



Getting Started with Osmo Coding Duo

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What's Included?

Coding Starter Kit or Coding Family Bundle contains 31 tangible Coding Blocks. Snap these blocks together in coding sequences to go on an adventure with both Awbie and Mo.

	Walk Quantity: 6x		Rest Quantity: 2x
	Hand Quantity: 3x		Repeat Quantity: 2x
	Jump Quantity: 3x		#2 Quantifier Quantity: 3x
	Star Subroutine Quantity: 1x		#3 Quantifier Quantity: 3x
	Circle Subroutine Quantity: 1x		#4 Quantifier Quantity: 3x
	Square Subroutine Quantity: 1x		#5 Quantifier Quantity: 2x
	Magic Quantity: 1x		

What's Included (Solo Coding Duo box)

If you own the solo Coding Duo Box, it contains 2 **Character Blocks**. These blocks are no longer required to play Coding Duo. If you choose to use them, they are still compatible with both legacy and new Starter Kit / Coding Family Bundle Blocks. Use these blocks to choose character position and the actions they take.

Note: The **Swap Button** will be deactivated if your Osmo detects these blocks. You can turn this feature off in the settings menu under the gear in the top left corner of the game screen.



Mo Block
Quantity: 1x



Awbie Block
Quantity: 1x


Game Setup

To get started, grab your Osmo Base and Reflector, compatible device ([check here](#)), and Osmo Coding Blocks!

1. Set your tablet into the Osmo Base and push the Red Reflector down over the camera.
2. Make sure you have the Osmo Coding Jam game app installed and ready to play.
3. Remove your Coding Blocks from the stackable container. Set them aside within easy reach.
4. Open the Coding Jam App and tap on the Play Button on the Main Menu.

Menu Navigation


Accessing your myOsmo Account

1. While on the main menu, tap  in the upper right corner for the myOsmo account screen.
2. From this screen, you can Add an Account Switch Accounts, or Switch Profile.

Language



The default language automatically selects based on the default language setting of your device.

Resetting Progress



1. Tap  in the upper left corner and then
2. Tap on **Reset Progress**.

Be careful! All progress and map unlocks will be lost and reset.


Returning to the Main Menu

1. When you're in the middle of a game, tap  in the upper left corner.
2. Next tap and then tap  in the upper left corner to return to the **Main Menu**.


Returning to an Island Map

1. When you're in the middle of a game, tap  in the upper left corner.
2. Next tap  to return to the Island Map

Returning to a World Map

1. When you're on one of the Island Maps, tap  to return to the World Map.

Restarting a Level

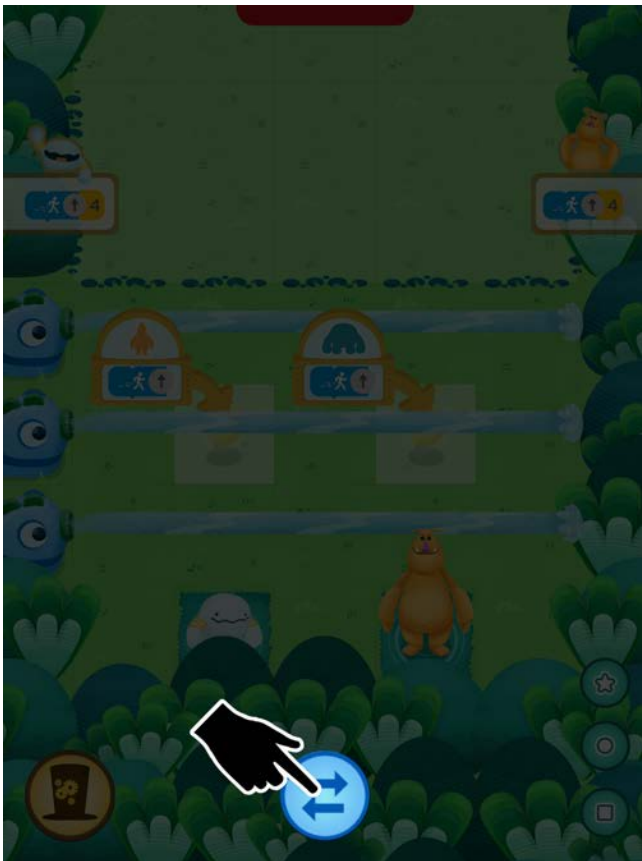
1. Go to the level you wish to restart.
2. Tap  and tap Restart Level. You will lose all progress within that level.
3. Items will be regenerated, and Awbie and Mo will be brought to the start of the level.

