



# Getting Started with Osmo Math Wizard & The Enchanted World Games: Bento Box

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# What's Included?

Math Wizard and the Enchanted World Games includes two games that use hardware; both these games will be accessible via rooms in your Sky Castle. This guide covers Bento Box.

## Postcard



## Bento Box Lunchbox Mat



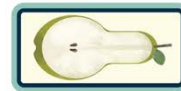
## 22 Fruit Pieces



6 x Grape



4 x Apple



4 x Pear



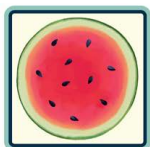
3 x Corn



2 x Banana



2 x Carrot



1 x Watermelon

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

(Base not included with Math Wizard & the Enchanted World Games)



iPad Base



Fire Base

# Learning and Game Objectives



## Learning Objectives


Bento Box provides a differentiated opportunity to practice repeated addition as a foundation for multiplication. Parents are able to set how challenging the game is according to their child's current ability level. Additionally, the games hone children's critical thinking skills as they decide how best to fit specific foods into their lunch box to hit a target value. Finally, the game provides scaffolded hints along the way to help children master new learning concepts.

## Game Objectives

In Bento Box, pack magical lunch boxes for the athletes who compete in five different sports. Feed your athletes a winning combination of fruits to help them win a gold medal!

# Main Menu Navigation

## Accessing your myOsmo Account


From either the Bento Box 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. Enchanted World Games 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 on the first sport tile  to start playing Bento Box. 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 Bento Box 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 Bento Box 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.



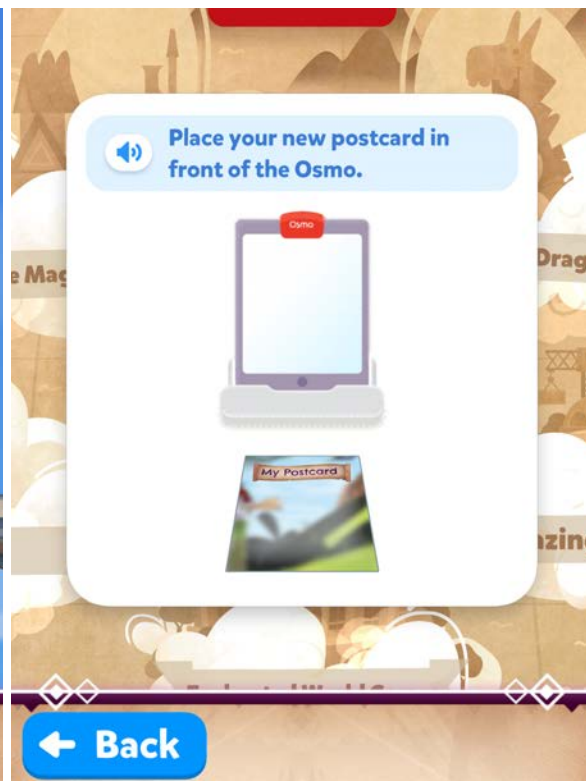
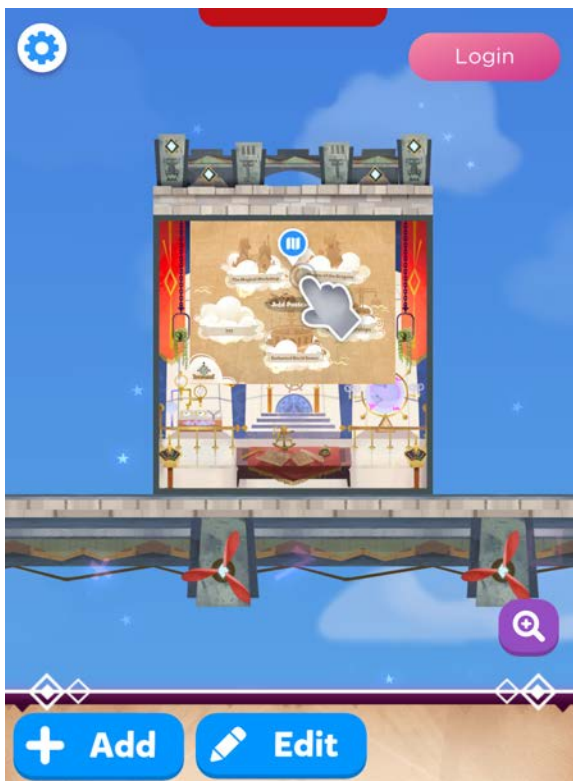
# Sky Castle: Using Your Postcard

