



Getting Started with Osmo Math Wizard & the Amazing Airships: Clockwork

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Learning and Game Objectives



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.

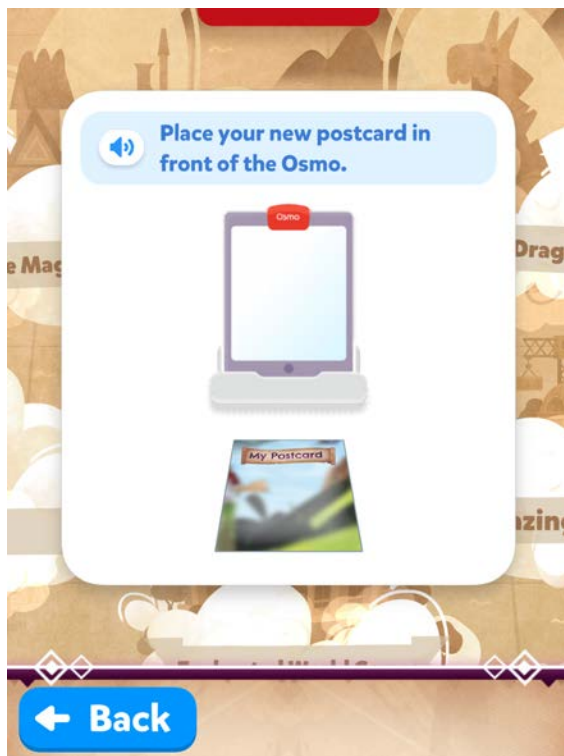
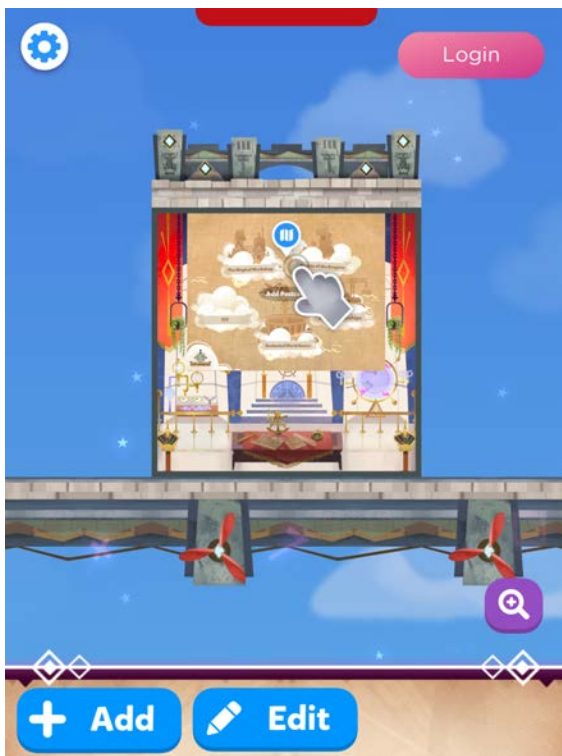
Using Your Postcard

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 Clockwork you'll need to use your "Amazing Airships" postcard to unlock and place the Arcade.

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

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 Spellbarrow Port to your map!



Sky Castle: Adding the Arcade



Now we can add the Arcade and enter the game!