Swapping Sides of Awbie and Mo

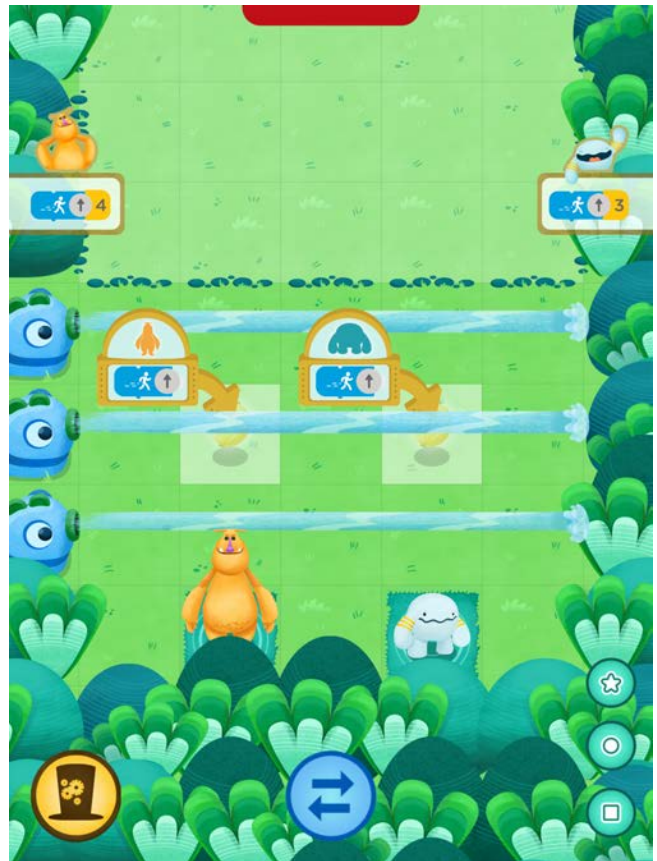
Key Concept 1

Code the movements of Mo and Awbie at the same time. Some levels require Mo or Awbie to start from a specific side to solve.

1. During a game level, when Mo and Awbie are both available to play, you'll be able to swap which side of the screen they start from.
2. The character on the left side will follow the blocks you put on the left, and the character on the right will follow the blocks to the right.



Mo needs to be on the Left!