## 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 Bento Box you'll need to use your postcard to unlock and place the Locker Room.

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

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 The Enchanted World Games to your map!



## Sky Castle: Adding the Locker Room



Now we can add the Locker Room and enter the game!

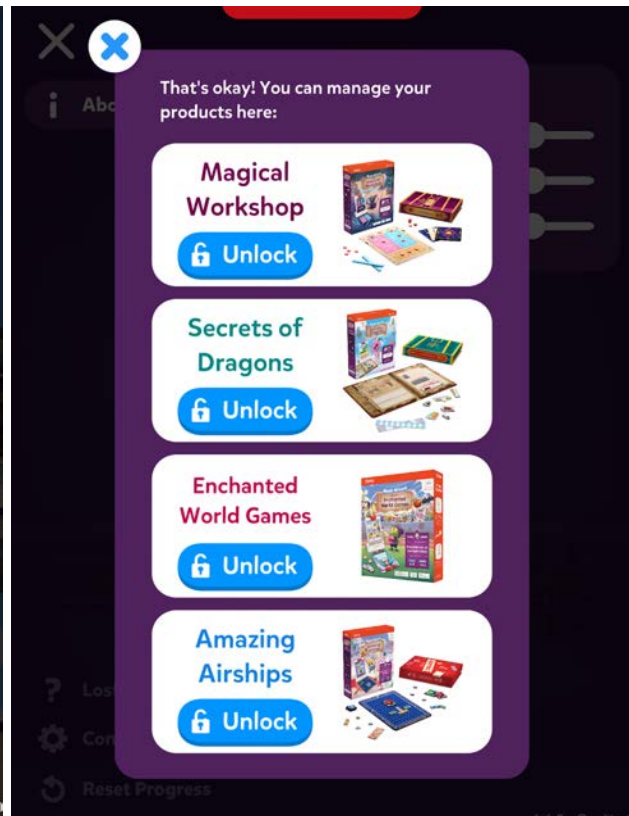
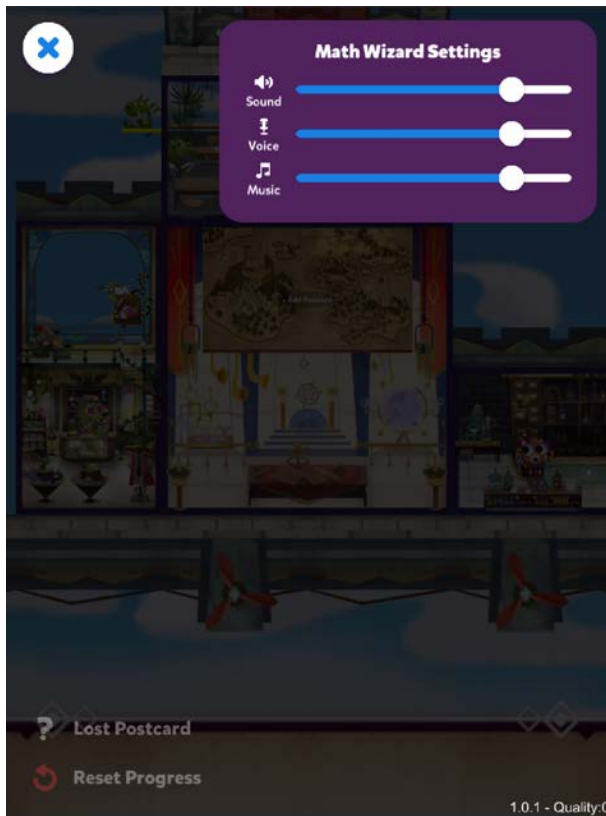
1. When the Osmo reads your postcard, you will unlock the Locker Room.
2. In the bottom right corner, tap **+ Add** to bring up the rooms menu.
3. Next, tap the **+ Add** button on the Locker Room.
4. In your Sky Castle, tap on any spot to place the room. You've added the Locker Room!



