beyond 45°.
- If another box is detected, it will move towards it.



Repelling boxes behave like magnets with the same pole.

- Starts sliding if tilted beyond 45°.
- If another box is detected, it will move in the opposite direction.



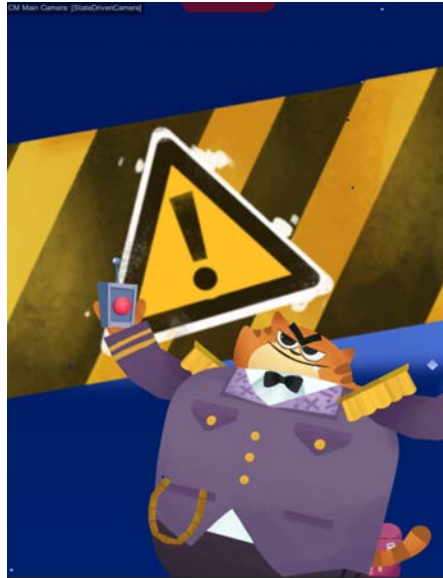


## Boss Level

In some levels, Captain Tiberius himself will request a special delivery. However, different from regular deliveries, he will employ his minions to wreak havoc and try to stop your airship from reaching its final destination.

At some points during the flight, Captain Tiberius will call his minions to sabotage your airship.

You will need to tap them to get rid of them. Otherwise, your airship will become slower and eventually stop.



# Math Wizard and the Amazing Airships: Clockwork



## Learning Objectives

Clockwork focuses on learning how to count on and back while solving fun puzzles.

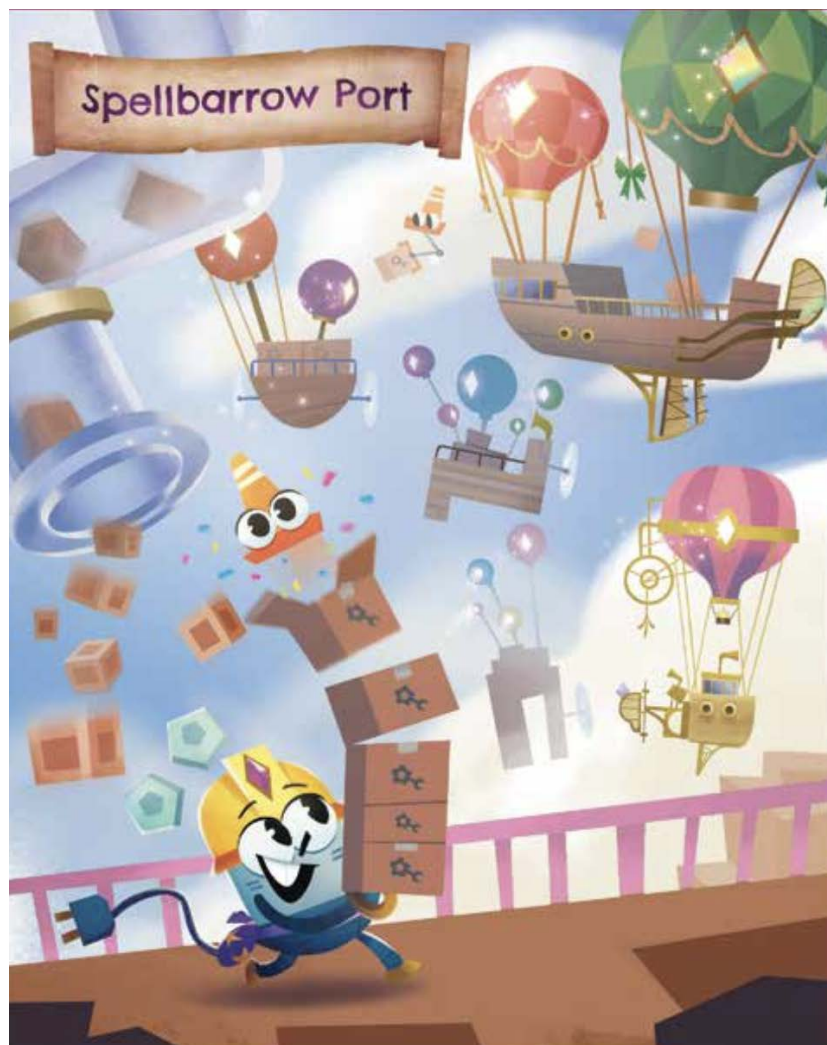
## Game Objectives

Help Mumbles test a new batch of toy robot samples. Use them to solve puzzles and explore how they work as you progress. There are 5 different robots, each with a unique functionality.