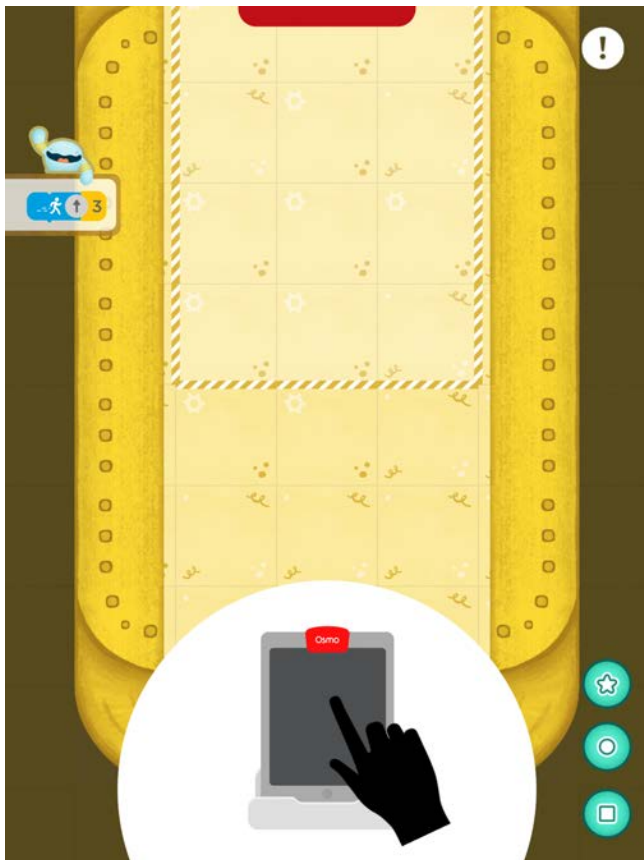
Use the Swap Button

Compile and Run Code Sequences

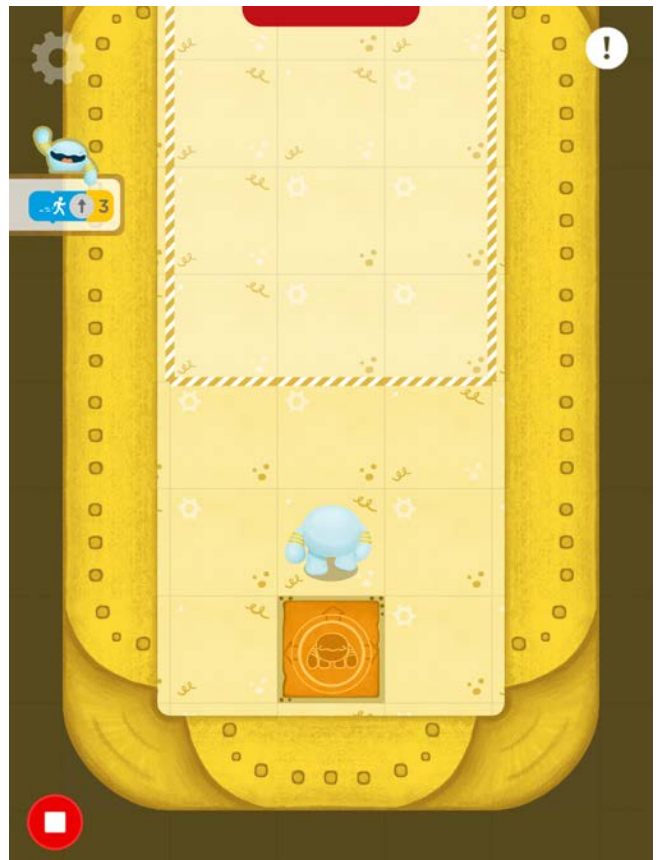
Key Concept 2

Compiling in Coding Duo is easy with just a **Tap on the screen!**

1. Your coding sequence is displayed in the upper corners of the screen. When you're ready, tap on the screen to compile the code. Awbie and/or Mo will begin to act according to the coding sequence.
2. At any time during the sequence action, you can tap the **Stop Button** to reset the level. Mo and Awbie will return to their level start markers.



Tap to go!



Stop if you want to restart quicker.

Block Actions with Characters' Jump



Key Concept 3

Mo and Awbie perform the Jump Action differently from each other. Keep this in mind when deciding which side to place your characters at the start of each level.



Mo with Jump

Mo jumps only one space when using the Jump block.

Pro Tip: Mo's shorter jump can be useful in tight spaces!



Awbie with Jump

Awbie jumps two spaces when using the Jump block.

Pro Tip: Awbie's longer jump lets him go over bushes and rivers!

Block Actions with Characters - Hand Block



Key Concept 3 - continued

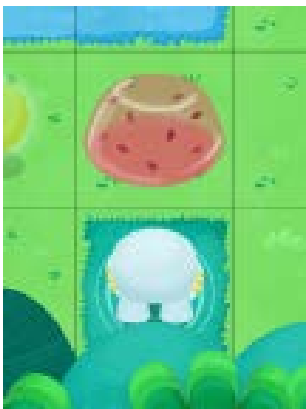
Mo and Awbie each have their own unique actions when the **Hand Block** is used in a coding sequence. Experiment with different combinations of code sequences to discover how they react and work with each other.