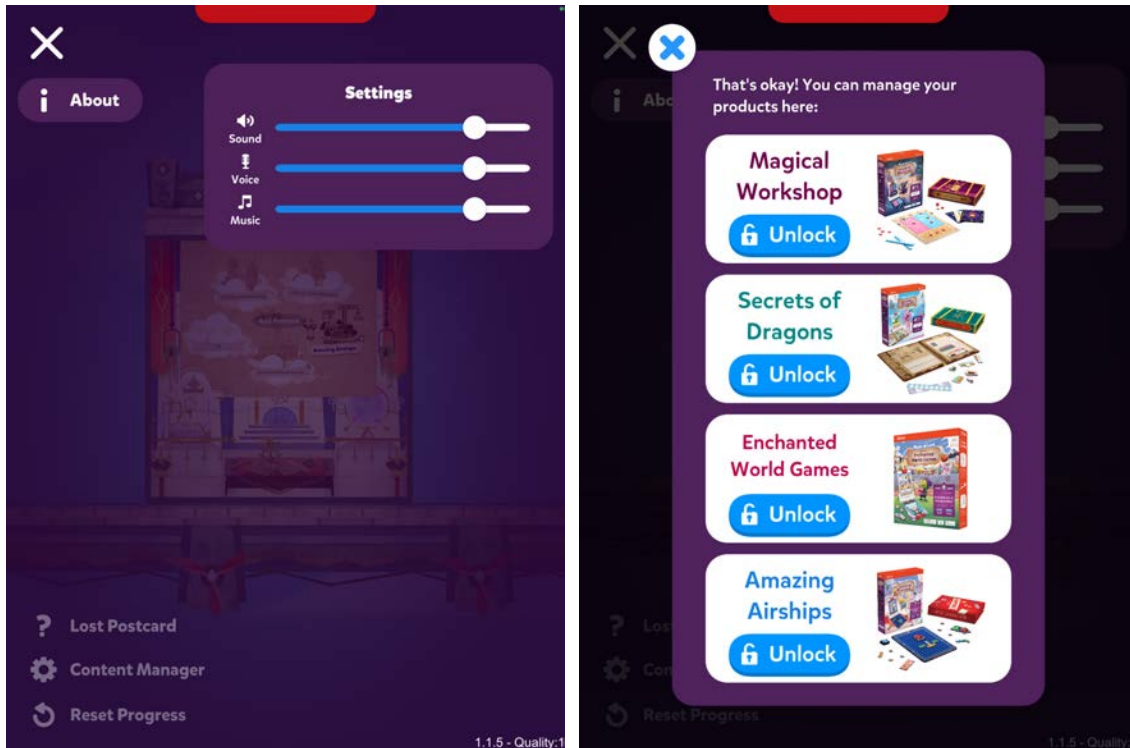
1. When the Osmo reads your postcard, you will unlock the Arcade.
2. In the bottom right corner, tap **+ Add** to bring up the rooms menu.
3. Next, tap the **+ Add** button on Arcade.
4. In your Sky Castle, tap on any spot to place the room. You've added the Arcade!



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”



Main Menu Navigation


Accessing your myOsmo Account

From either the Clockwork 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. Clockwork 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 Clockwork. 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 Clockwork 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 Clockwork, 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 Sound settings.

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

Game Setup

- 1. Tap  to start playing!

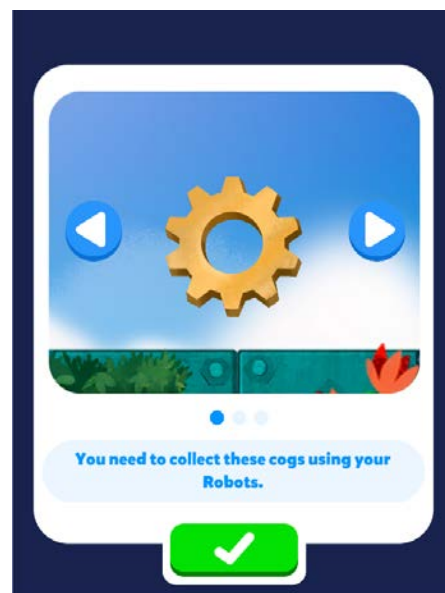


Tutorial

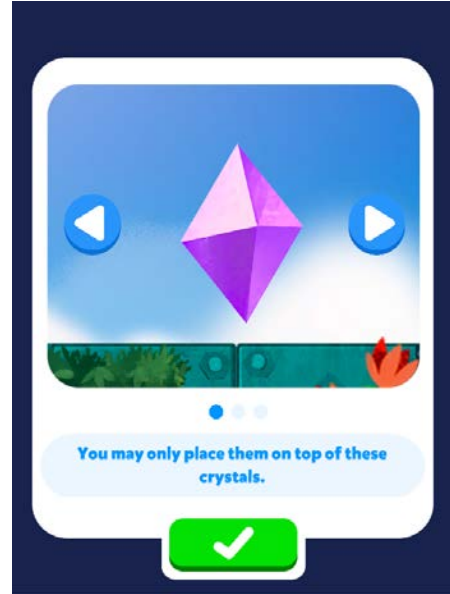
The game starts with Mumbles introducing himself and asking you for help to test some toy samples that just arrived.