## What You'll Need

Math Wizard and the Amazing Airships includes several games, all of which are accessible via rooms in your Sky Castle. This section of the guide is specifically for Clockwork.

Clockwork is a digital game and does not require any hardware pieces. If you'd like, you can grab your Osmo Base to use while in Sky Castle. You can set all the other included materials aside.



# Main Menu Navigation

All features available from the Main Menu are described in the Main Menu section for Amazing Airships [above](#).

## Sky Castle: Adding the Arcade



Once you've unlocked the games from Math Wizard and the Amazing Airships, you can add the Arcade to play Clockwork!

1. After unlocking the Amazing Airships games, you will unlock new games in the Arcade.
2. In the bottom right corner, tap **+ Add** to bring up the rooms menu.
3. Next, tap the **+ Add** button on Arcade.
4. In your Sky Castle, tap on any spot to place the room. You've added the Arcade!



# Game Setup

To get started, grab your Osmo Base!

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. Enter Sky Castle and make sure the Arcade is unlocked and placed on your map.
3. Tap the icon above the leftmost machine in the Arcade, then tap  to start loading Clockwork.
4. Once Clockwork starts loading, take the device off the Osmo base. You won't need anything but your device to play!
5. Tap  to start playing!



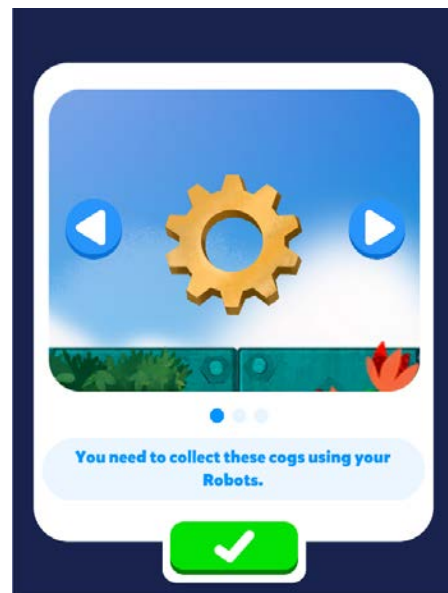


## Tutorial

The game starts with Mumbles introducing himself and asking you for help to test some toy samples that just arrived.

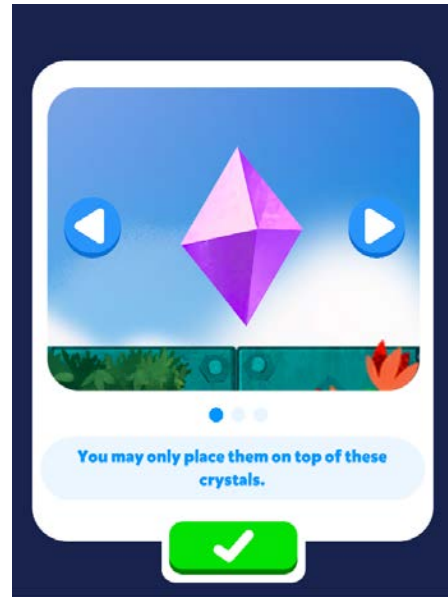


In order to finish each stage, you need to collect all the cogs present in it (sometimes more than 1).