Mo with Hand Block

When Mo uses the Hand Block, he draws a box in front of himself. Walking into a box allows him to push the box forward.

Pro Tip: Push the box over water to create a platform for Mo to walk on!



Awbie with Hand Block

When Awbie uses the Hand Block, he creates a strawberry jelly in front of himself. Walking into the jelly bounces a character two spaces!

Pro Tip: Place a strawbie jelly in front of Mo so that he can jump two spaces instead of one!

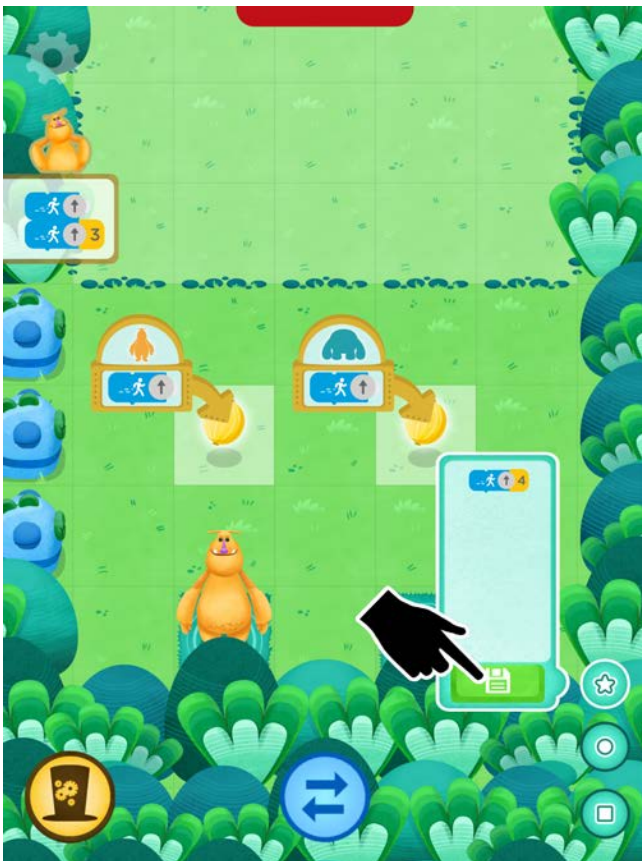
Subroutines

Advanced Concept Walk-through:

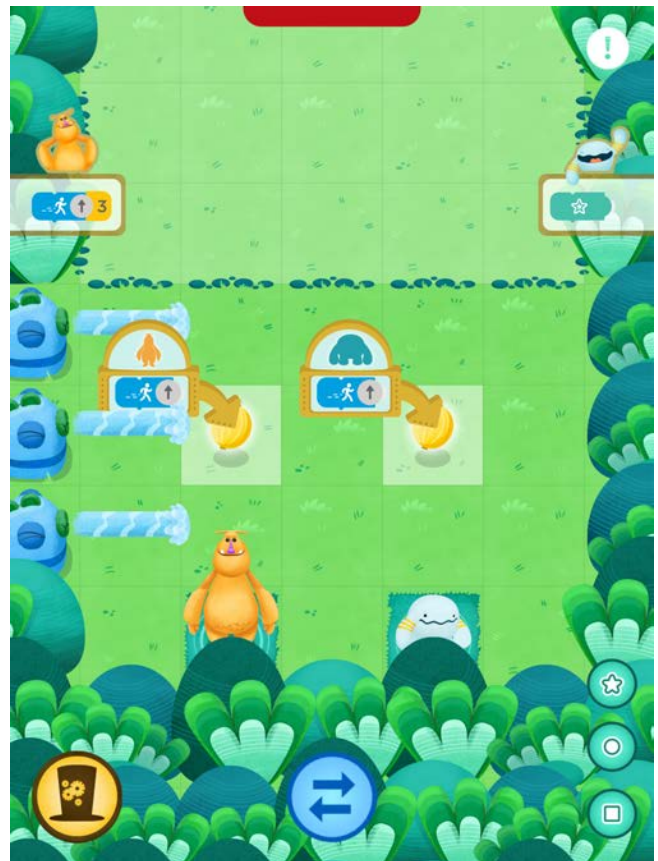
For more advanced coders, you can save and reuse sequences inside of subroutines.

