



Getting Started with Coding Awbie

Updated 3.16.18

2.0.0



What's Included

Each set contains 19 magnetic coding blocks to control Awbie™, a playful character who loves delicious strawberries. With each coding command, you guide Awbie on a wondrous tree-shaking, strawberry-munching adventure!



Walk
Quantity: 4



Caution
Quantity: 1



Jump
Quantity: 1



#1 Quantifier
Quantity: 1



Hand
Quantity: 2



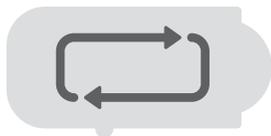
#2 Quantifier
Quantity: 2



Magic
Quantity: 1



#3 Quantifier
Quantity: 2



Repeat
Quantity: 1



#4 Quantifier
Quantity: 2



Play
Quantity: 1



#5 Quantifier
Quantity: 1

Menu Navigation

No matter where you are in Awbie's world, you can always reach the menu by tapping the upper left-hand corner of the screen.

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 will be brought to the start of the level.

Resetting Progress

1. Tap  and tap **Reset Progress**.
2. Be careful! **All progress across all levels will be lost and reset.**

Accessing the Main Menu

1. Tap  and tap **Main Menu**.
2. You will be taken to the title screen.

Enabling the Compile Button

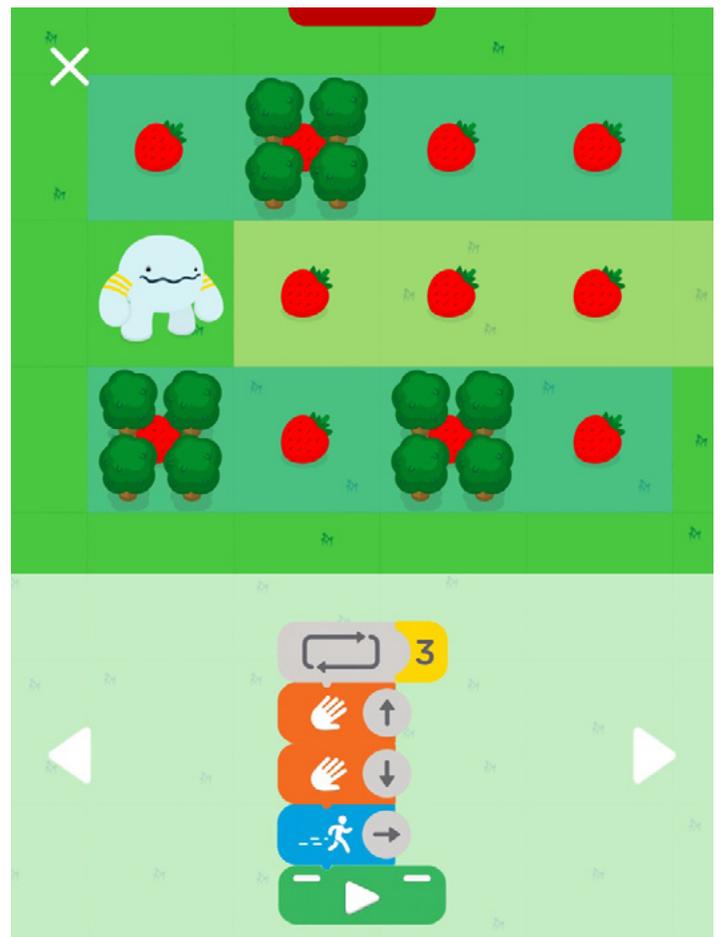
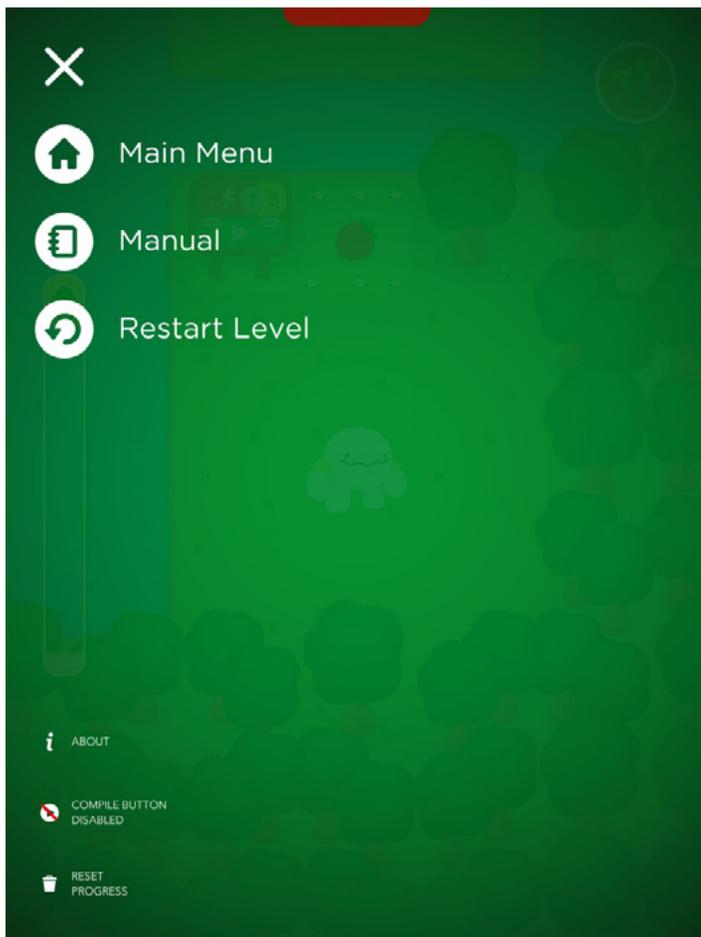
If you lose or break the green Play Block, you can still play the game.

1. Tap  and tap **Compile Button Disabled**.
2.  will be visible in game and you can use it instead of the Play Block.

Game Manual

1. Tap  and tap **Manual**.
2. Watch animations of how each code block works and example sequences.
3. Use the **White Arrows** to switch to different coding examples.
4. Tap the **White X** to return to your game.

★ Note: You can also access the Game Manual from the title screen.

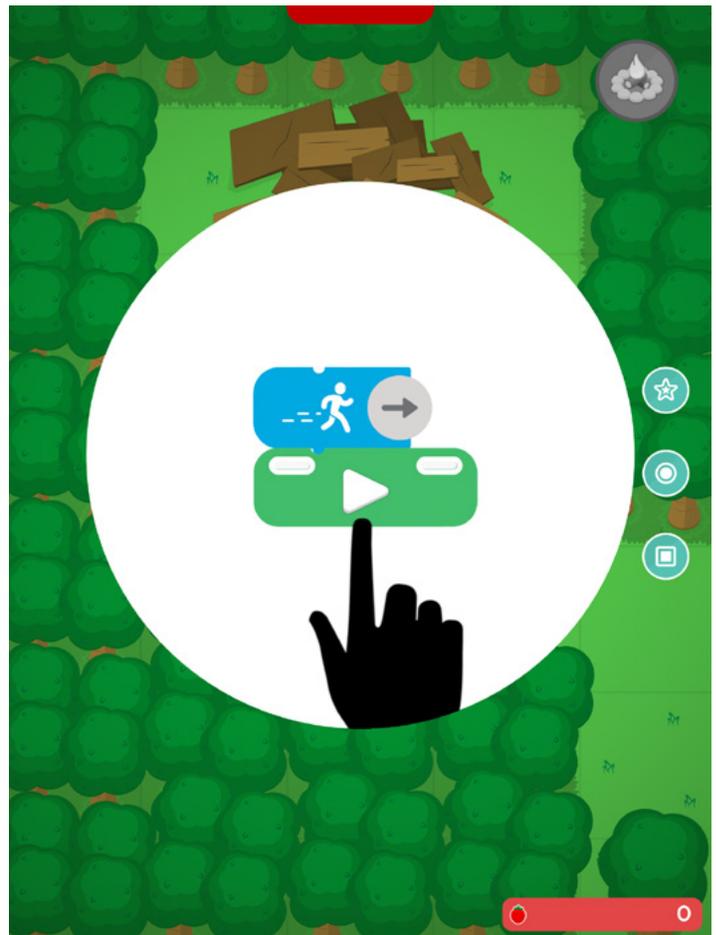
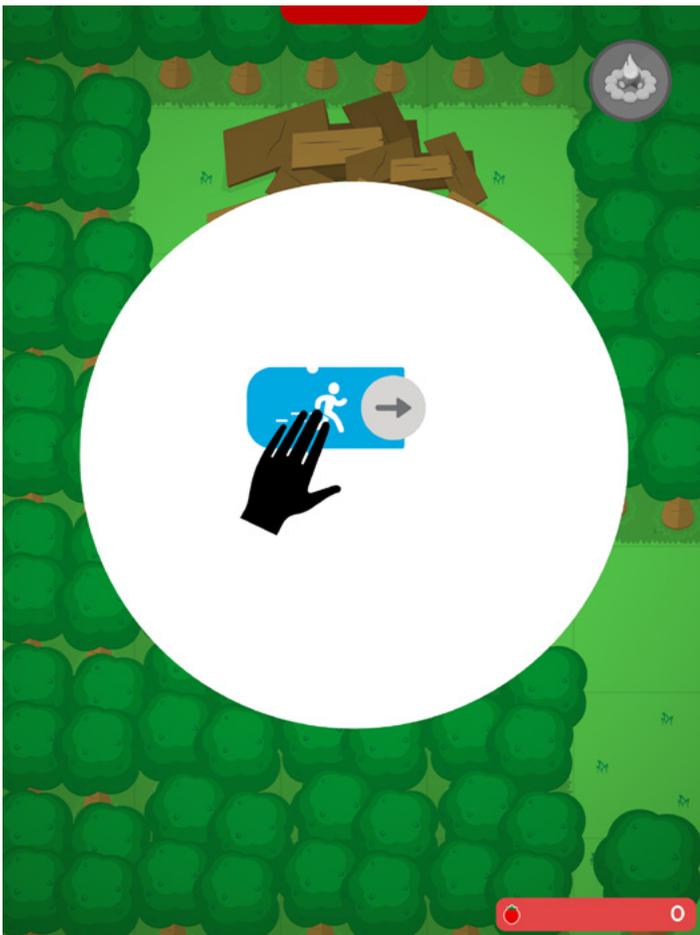


Build Your First Code

Walk-through 1

Slide a  and turn  to the "right."