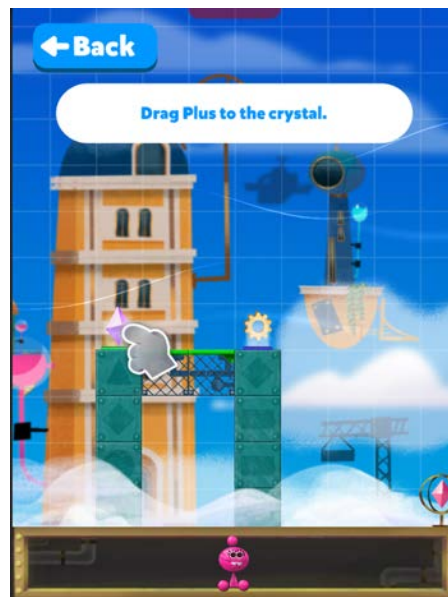




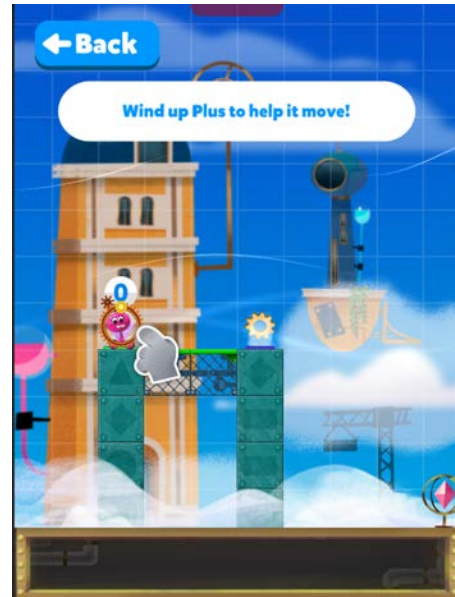
You may only place your robots on top of crystals.  
Some levels have more than 1 crystal.



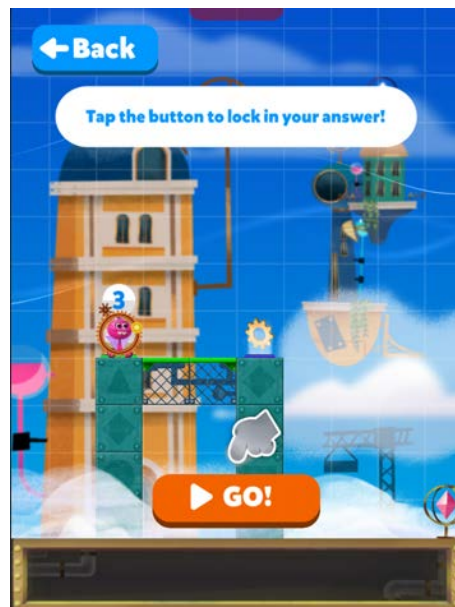
In order to use a robot, you need to drag it from the bottom bar to any of the crystals on screen.



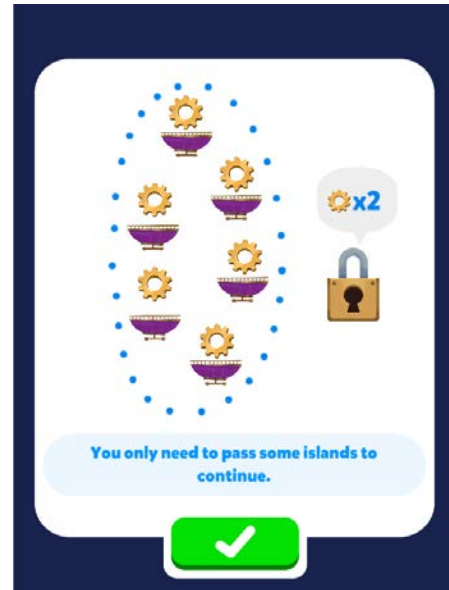
After dropping a robot on a crystal, you need to wind it up using the wheel on top of them. Make sure to select the yellow handle on the wheel.



Once you have wound up your robot, just tap on GO! to confirm. When you have more than one robot, you must wind them all up before you can do so.

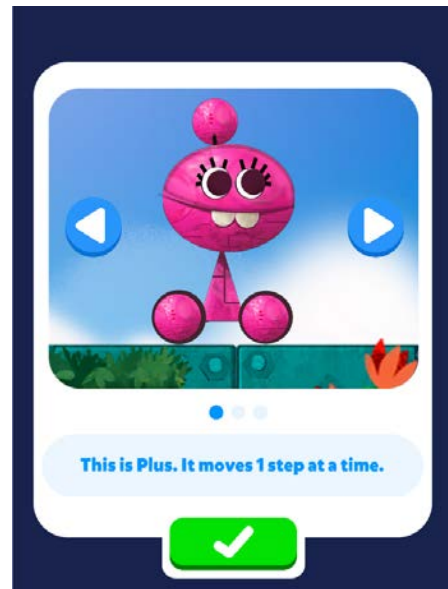


At certain points, you will encounter groups of islands next to a lock. In order to open the lock, you only need to clear some of the stages.