1. First put down only one sequence of code. (It doesn't matter what side)
2. Then choose one of the three subroutine blocks you'd like to save it to. Tap on the matching symbol of the block and when ready, hit the **Green Save Button**.
3. Your code is now saved! Slide up the Subroutine Block you chose to Mo or Awbie, connect it into a sequence, or use it by itself.

Note: Subroutines are saved for one level only. If you finish or leave a level, the code will not be saved.



Build code & save



Use the subroutine block for Mo or Awbie

Level Rewards

Key Concept 5

Completing a level in Coding Duo gives you more than just the satisfaction of solving a complex coding puzzle. Below are some of the rewards you can earn!



Hoppets

Save the lost Hoppets! Some levels will have a Hoppet waiting to be rescued by Mo and Awbie.

Pro Tip: Only one of the characters needs to reach a Hoppet to rescue it and bring it to the Zeppelin.

Gooseberries

If you're looking for an extra challenge in each level, try to collect all of the **Gooseberries!** You can see your collected gooseberries in the Zeppelin.



Badges



As you solve levels, you will earn experience points toward these nifty badge ranks.

Pro Tip: New levels are unlocked at certain badge ranks. Collect more experience points to unlock all the islands!

World Map

Walkthrough 1

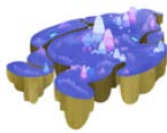
The World Map is where you can enter the Zeppelin or travel to any of the islands that you've unlocked. Solve puzzles and earn badge ranks to unlock more islands!



1. Tap to enter the steam scientist's Zeppelin and access the Tutorial Gym.



2. Tap to travel to Awbie's Island and search for Hoppets.



3. Tap to travel to Mo's Island and continue the search for Hoppets.






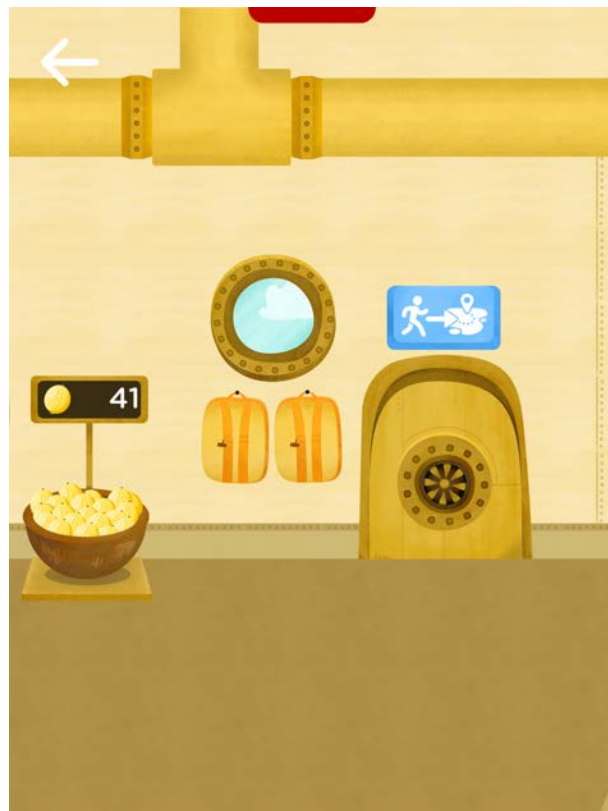
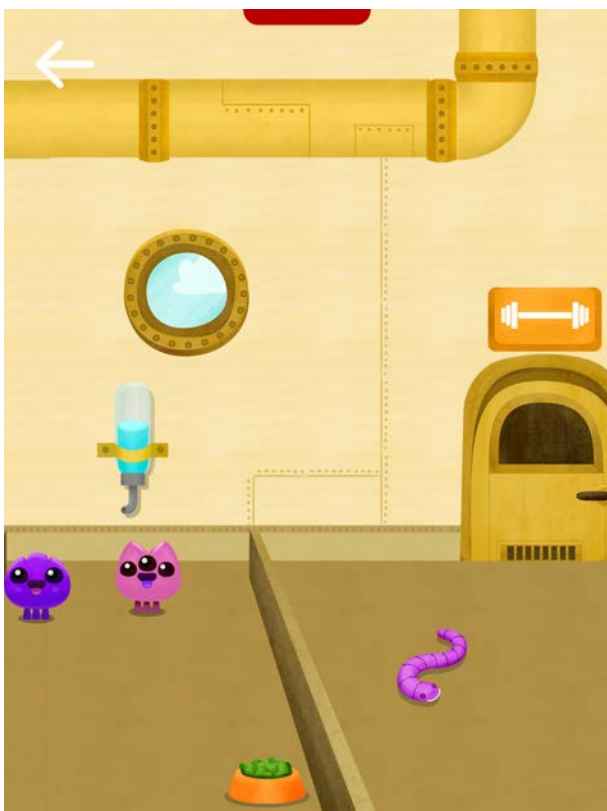
Also check out the Bonus Rainbow Challenge levels