1. Slide up and connect  below .
2. Press the white **Play Button** to compile your first code.

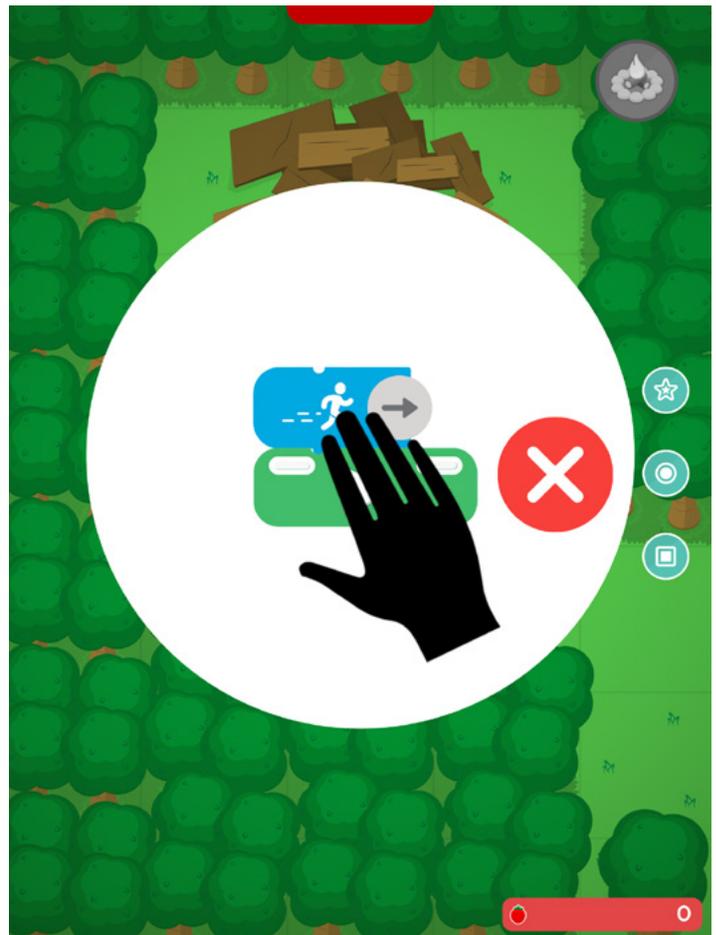
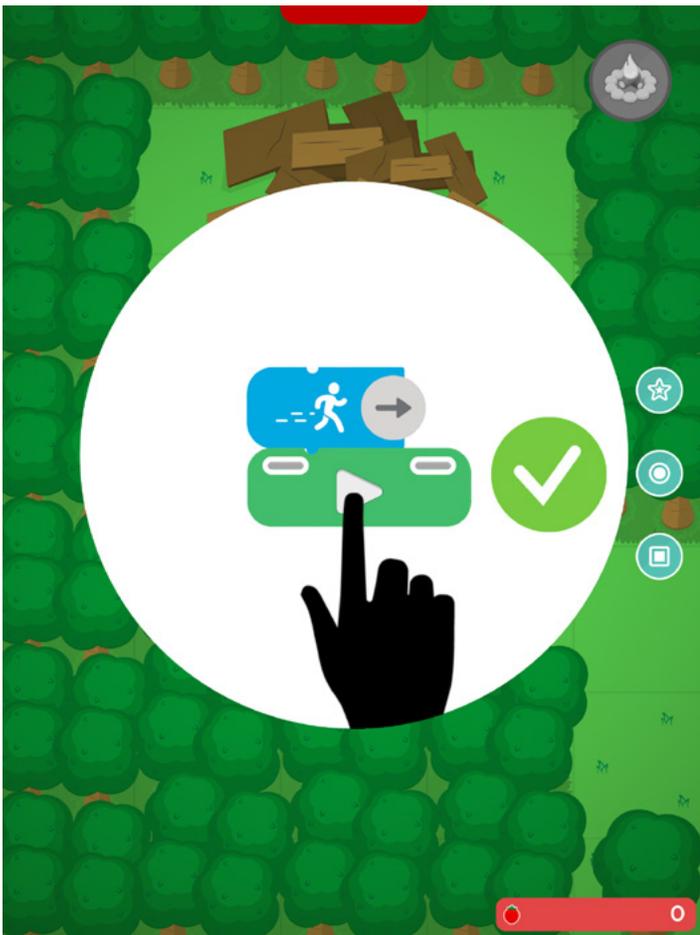


Don't Cover the Code Blocks

Walk-through 1 - Continued

Make sure that fingers or hands do not cover any part of the blocks. For best results, press the **Play Button** down with your index finger.

Hold down the **Play Button** until you hear a "pop" noise from the game usually after 1 second.



Verb Command Blocks

Key Concept 1

Osmo Coding has four different verb commands, which are the building blocks of Awbie's interaction with the world. Three of the verb commands (Walk, Hand, and Jump) have turnable arrows and can use quantifiers. Combining verb commands will result in longer chains of strawberries, faster movement and huge bonuses!



Walk

The blue Walk Block will make Awbie walk one square in a desired direction.



Jump

The red Jump Block allows Awbie to jump over one square (moving two squares). Jumping will get you over obstacles like bushes or rivers, however, Awbie cannot jump over trees or obstacles that are two squares long.



Hand

The orange Hand Block will tell Awbie to grab at strawberries, treasures, pets, and critters in an adjacent square or obtain items that are hidden in bushes, rocks, or crates.



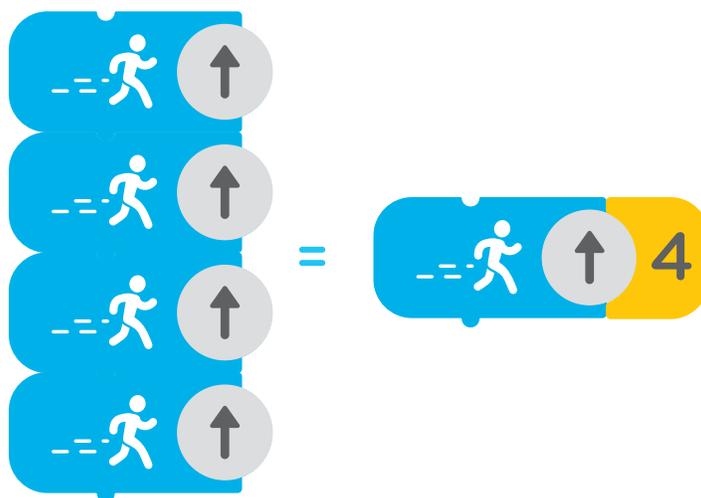
Magic

The purple Magic Block will upgrade all strawberries and pies to the purple bonus value (see page 8). In order to use Magic, you will need to have a full magic meter.

Quantifiers

Key Concept 2

The Quantifiers are the yellow number blocks. If you attach a quantifier to a command verb (Walk, Jump, or Hand), Awbie will repeat the action **X** times. Quantifiers range from 1 to 5. **Think of quantifiers as parameters to a function.**



Sequencing

Key Concept 3

Sequencing is when you connect two or more blocks together. When you start using multiple blocks in a sequence, you begin an important step towards a key computational concept, sequencing. Awbie walks faster when you sequence.

★ Note: **The order of actions that Awbie follows is read from the top down.** In the below sequence, Awbie will walk right 2, then walk up 4, then jump right 1.



Sequencing + Frenzy

Key Concept 3 - Continued

When you create a sequence that lines up more than one strawberry or pie in a row, Awbie becomes super happy and goes into Frenzy. Each pie and strawberry will change color and increase in bonus value. Get as many purple strawberries or pies as you can for the highest bonus!