## 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 “Enchanted World Games”





# Game Setup

To get started, grab your Osmo Base, Bento Box Lunchbox mat, Postcard, and Fruit Pieces.

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 to the side within easy reach.
3. Enter Sky Castle and use your Postcard (instructions on pages 6-9).
4. Tap the  above T.Rez the Turtle, then tap  to start loading Bento Box.
5. Tap any sport tile to start playing!

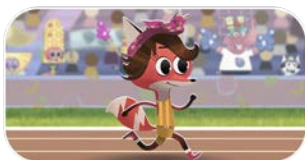


## Sport Selection

Bento Box has 5 different sports! This Sport Selection screen lets you choose a sport to play. When you begin, only Running is unlocked. Go ahead and tap the Running tile to go off to the races! As you play each sport, you will get a chance to unlock the remaining sports. You can start playing any unlocked sport from this Sport Selection screen.



Here are the 5 sports in Bento Box. Unlock and win them all!



Running



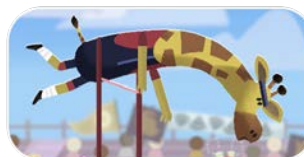
Archery



Swimming



Weightlifting

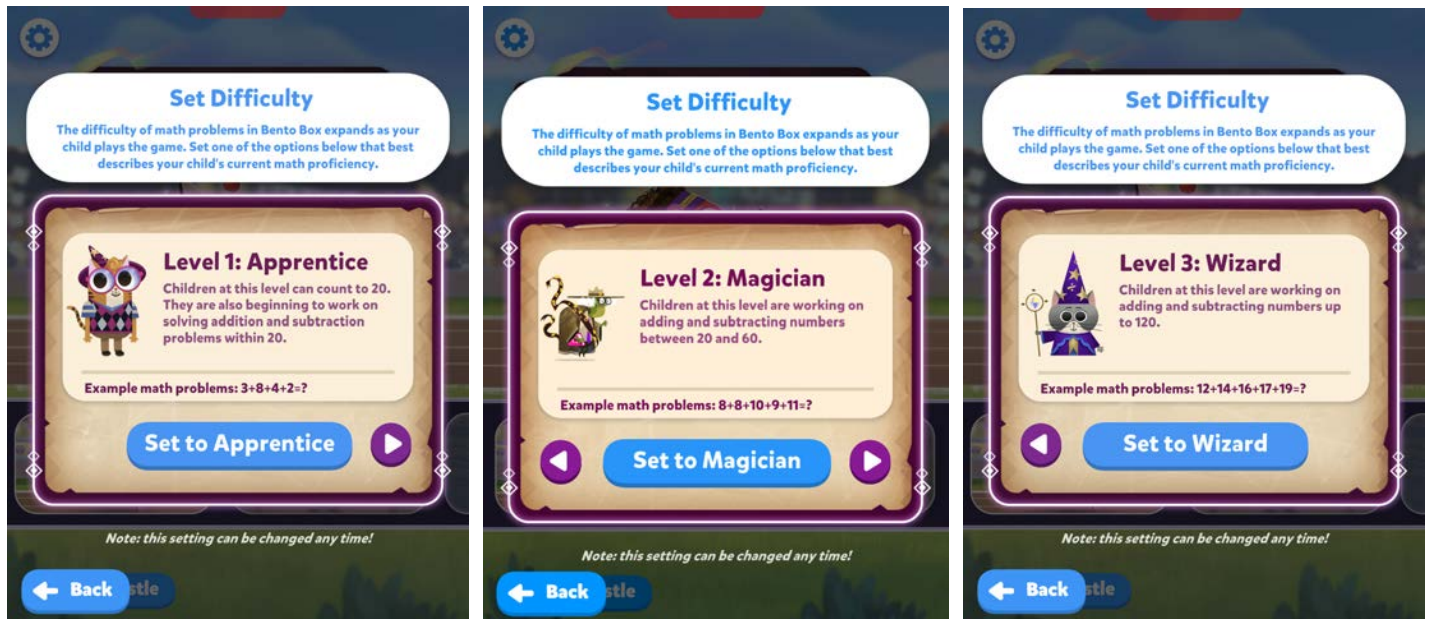


Pole Vault

# Difficulty Selection

Children may have different levels of understanding and familiarity with Repeat-Addition problems.