Inside the Zeppelin — Navigating

Walk-through 2:

The Zeppelin is the steam scientist's home! Inside the Zeppelin, you can enter the Tutorial Gym, interact with rescued Hoppets, and track your collected gooseberries.



1. Scroll to the left of the scientist to see all the Hoppets you have rescued. Tap on the Hoppets to interact with them.
2. On this side of the Zeppelin, tap  to enter the Tutorial Gym.
3. Scroll to the right of the scientist to see all of the gooseberries you've collected.
4. On this side of the Zeppelin, tap  to return to the World Map.
5. You can also tap  to enter the Pet Shop.



Inside the Zeppelin — Pet Shop

Walkthrough 2 — continued

Use your gooseberries to buy decorations and items for the rescued Hoppets!

1. While inside the Zeppelin, scroll to the right side and tap  to enter the Pet Shop.
2. Use the tabs and arrow keys to browse the shop.
3. Once you've found an object that you like, tap on  to purchase it.
4. The object will be automatically placed inside the Zeppelin. You can tap and drag the Hoppets to an object to watch them interact with it!



Note: You can have only one version of each object in the Zeppelin at a time.



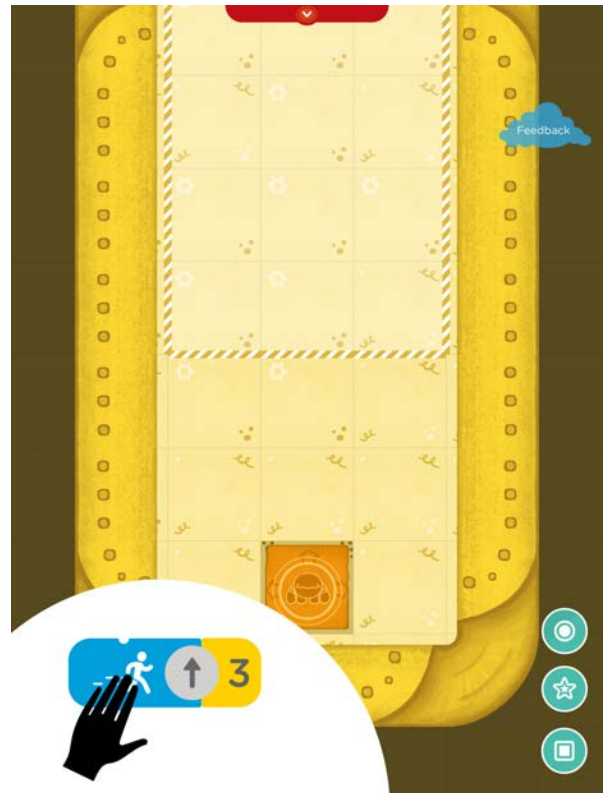
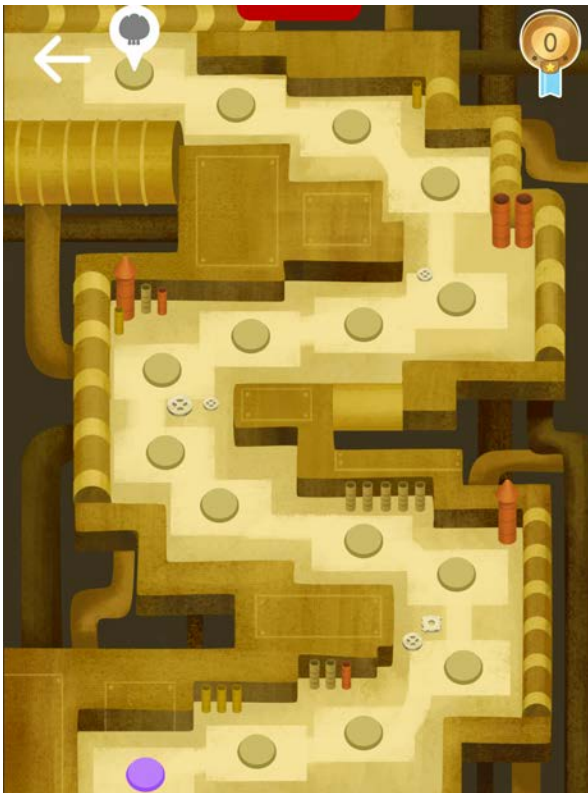
Tutorial Gym

Walkthrough 3

The Tutorial Gym is a great place to learn and practice the key concepts in Coding Duo.

1. While in the Zeppelin, scroll to the left side and tap  to enter the Tutorial Gym.
2. Tap on an unlocked  to enter that level.
3. Use your coding and character blocks to solve the coding puzzle and guide Mo and Awbie to the finish zone!



Example: In the first tutorial level shown below, guide Awbie to the finish zone by placing Awbie's character block so it appears on the start marker. Then connect a Walk block with the arrow turned upward and a #3 quantifier attached.

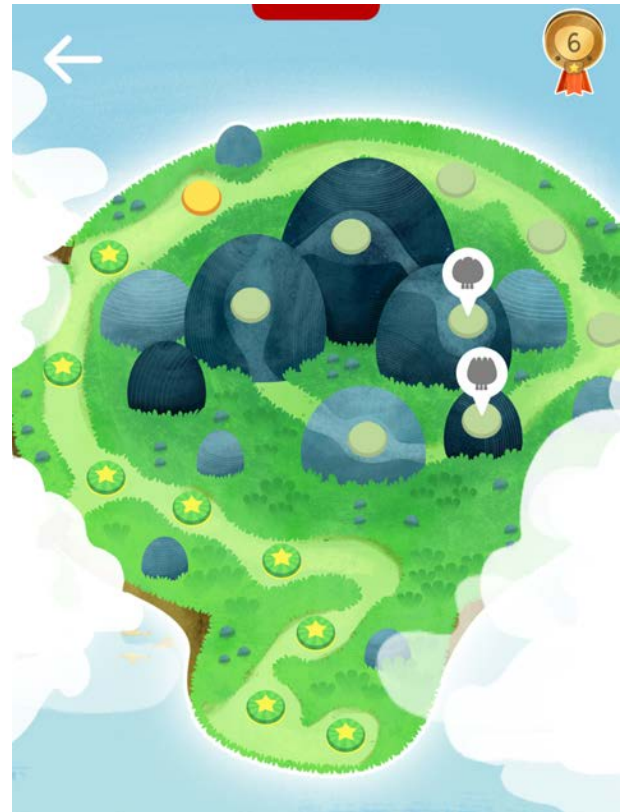
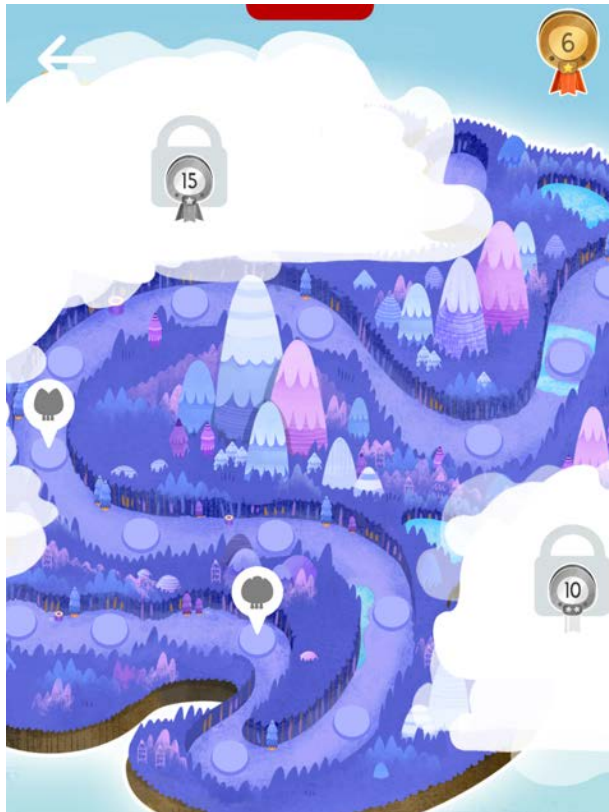