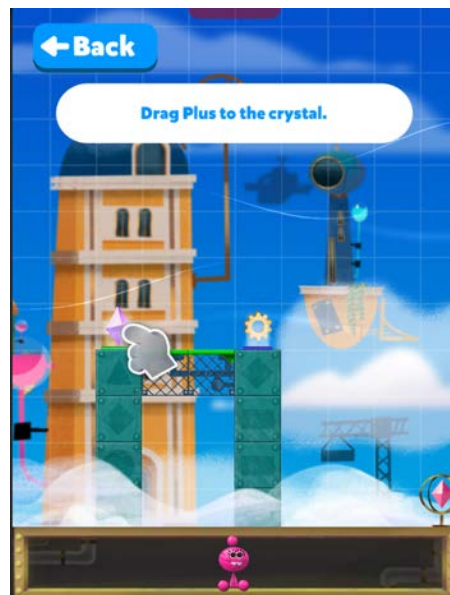
In order to finish each stage, you need to collect all the cogs present in it (sometimes more than 1).



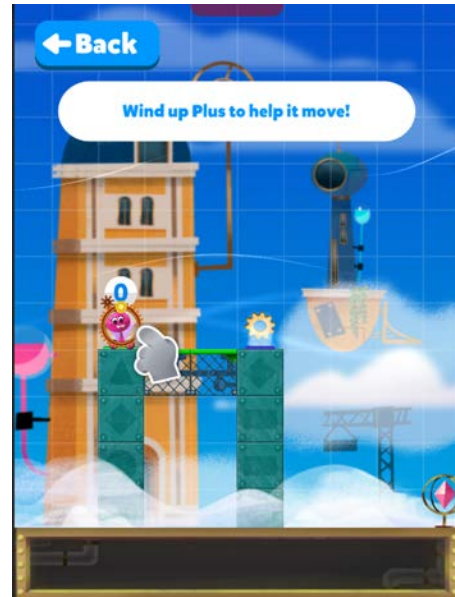
You may only place your robots on top of crystals.
Some levels have more than 1 crystal.



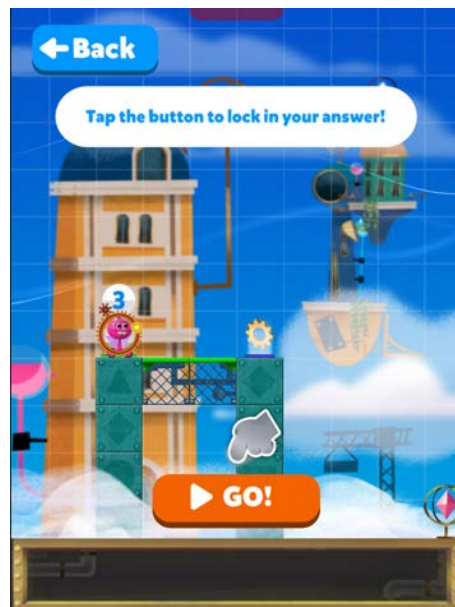
In order to use a robot, you need to drag it from the bottom bar to any of the crystals on screen.



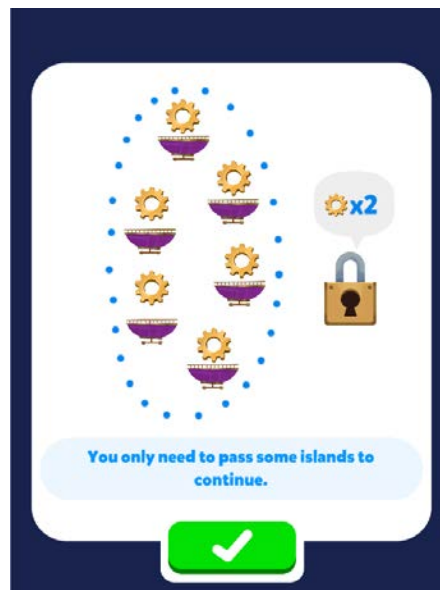
After dropping a robot on a crystal, you need to wind it up using the wheel on top of them. Make sure to select the yellow handle on the wheel.