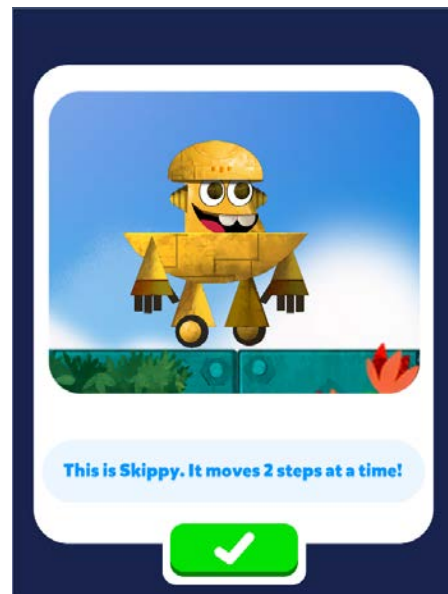


## Robots & Spaces

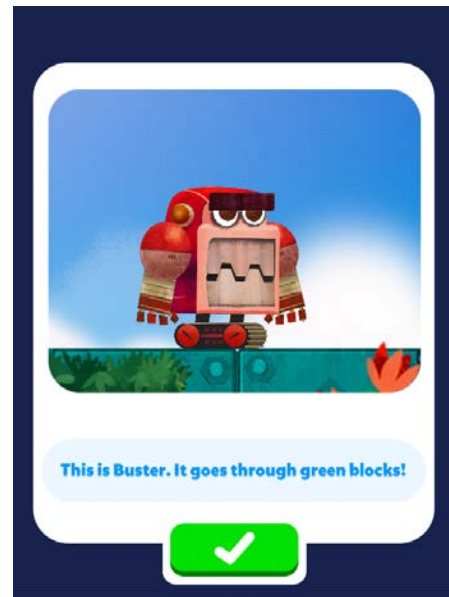
Plus, the pink robot. It moves 1 space per turn.  
This is the first robot available.



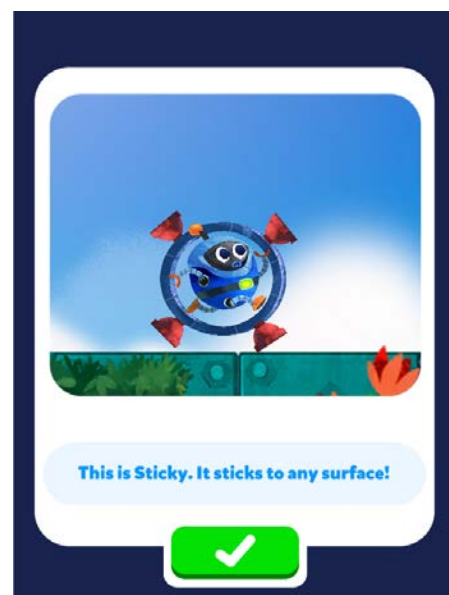
Skippy, the yellow robot. It moves 2 spaces per turn.



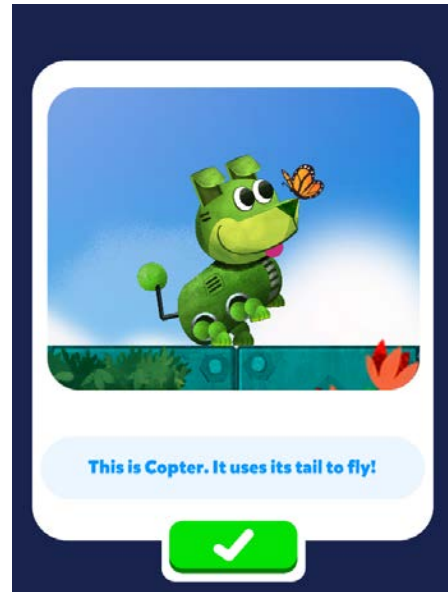
Buster, the red robot. It moves 1 space per turn and is able to go through green spaces and wooden blocks..