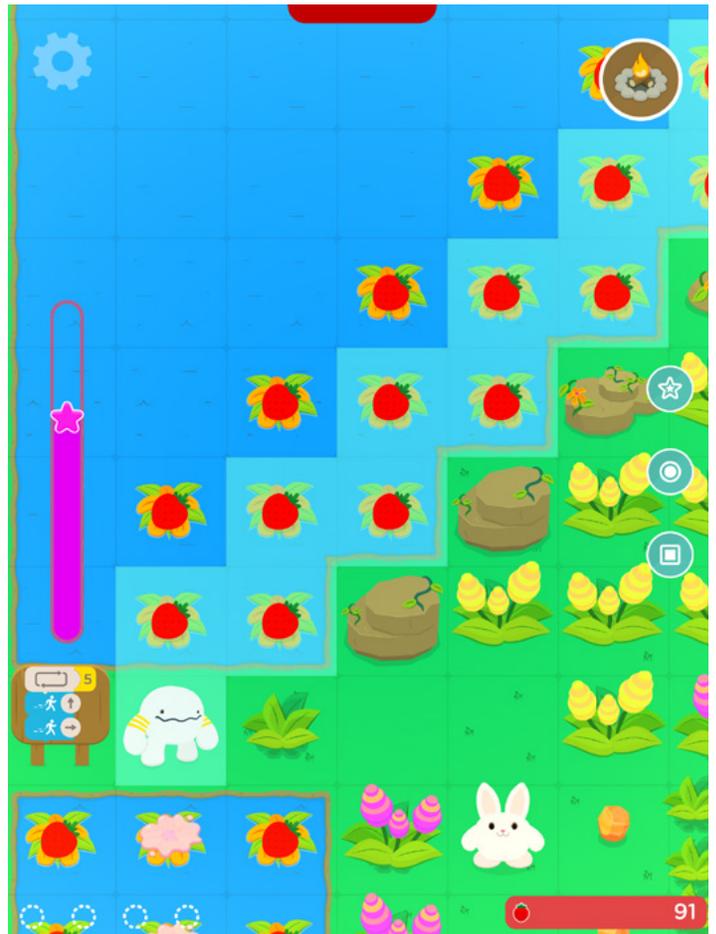
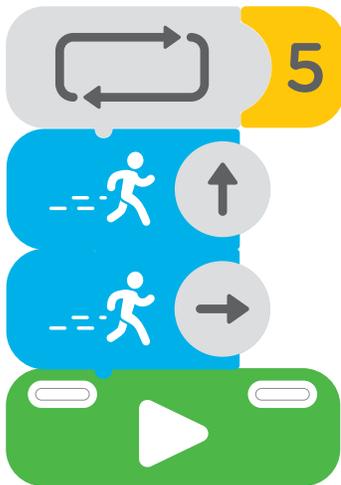
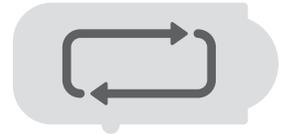


		
+1	+5	+10
		
+25	+50	+100
		
+50	+75	+100
		
+150	+250	+500

Using Repeat

Key Concept 4

Use the Repeat Block to “loop” your code. A loop is when a sequence of commands is repeated, and is another key concept in computational thinking. By default, the Repeat Block loops the connected sequence twice. By adding a quantifier, you can repeat sequences up to 5 times. **Look out for repeating patterns in the landscape; they are opportunities to use the Repeat block.**



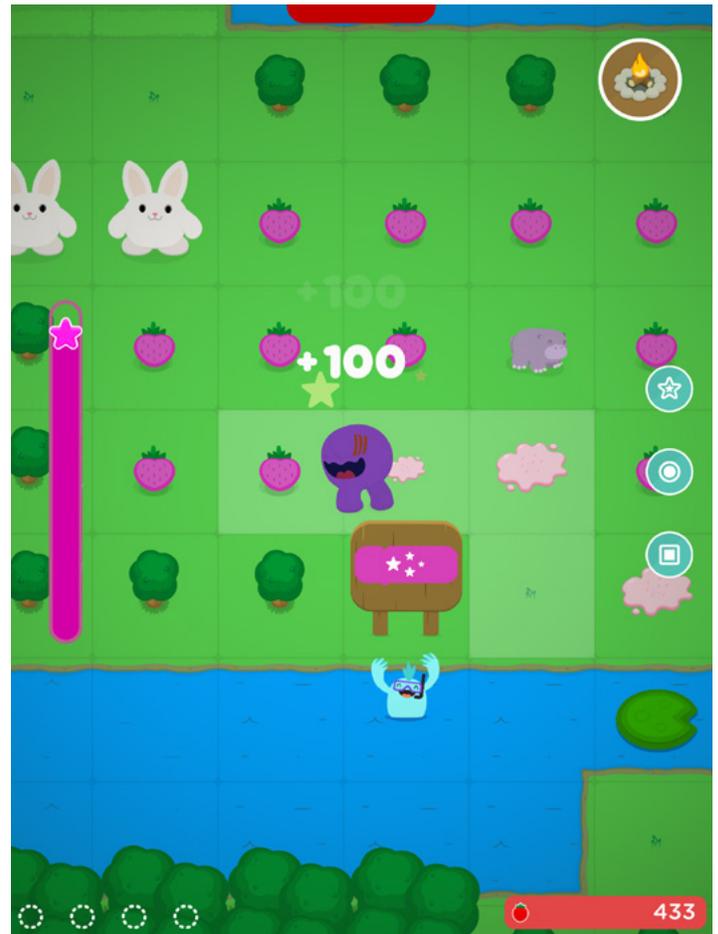
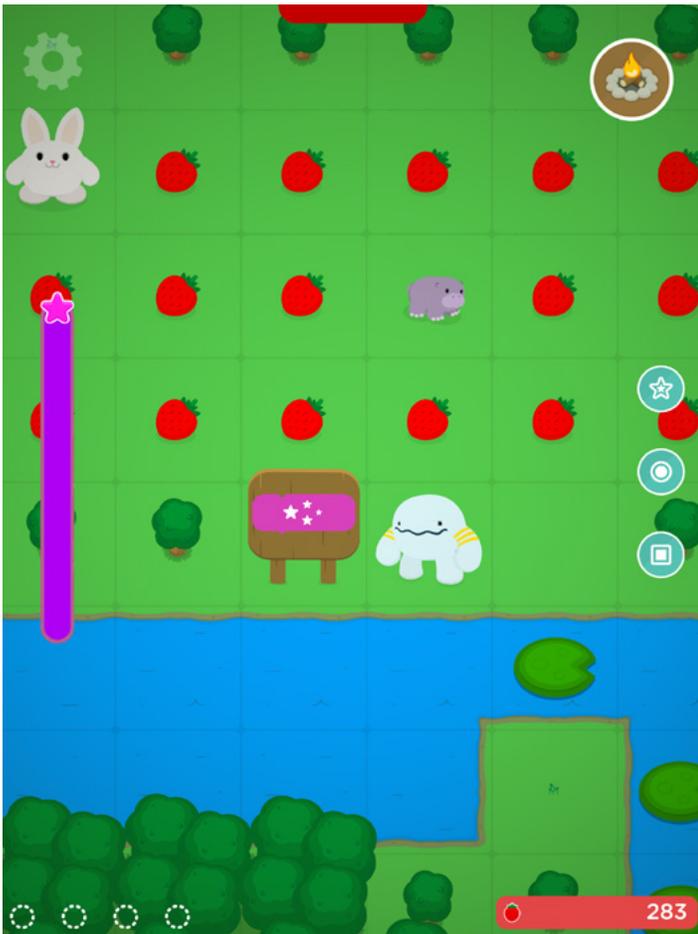
Using Magic

Key Concept 5



The Magic block activates a special ability of Awbie to upgrade all the strawberries and pies on screen to the highest bonus value of purple. In order to use magic, you must have a full **Star Meter**. Fill the meter by collecting **Stars**.