1. Choose “Apprentice” mode for children that can add and subtract numbers up to 20
2. Choose “Magician” mode for children that can add and subtract numbers up to 60
3. Choose “Wizard” mode for children that can add and subtract numbers up to 120
4. You can change this setting at any time to adjust the difficulty across the game





## Main Menu

Each sport has a Main Menu that showcases your character and its journey on a map.

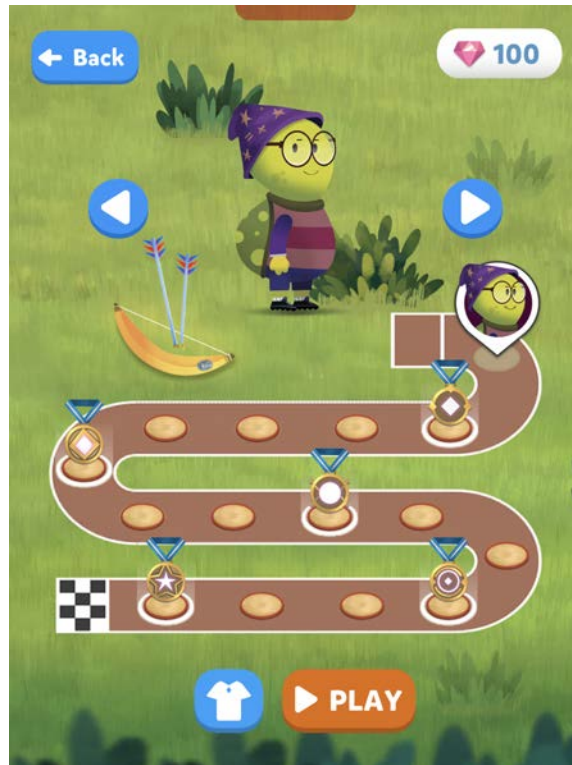
The levels with a medal on them feature an exciting sporting event like racing, archery, pole vault etc.

Complete an event to collect the medal!

When you complete a level with another character on it, you will unlock a new sport!

You can click on previous levels to replay them at any time.

Can you finish all the levels and collect all the medals?



The medals are:



Junior Wizard  
Medal



Super Diamond  
Medal



Orb Master Medal



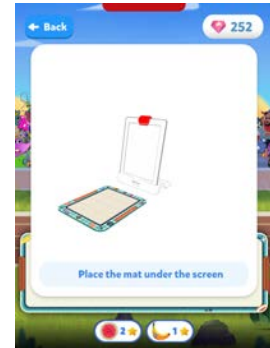
Senior Wizard  
Medal



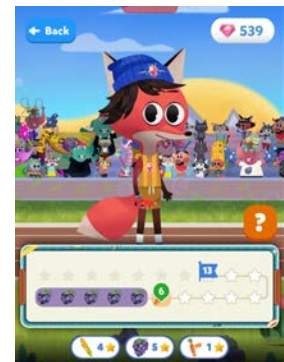
Enchanted  
Champion Medal

# Meet the Target

1. Place the lunchbox mat in front of Osmo to get started!



2. Felix the Fox needs his superfruit to run the fastest race ever!  
The perfect lunchbox is made by adding fruits till you reach the target flag.