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

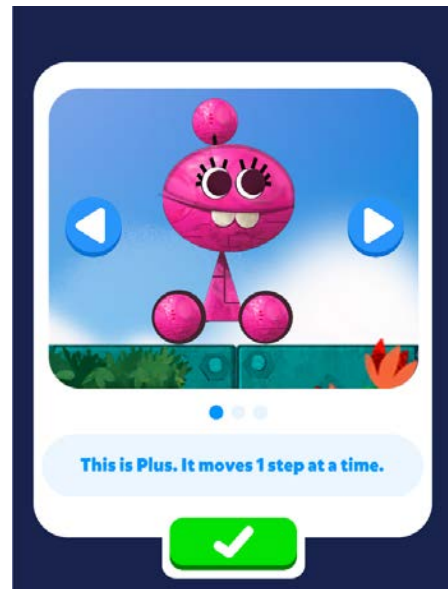


At certain points, you will encounter groups of islands next to a lock. In order to open the lock, you only need to clear some of the stages.

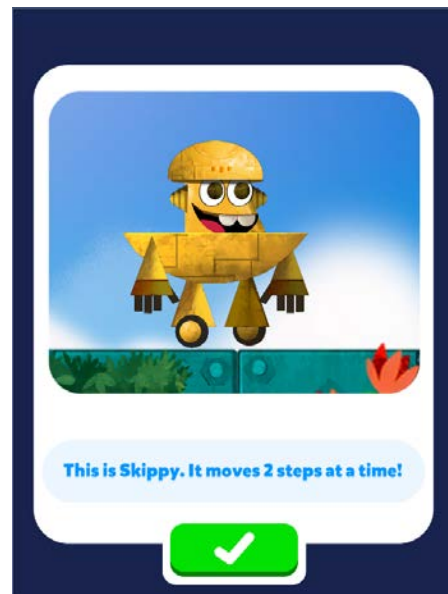


Robots & spaces

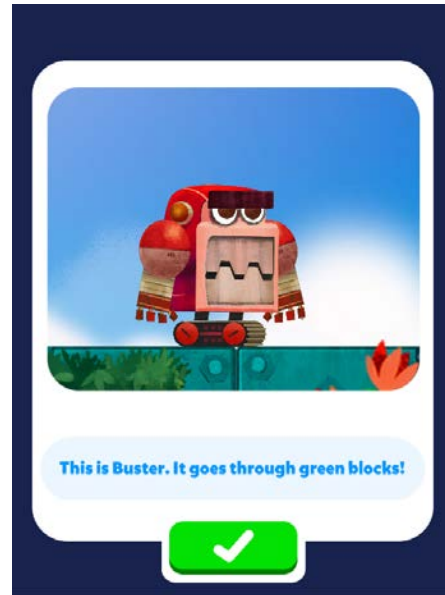
Plus, the pink robot. It moves 1 space per turn.
This is the first robot available.



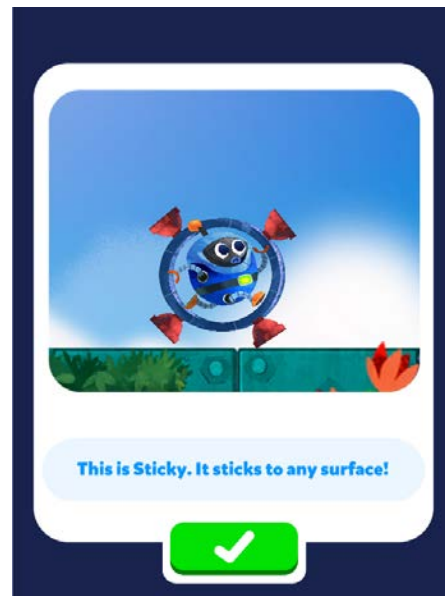
Skippy, the yellow robot. It moves 2 spaces per turn.



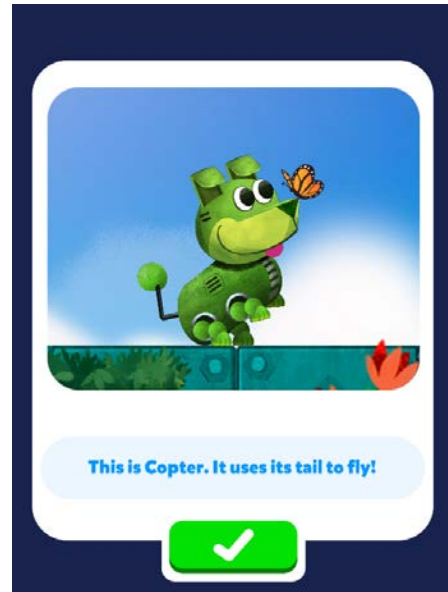
Buster, the red robot. It moves 1 space per turn and is able to go through green spaces and wooden blocks..