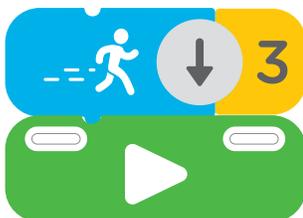
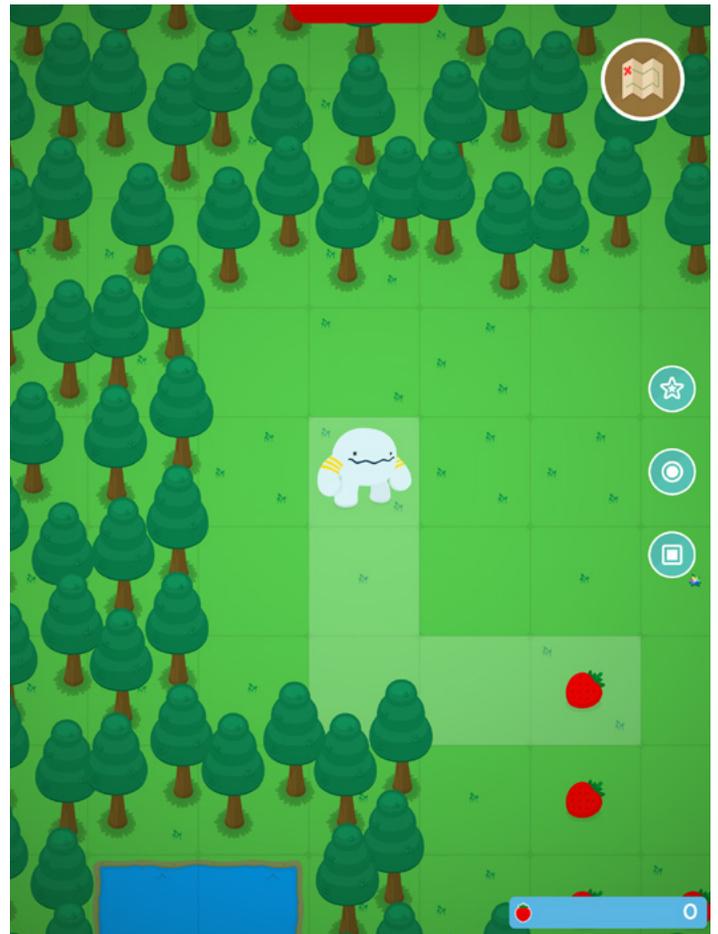
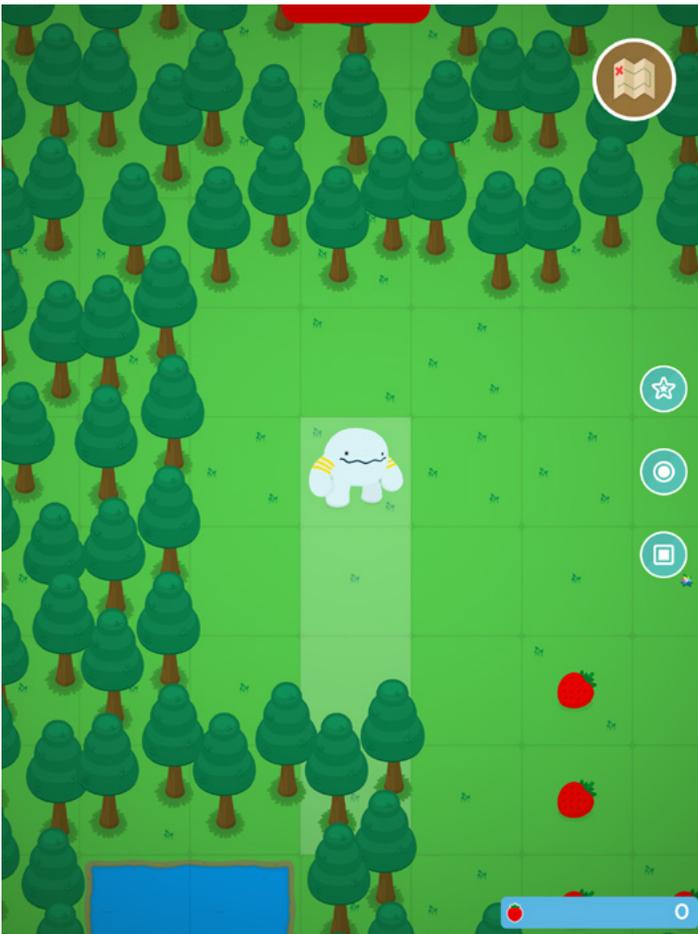
★ Note: With each press of play, the meter will go down. When empty, strawberries and pies will return to normal.



Using the Conditional

Key Concept 6 (Advanced)

The gray Caution Block will prevent Awbie from hitting an obstacle. By attaching the Caution Block to a command and attaching alternate commands under the Caution Block, Awbie will listen to the alternate blocks if the original path leads to an obstacle (trees, water, etc). **Combine the Repeat Block and Caution Block to plan advanced paths.**



Subroutines

Advanced Concept (Requires purchase of Osmo Coding Jam)

Subroutines are a way to store a sequence of code into one block. Use the subroutine blocks if you want to save and reuse longer and more complex codes. **The subroutine blocks are not included in Coding Awbie and require the purchase of Osmo Coding Jam.**

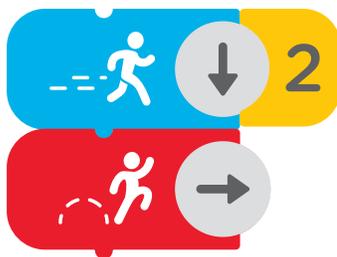
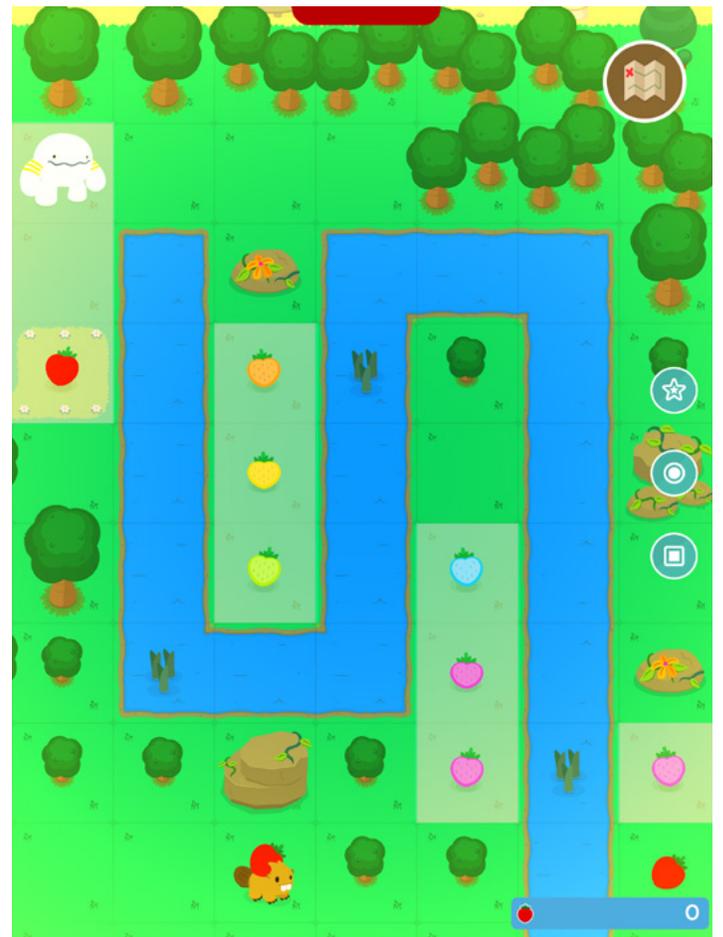
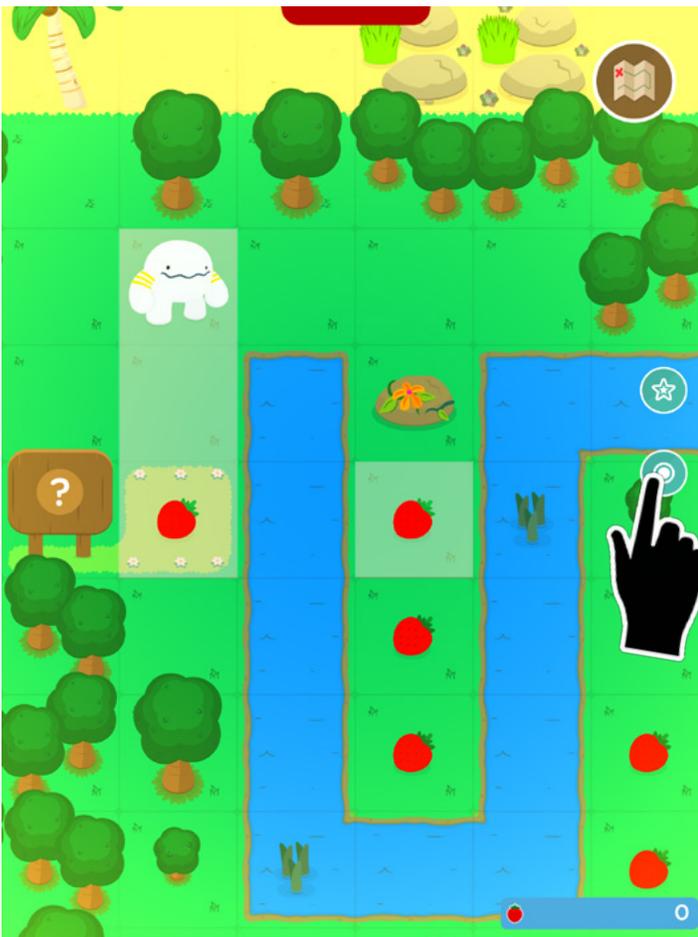
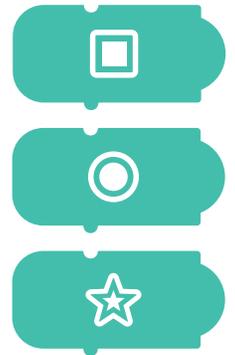


Saving a Subroutine

Advanced Concept (Requires purchase of Osmo Coding Jam)

To save a subroutine, first put down a sequence of code, then press one of the subroutine icons in the right corner. The code will be saved to that symbol. Now you can use the corresponding Subroutine block in any sequence.

