Materials
- 1 Osmo Creative Board
- 6 Erasable Markers
- 1 Blue fuzzy Marker Pouch
- 1 Microfiber Cloth Eraser
- 1 Osmo iPad Base with red reflector in cloth pouch
- 1 Osmo iPhone Base with red reflector in cloth pouch

Binder

Books
- The Drawing Lesson: A Graphic Novel That Teaches You How to Draw by Mark Crilley
- Can You Feel the Force by Richard Hammond

* iPad or iPhone and free app downloads are not included in this kit, but are required for play. (Compatible devices are listed on page 3.)
What to know about this kit . . .

The Osmo game system changes the way your child interacts with the iPad and iPhone by opening them up to hands-on play. Currently, there are three apps that can be used with the included Osmo Creative Board, or even with plain paper and supplies you have around the house!

- **Newton**: Physics meets doodles: Make onscreen falling balls land on target by drawing obstacles on the board. The balls bounce, roll, and ricochet, challenging kids to think in creative new ways. Newton works with any object or drawing — Mom’s keys, hand-drawn basket, even toys you already own. Simply place the object/drawing in front of the screen and manipulate it to guide the falling balls into the target zones.

- **Monster**: Bring drawings to life! When kids draw something on the board — for example, a magic wand — animated Mo will pull that very wand onto the screen and use it himself. Each item you draw for Mo will be magically pulled into his world. Together create animated activities to share with family and friends.

- **Masterpiece**: Unleash your inner artist! Pick an image from the camera, web, or curated gallery and Masterpiece will transform it into easy-to-follow lines, helping you create beautiful drawings. Transforming any image into simple-to-trace lines, makes it easy to create amazing artwork. Kids can even make