Awbie's and Mo's Islands

Walkthrough 4

Once you've completed the Tutorial Gym, you'll unlock Awbie's Island! Explore the island and solve more coding puzzles to find the lost Hoppets. When you earn enough badge ranks, you'll also unlock Mo's Island.

- An island may have side paths that are locked by a badge rank. Look for the symbol  to learn how many ranks are required to unlock that side path.
- Some levels will have a  symbol over the level button. This symbol means that there's a lost Hoppet waiting to be rescued from that level.



Level Obstacles & Objects

Walkthrough 5

Each Coding Duo level contains tricky obstacles and objects that can make it harder to reach the finish zone and rescue the Hoppets. Pay attention to how the obstacles affect Mo and Awbie so you can code them to the finish zone!



Short Obstacles

Short obstacles can block Mo and Awbie's path. Use the **Jump Block** on Awbie to jump over these obstacles!

Trees

Large and tall obstacles can't be jumped over. Use your coding blocks to navigate Mo and Awbie around them.

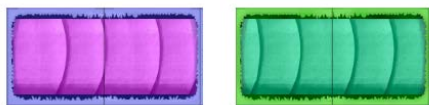


Water

If Mo or Awbie walk into the water, they will fall in and restart the level. Use Mo's **Boxes** to build bridges over the water.

Squirts

Squirts shoot out high-pressure water that can knock Awbie off his feet! **Use Mo as a shield** against the jetstream or jump Awbie over the water blasts.



Conveyor Belts

Conveyor belts will move characters and objects that stand on them. Remember that they make an extra move for Mo and Awbie.

Buttons

Use buttons to change the direction of a conveyor belt. Guide Awbie or Mo to the button to switch the conveyor belt's direction.



Best Practices for Effective Osmo Detection



1. Keep hands and fingers away from the blocks after placing them so that Osmo can see it.
2. Keep the reflector centered along the top edge of your device so the camera can see the play space.
3. Keep the blocks close to your device so the camera can see them.
4. Play Coding Duo in a well lit room. If your table top or surface is a dark color, it may be interfering with the software detection.
5. Try placing an 8.5 x 11 sheet of white paper on the tabletop, and then put the blocks on top of the paper.
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 support@playosmo.com for assistance.

Other Questions

What do I do if I lose a Coding Block?

Please reach out to support@playosmo.com for assistance.

Can I clean the pieces?

You can gently wipe the blocks with a damp cloth if they get dirty.