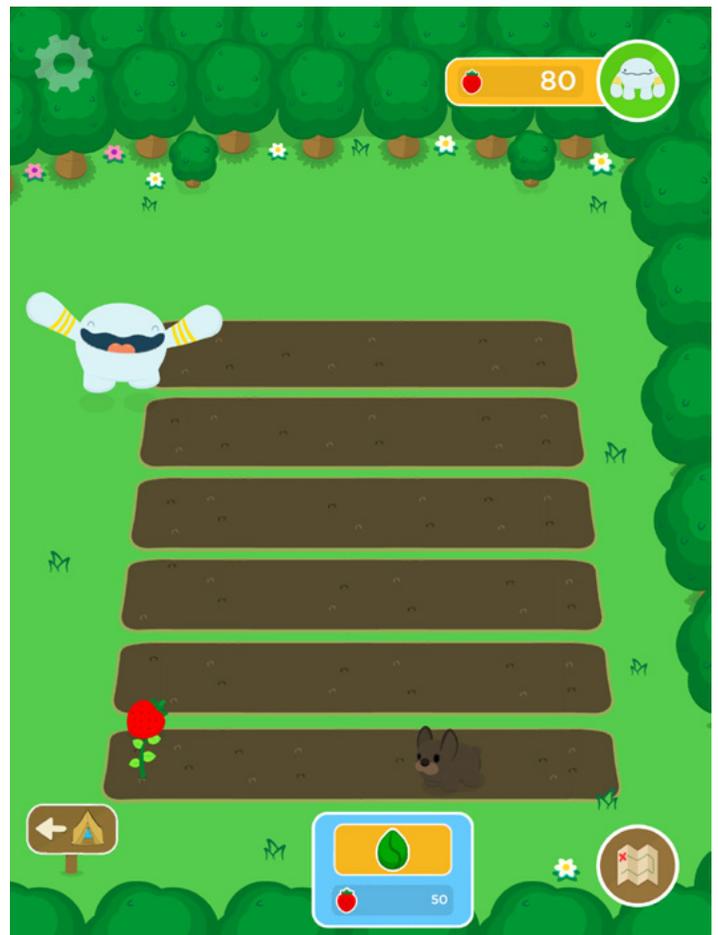
★ Note: Subroutines are saved for one level only. If you finish or leave a level, the code will not be saved.



Planting Seeds in Awbie's Garden

Walk-through 2

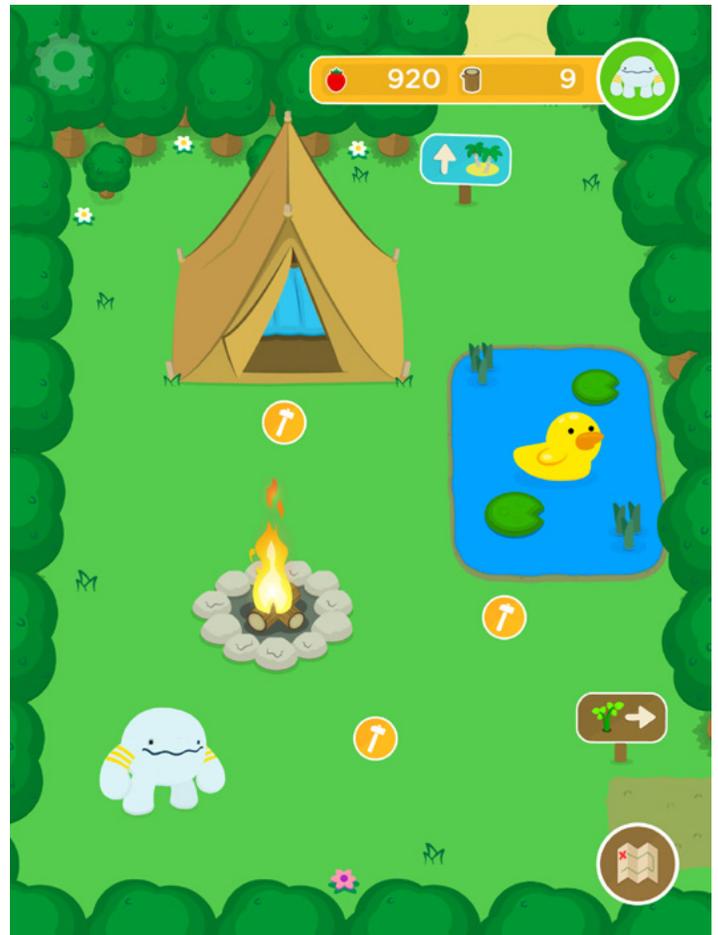
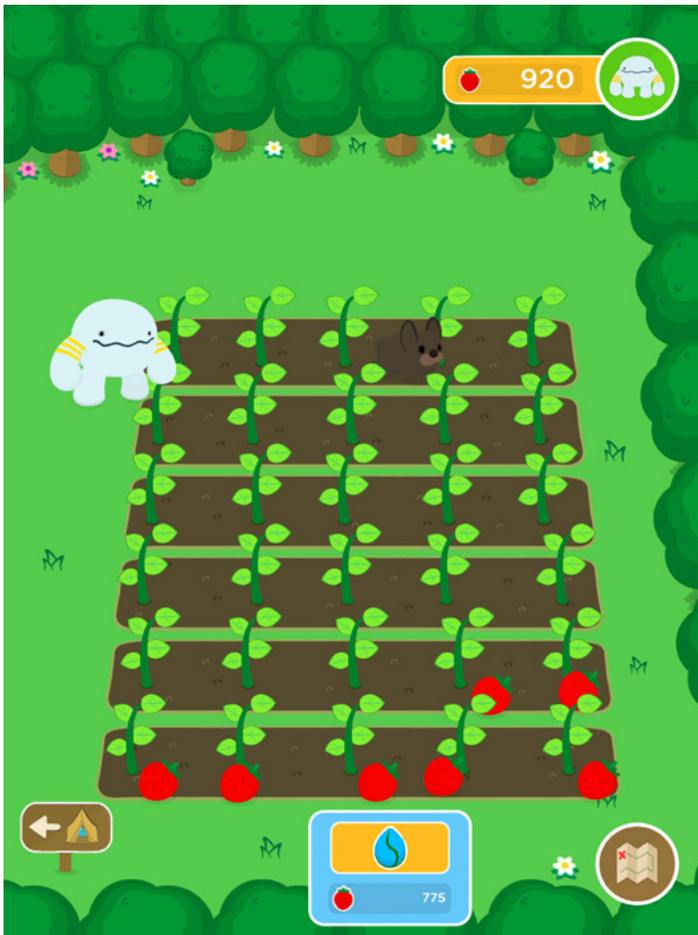
1. Collect  in each level. When you complete a level, the total amount will save to your inventory. You can then spend those strawberries on upgrades or garden seeds!
2. Tap on  and it will take you to Awbie's campsite and garden.
3. In the garden, tap on  to buy and plant a seed.
4. Each plant drops strawberries. Tap and collect more strawberries, which can then be used to build and upgrade Awbie's campsite.
5. Tap on  to return to where you left off in the game or  to return to the map.



Building and Upgrading Awbie's Campsites

Walk-through 3

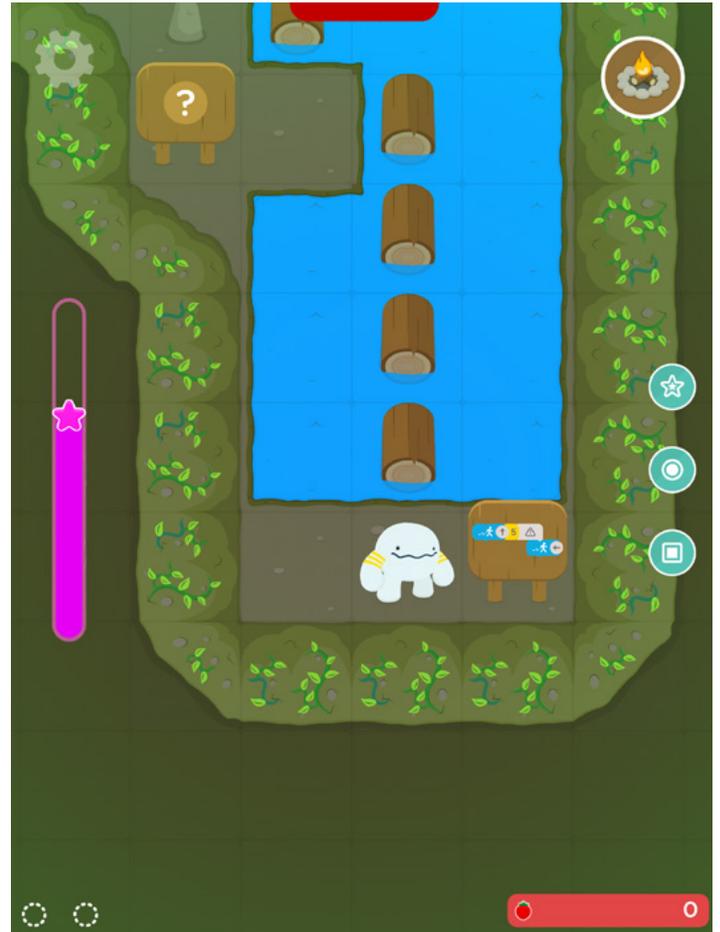
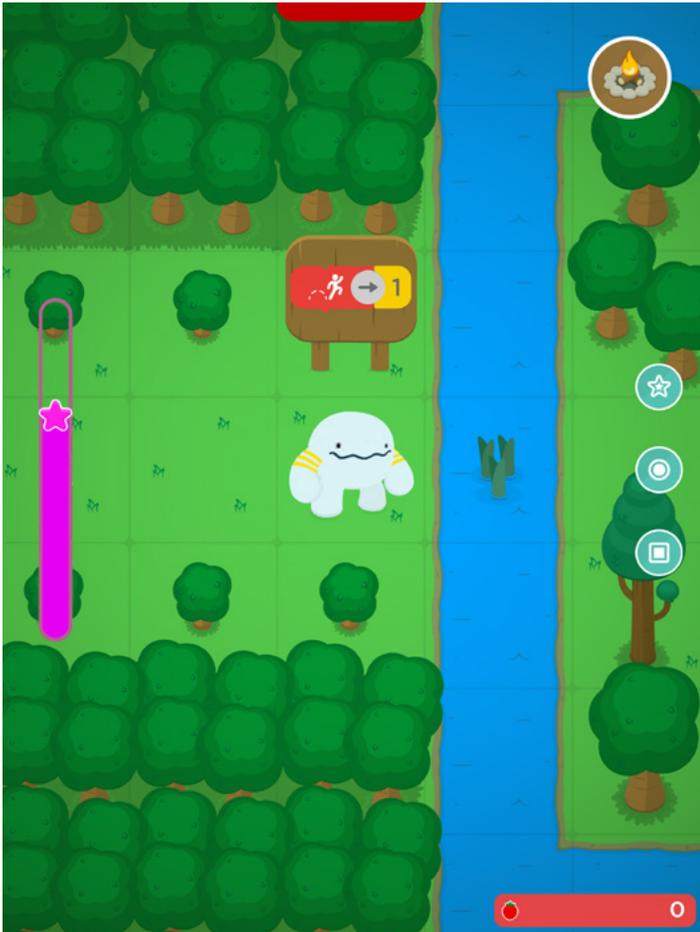
1. Use the  you've collected in levels to build and upgrade Awbie's campsites.
2. To visit Awbie's Campsite, tap the side of the garden screen or on .
3. Tap on  to view the cost, to upgrade or switch parts of Awbie's campsites.
★ Note: Some upgrades require wood, shells, or ice cubes that are only found in levels.
4. Tap on  to return to where you left off in the game or  to return to the Map.