3. But not just any fruits will do! Pay attention to the key at the bottom of the screen. It shows you the fruits Felix is interested in and the star power of each fruit.



4. Place fruit pieces in the lunchbox and add up the star power to reach the target flag.
5. Sure, you can use the same kind of fruit more than once. It all adds up!

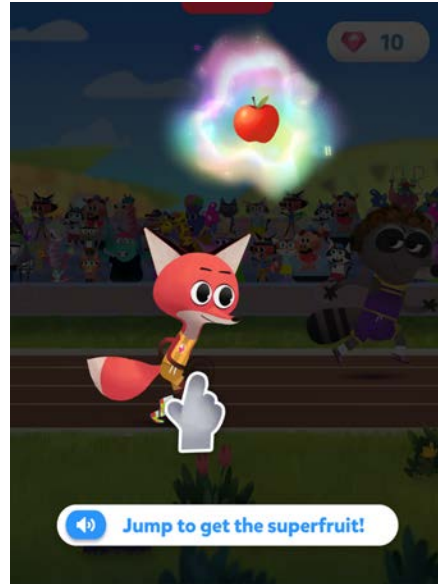
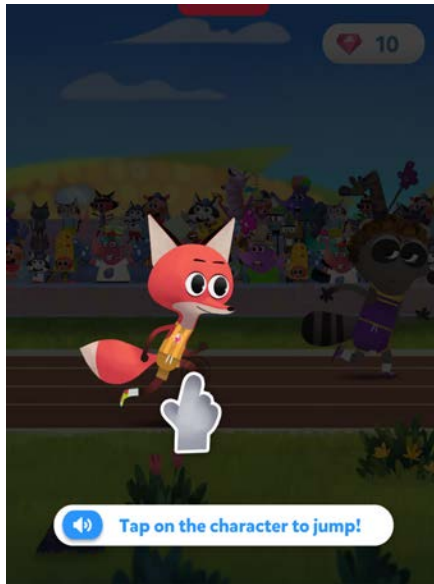




# Running

It's time to race!

1. Tap on Felix the Fox to make him jump.
2. Jump and get the superfruit to make Felix zoom ahead




During the race, watch out for the Zorb Ball hazard.

1. This seemingly harmless looking plastic globe must be jumped over by tapping on Felix.
2. If you bump into the Zorb Ball, it traps Felix for a few seconds and gives the opponent time to run ahead.



## Feeding Frenzy

T. Rez the Turtle looks tiny but eats many times his weight in superfruit.

1. Reach the target flag  as many times as you can in 60 seconds!  
That should keep T.Rez well fed. What's more, each target will give you gems as a reward.
2. Place fruit pieces in the lunchbox and add up the star power to reach the target flag.
3. As usual, the key at the bottom of the screen shows you the fruits T.Rez likes and their starpower.



## Archery

Get ready to shoot some superfruit.

1. Click on any part of the screen to shoot the arrow there.
2. Try to hit as many flying fruits as you can in 30 seconds, to earn the most gems!




# Traps and Treasures

Floaty the Hippo is warming up in the hot tub!

This is a great time to feed Floaty a lunchbox full of superfruit.


1. Add fruit to your lunchbox and reach the three target flags

 one by one.

2. Each target flag has a mini treasure hidden inside it!



3. As always, the fruits available to Floaty are shown at the bottom of the screen along with their starpower.

4. Be careful of those traps.  If your number lands you on a trap, a spell will be cast on your target flags and they might move to a different spot!

5. By now, you are quite the number wizard and we are sure you will navigate around the traps and find all the treasures.