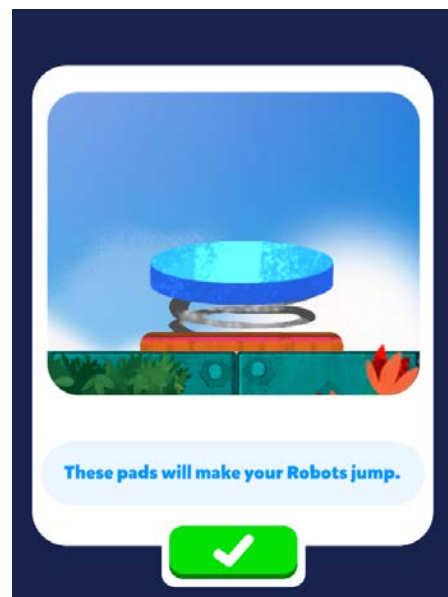
Sticky, the blue robot. It moves 1 space per turn and is able to stick to most surfaces, except platforms.



Copter, the green robot. It moves 1 space per turn and is able to fly as long as it doesn't hit a space.

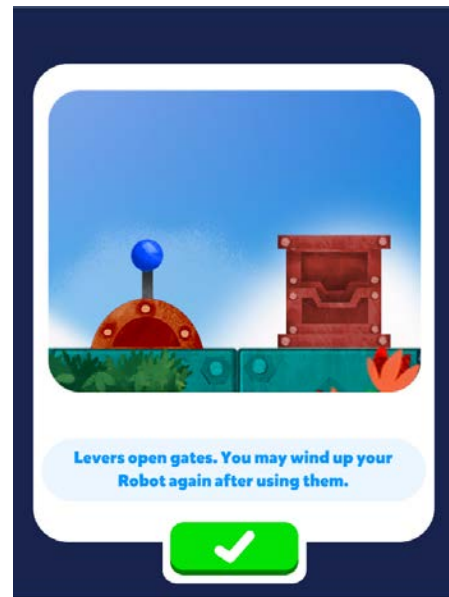


The jump pad throws your robot into the air.

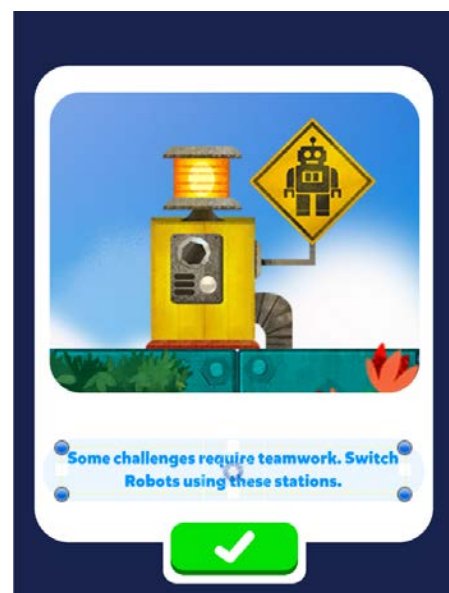




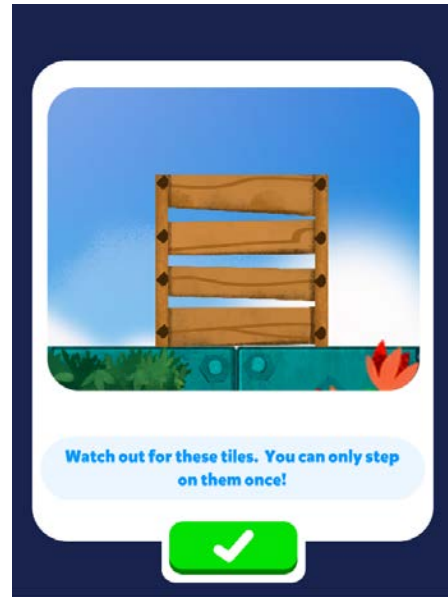
The lever opens mechanized doors. Your robot needs to stop at the lever for it to be activated.



The relay station allows you to replace a robot after making a move. The robot needs to end its movement on this spot for it to work.



Flimsy walls may be stepped on only once. If touched again, they crumble.



# Appendix

## 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 the play space.
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?

#### **Boxes, Wood Pieces and Balloons**

All the pieces can be cleaned with a damp cloth. Make sure to dry them with some napkins or a dry cloth.

#### **Playmat**

If you accidentally spill liquids or water on the Playmat, 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.