Tips & Tricks

Helper Signs

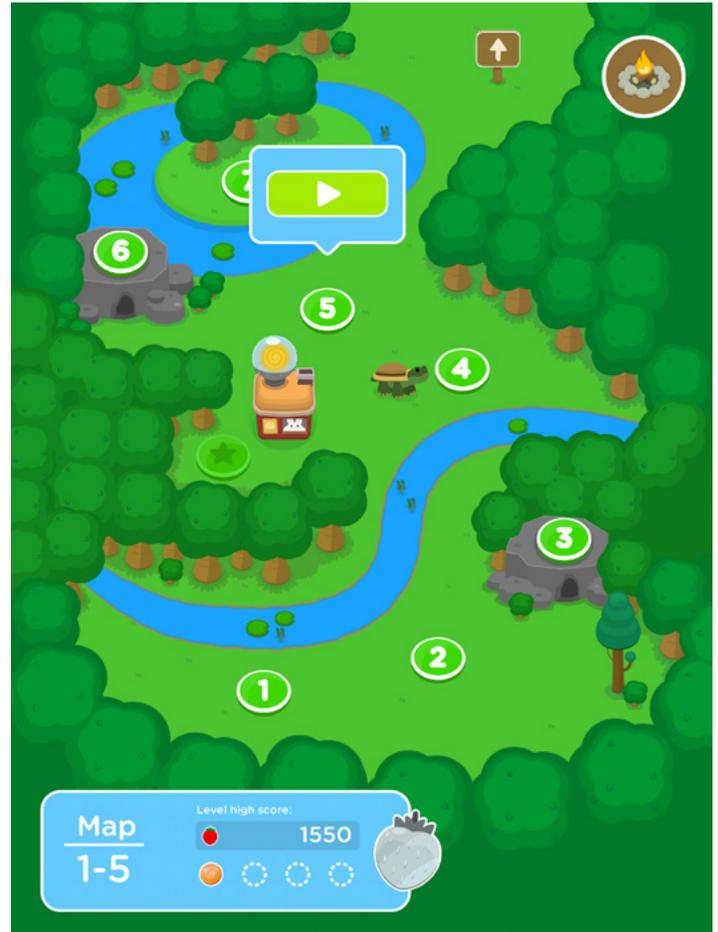
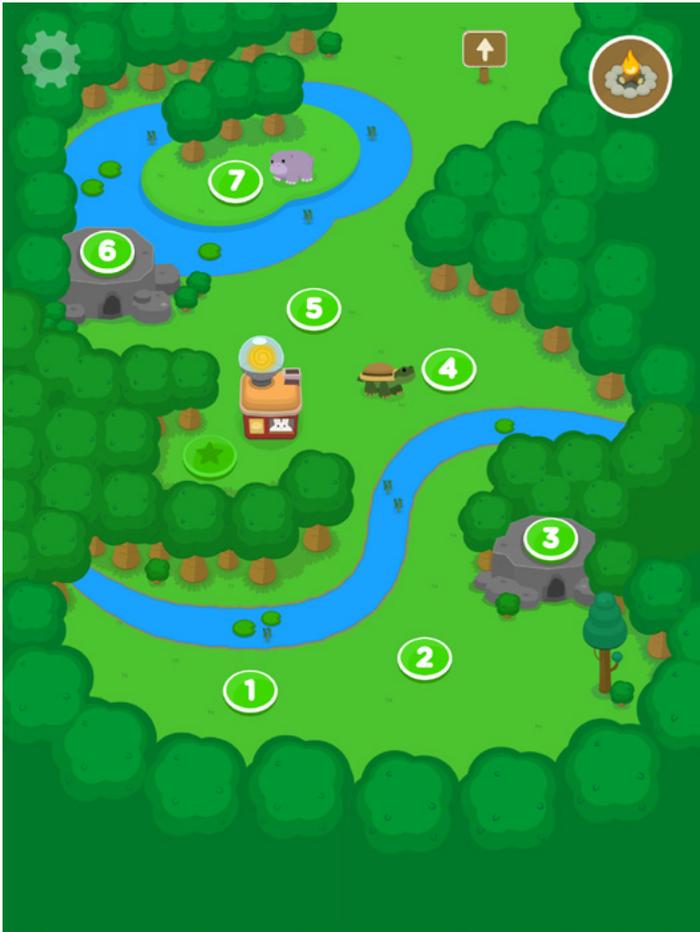
Throughout levels there are signs that will help teach new coding concepts and usage of verb command blocks. Activate a **Helper Sign** by moving Awbie to the adjacent space next to the sign. Reproduce the code that appears on the sign.



Tips & Tricks

Map Navigation

Awbie's adventure will explore 5 different maps. Tap on any unlocked level icon to play, replay, or show your high score and number of Power Pebbles collected.



Green Forest

Tips & Tricks

Map Navigation - Continued

When you have completed all the levels in each map screen, you can then use the arrow signs to navigate back and forth between maps.



Autumn and Spooky Forest



Jungle

Tips & Tricks

Map Navigation - Continued

Your pet friends are scattered across the world in search for items to help you build your campsites. They are indicated on the each map next to the level that they can be found. When found, each will return to your garden and help collect strawberries for you.



Islands and Sea Ships



Snow Mountain

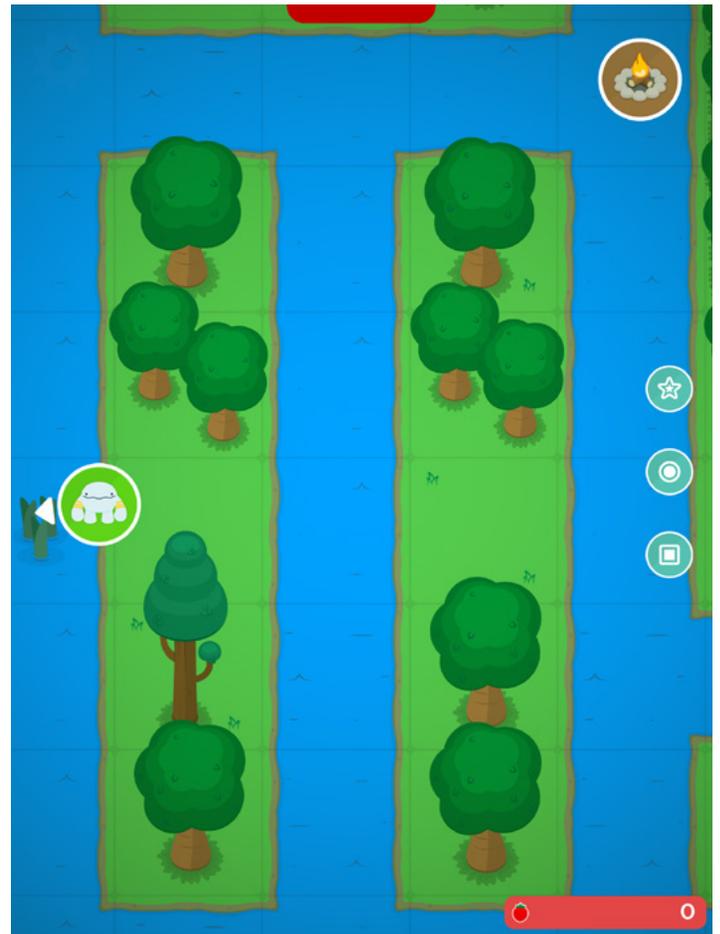
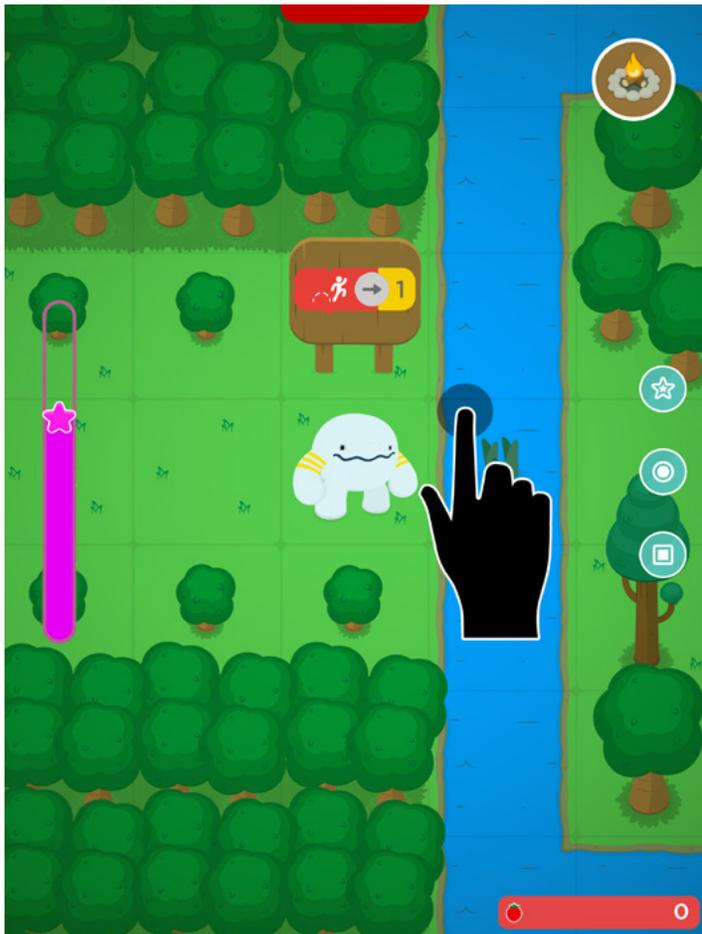
Tips & Tricks