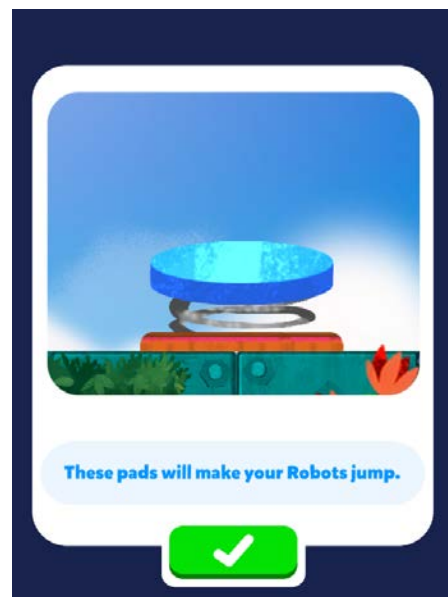
Sticky, the blue robot. It moves 1 space per turn and is able to stick to most surfaces, except platforms.



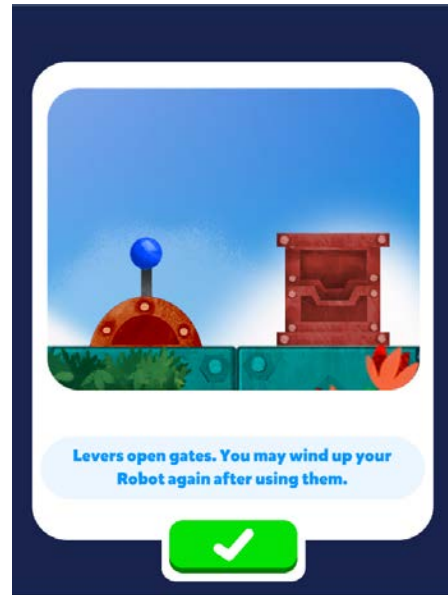
Copter, the green robot. It moves 1 space per turn and is able to fly as long as it doesn't hit a space.



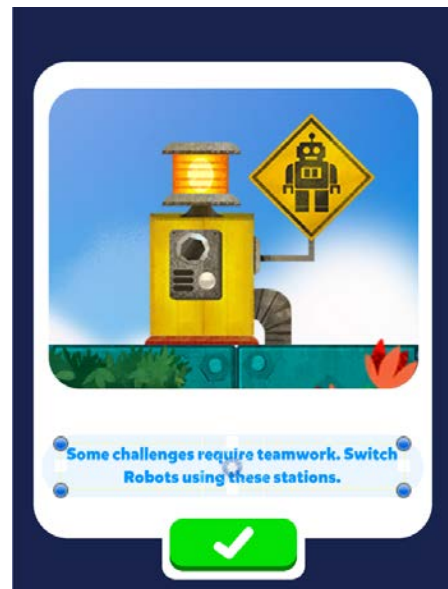
The jump pad throws your robot into the air.



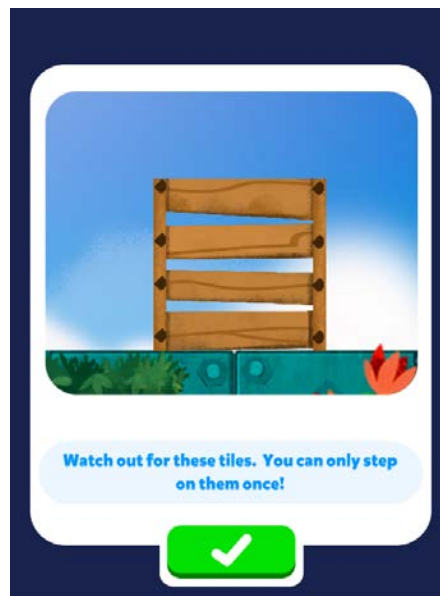
The lever opens mechanized doors. Your robot needs to stop at the lever for it to be activated.



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.



Other Questions

Please reach out to us for assistance through this form:
<https://support.playosmo.com/hc/en-us/requests/new>.