## Swimming

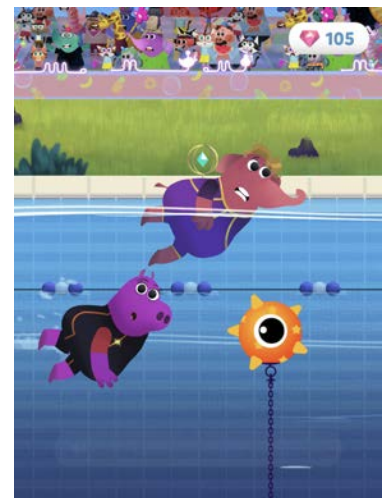
Floaty looks round and cuddly but don't let that fool you. She is an excellent swimmer! Especially if you dive and pick up that superfruit!

1. To make Floaty dive while she is swimming, just tap on her.
2. Collecting the superfruit makes Floaty zoom ahead!



While swimming watch out for the Googly Eye hazard.


1. You must tap Floaty to dive and swim underneath it.
2. If you bump into the Googly Eye bomb it will slow you down.





## Max Game Mode

Balbo Bear likes everything big!

1. Make the biggest number you can by placing superfruits in the lunchbox.
2. You can only use the fruit pieces shown in the key at the bottom of the screen.
3. Add up all their starpower to reach the biggest number and then press Submit. 
4. You get gems for each target you reach along the way.



## Weightlifting

Time to see just how strong Balbo Bear is!

1. Tap on a fruit to feed it to Balbo.
2. As Balbo starts lifting, his energy starts dropping.
3. You can see this in the energy bar above his head. No worries Balbo, we can help!
4. Tap on a fruit to charge up Balbo's energy bar.
5. The longer Balbo lifts, the more gems you get.

Pro tip: Wait for the energy to drop into the orange zone before feeding fruit to get best results.

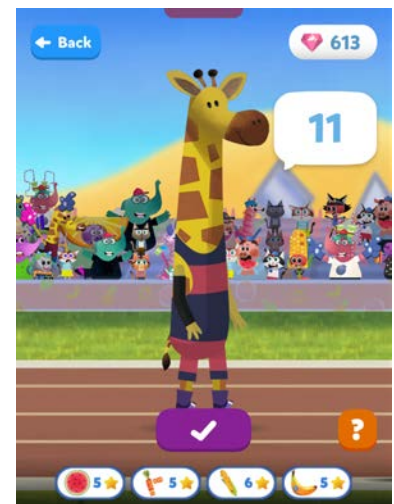




## Meterless Game Mode

You made it to the 5th and final sport!

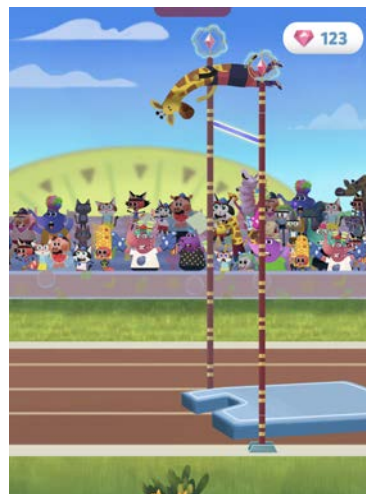
1. Aero the Giraffe is telling you how much starpower he wants.
2. Add the superfruit to your lunchbox to reach that number.
3. The only twist is, you don't get to use the number meter until you are ready to submit an answer.
4. To submit an answer just press the purple Submit button.



## Pole Vault

Time to reach for the skies!

1. Tap on Aero the Giraffe to jump
2. Jump and get the superfruit
3. With superfruit in his belly, Aero runs faster and will Pole Vault higher!



## Power up Meter

1. To use a powerup that you purchased in the Enchanted Store, you must activate it.
2. Just capture three superfruit in your sport event.
3. They will charge up the meter and unleash the special powers.



Example powerup:

The Corn Missile is an amazing spell available to Felix the Fox.

It can be purchased in the Enchanted Store.

When equipped, the powerup meter shows up in the Running race.

If Felix jumps and gets 3 superfruits, the powerup meter is charged and the Corn Missile is unleashed!

It swirls and sizzles and hits the opponent turning into a giant mound of popcorn.