Panning the Screen

Swipe the screen in any direction to see farther to chain more strawberries!

Tap on  to return to Awbie or by hitting the Play Button.

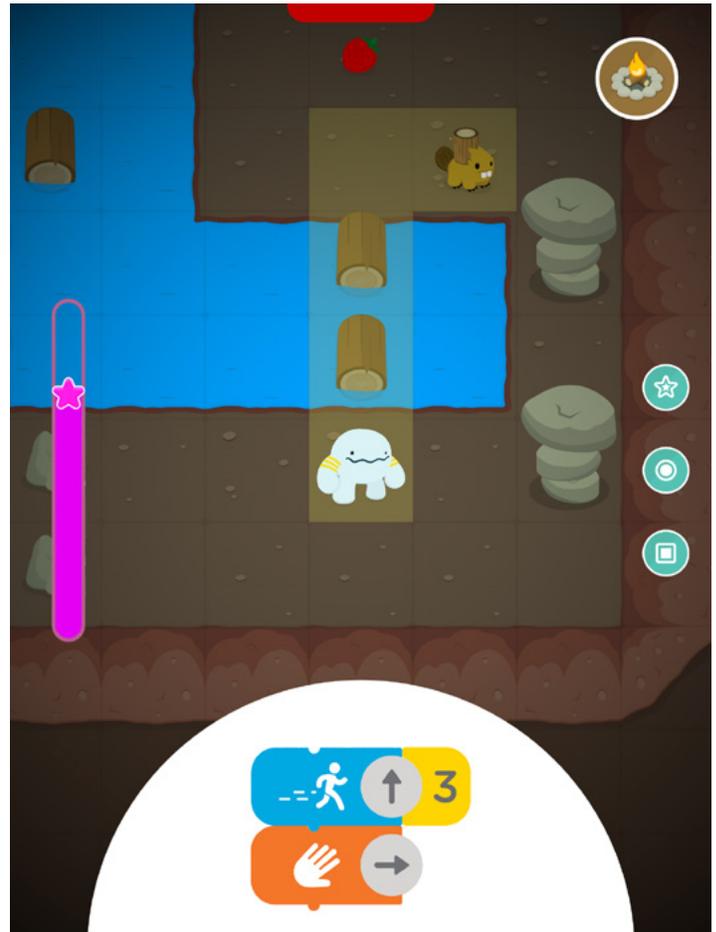
★ Note: Be aware that if your arm is covering the code blocks while panning, the camera will not be able to see your code.



Tips & Tricks

How to Catch a Critter

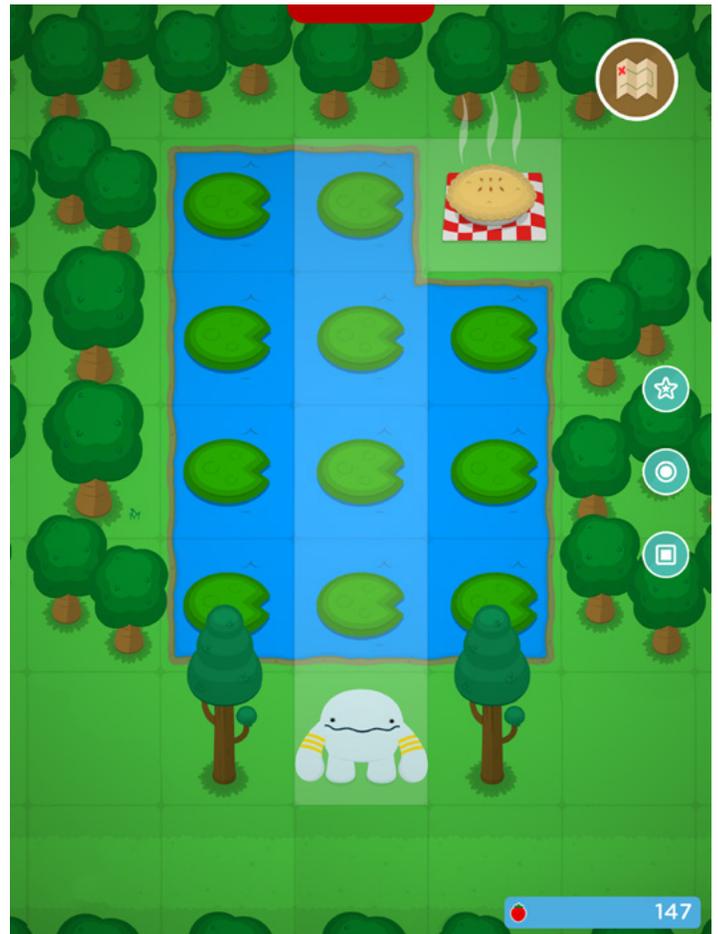
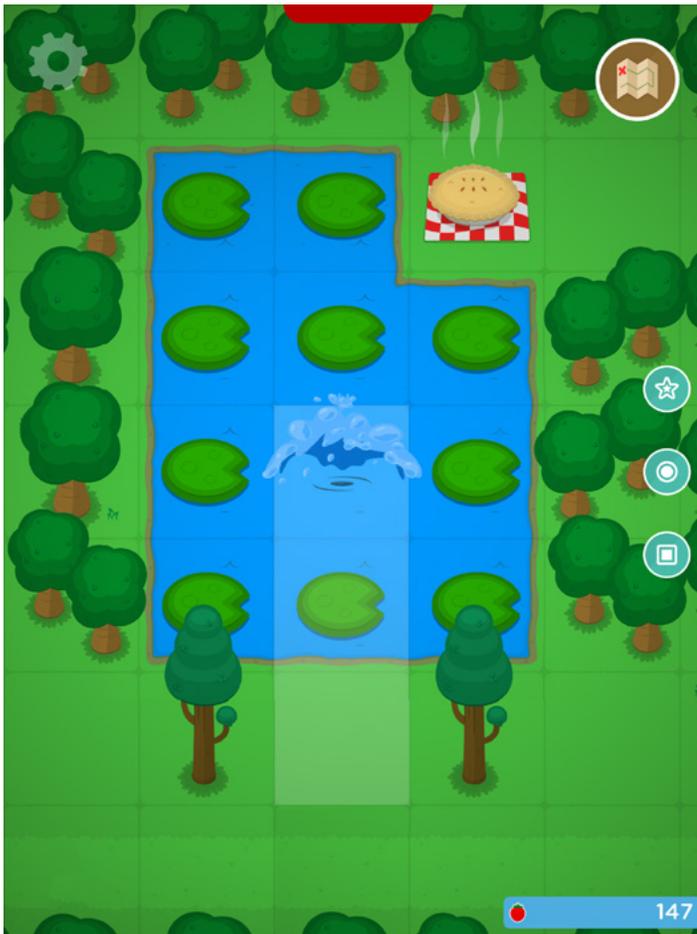
These critters are fast but shy. They come out of the forest with useful items like wood, shells, and ice cubes. But given the chance, they will run away! To catch one, program a sequence that reaches it in one press of the Play Button.



Tips & Tricks

How to Cross a Pond on Lily Pads

Lily pads cannot hold weight for a long period of time. If Awbie stops on a lily pad, it will sink and Awbie will restart in the nearest safe square. Plan out Awbie's entire path until you're off the water.



Tips & Tricks

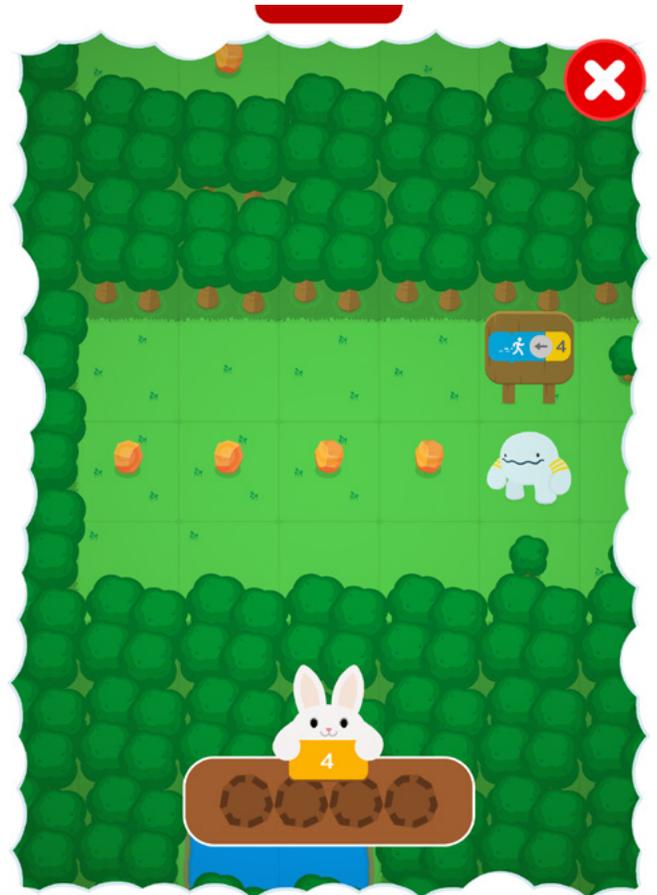
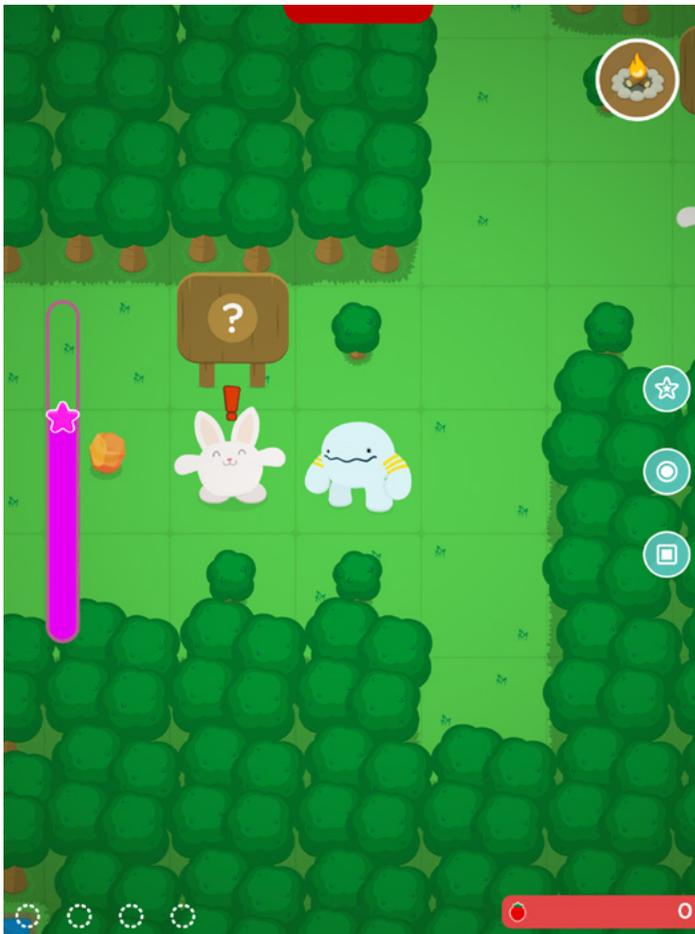
Power Pebble Puzzles



After Mountain sneezed, the poor bunnies lost the power pebbles that powered their pie ovens. Shards of the pebbles are scattered all over the world and only Awbie can put them together through sequencing! Lookout for Bunnies with red exclamation points.

In order to get a Power Pebble, all the orange shards need to be sequenced together in one press of the Play Block. If you miss one or fall into water, Awbie will restart from the first space and you can try again.

★ Note: If you want to leave, simply walk out of the area or hit the **Red X**.



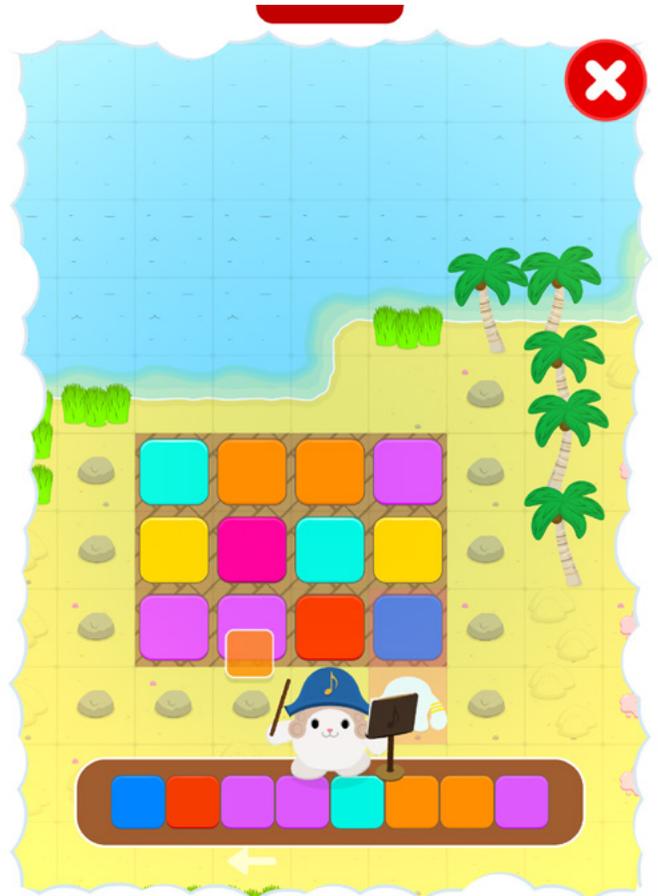
Tips & Tricks

Music Pebble Puzzles



Bunny conductors love music, follow their tune and win a Power Pebble! Walk up to the music stage and watch for the conductor's directions. Touch the corresponding colored music tiles in the exact order shown by using the walk, jump, and hand blocks.

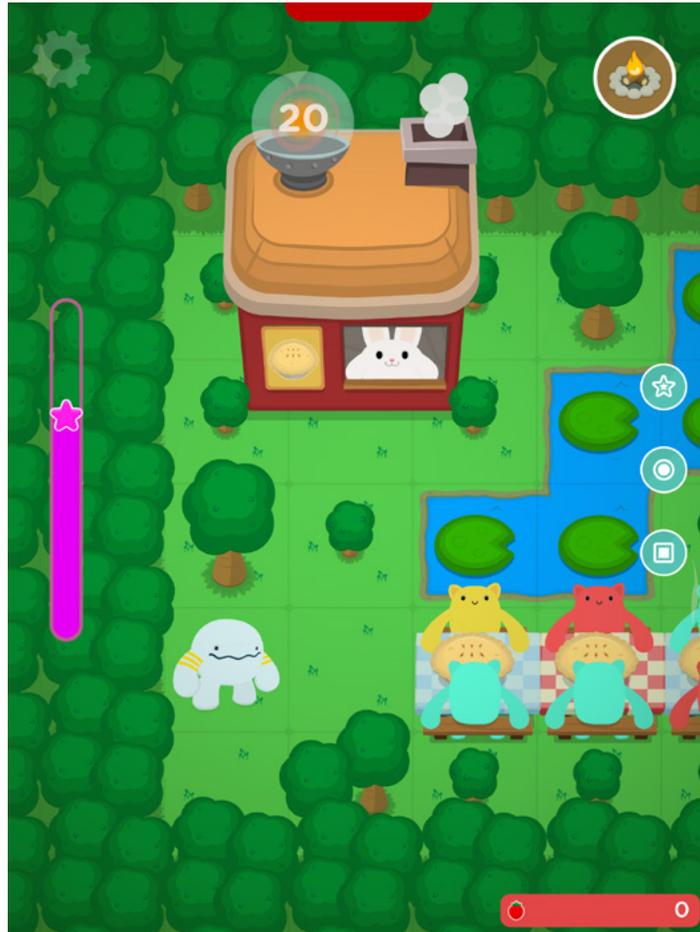
★ Note: If you want to leave, simple walk out of the area or hit the Red X.



Tips & Tricks

What to do with Power Pebbles... Pie Parties!

Every map has a different themed Pie Party level. Pie Parties are bonus levels that can be played once every day. The more **Power Pebbles** you collect, the more pies in each level to get! Your collected number of Power Pebbles is displayed on the Pie Hut and on the Pie Hut Icon on each map.



Using Skip Tokens

(For Returning Users Only)



If you are a returning user from classic Coding Awbie, you will be awarded with **Skip Tokens**. Tokens will allow you to skip ahead or past a troublesome level. To use a token, tap an unlocked level icon on the map and then press the yellow **Token Button**. The next level will then be unlocked.

★ Note: There are a few levels that are important for new features and are not skippable.