Your opponent is trapped in delicious buttery goodness while you can race ahead!

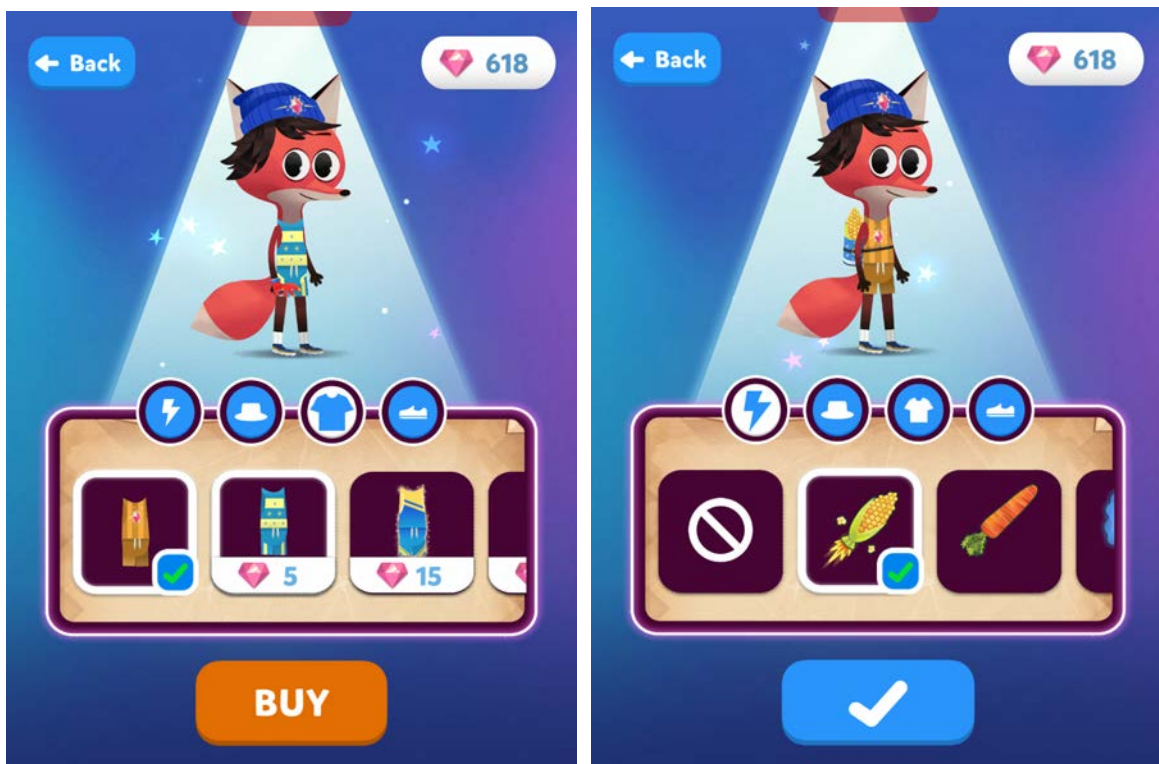
There are 15 such powerups in Bento Box, 3 for each character. We won't describe them all as they are a surprise for you to discover and enjoy!

# The Enchanted Store

You've packed the lunchboxes, played the sports and earned a bunch of gems!  
What better place than the Enchanted Store to spend your gems for some amazing items.

1. You can buy clothes, head-gear and footwear. These will make you look awesome.
2. You can also buy powerups. When activated in the sporting event, powerups will give you special boosts and help you win!
3. The cost of each item is shown below its picture.
4. Tap the picture of an item to preview it.
5. Tap buy to spend gems and buy it.
6. Tap the checkmark to equip a previously purchased item.
7. Hit the Back button to exit the store.

Wishing you an Enchanted shopping experience!



# 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?**

If you accidentally spill liquids or water on the game pieces, towel dry them carefully, thoroughly and quickly to ensure no damage occurs. Pay special attention to the edges of the game pieces, 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 game pieces.