



Getting Started with Osmo Hot Wheels™ MindRacers

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1.0.6



What's Included

Each Osmo Hot Wheels™ MindRacers set contains 39 pieces. Kids pick their cars from the included fleet of real life Hot Wheels™ cars, set them on the starting line and — ZOOM! — they're launched on a full-throttle drive straight through the screen and into awesome worlds.



LaunchPad

Quantity: 1



Hot Wheels™ Cars

Quantity: 6



Blue Boost Token

Quantity: 6



Blue Spin Token

Quantity: 6



Blue Attack Token

Quantity: 3



Blue Star Token

Quantity: 1



Red Boost Token

Quantity: 6



Red Spin Token

Quantity: 6



Red Attack Token

Quantity: 3



Red Star Token

Quantity: 1



Main Menu Navigation

Start Playing

Tap  to enter the world of Osmo Hot Wheels™ MindRacers! This will bring you to the Map, where you can race to unlock new challenges and worlds. If this is your first time playing, you will start the game in the Skyway race track.

In-Game Tutorial

Tap  to get instructions for setting up your Osmo iPad Base and LaunchPad, plus an interactive start guide for how to play.

YouTube Video Tutorial

Watch the Osmo Hot Wheels™ MindRacers tutorial video on YouTube at:

<https://www.youtube.com/watch?v=ujlBrPxTA7c>

Accessing your myOsmo Account

1. Tap  in the upper right corner to view the **myOsmo** account screen.
2. From this screen, you can Add an Account, Switch Accounts or Switch Profile.

Resetting Progress

1. Tap  in the upper left corner and tap **Reset Progress**.

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

Returning to the Main Menu

Use  in the upper left corner until you reach the Main Menu.



Game Set Up

Key Concept 1

To get started, set up your iPad, LaunchPad, and Osmo iPad Base.

1. Center the Osmo iPad Base on the far end of the LaunchPad and lock it into place.
2. Insert your iPad into the Base. Slide the red reflector mirror in the center of the top edge of your iPad.
3. Open the Flip Gates on either side of the LaunchPad. You're all set to start playing!



Using the LaunchPad

Key Concept 2

Now that you're ready to play, use the LaunchPad to transport your Hot Wheels™ cars from the physical to the digital dimension!

1. When you're prompted by the game, put the cars chosen by you and the other player on the starting line at the front of the LaunchPad.
2. At the signal, press the launch button to launch your cars into the digital world!

Cars or tokens not registering?

Make sure to play under good lighting without hard shadows. Also check to make sure that the red reflector is clean.



Action Tokens

Key Concept 3

Osmo Hot Wheels™ MindRacers includes four different types of Action Tokens. These tokens are used during a race to trigger your car's special abilities.

Blue tokens are used by the blue racer on the left and red tokens by the red racer on the other side of the LaunchPad.



Boost

Use Boost for an instant jolt of speed!

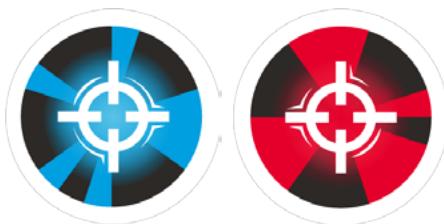
Pro Tip: Boost through your opponent to knock them off the track! You can also boost through hazards to avoid crashing or slowing down.



Spin

Use Spin to block attacks and break through barriers!

Pro Tip: Use at the right time to prevent your opponent from passing you. Experiment to find more uses.



Attack

Use Attack when you're behind to help catch up to your opponent.

Pro Tip: Save attacks for when your opponent is far ahead. It'll slow them down!



Star

Play your Star Token followed by a Boost, Attack, or Spin for a super powerful combo! You have only one, so make sure it counts!



Action Tokens

Key Concept 3 – continued

During a race, use your Action Tokens at strategic moments by tossing them onto the Token Zone. Each token can be used only once during a race, so leave them on the Token Zone to easily tell which ones have been used!



Pro Tip: Before and between races, sort your Action Tokens into piles, so you can quickly find the right token as you play. When tossing your tokens, make sure they don't accidentally fall into the LaunchPad tunnel!



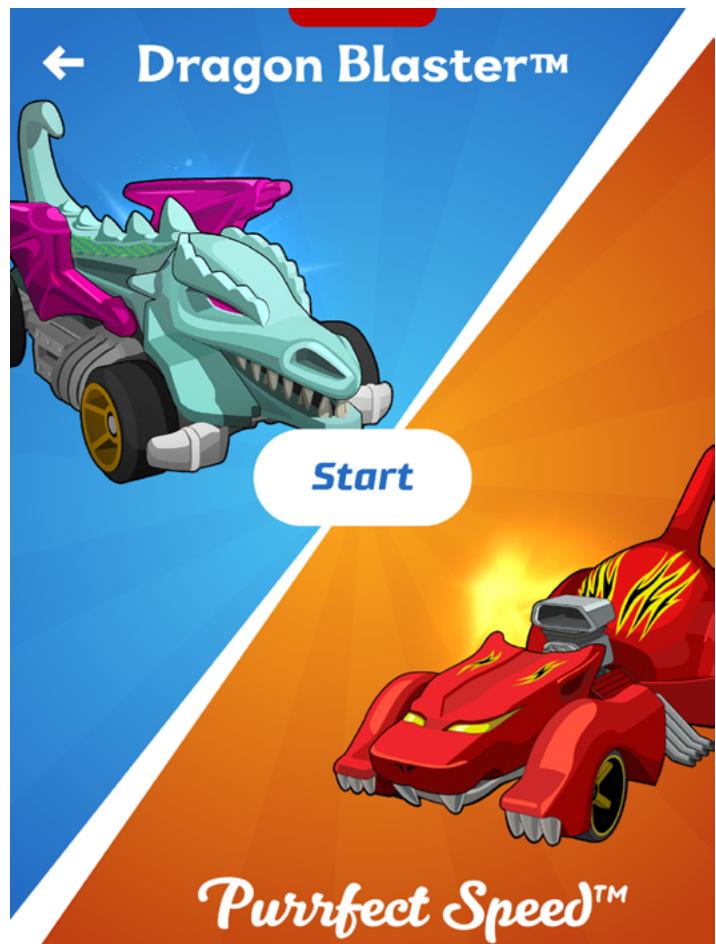
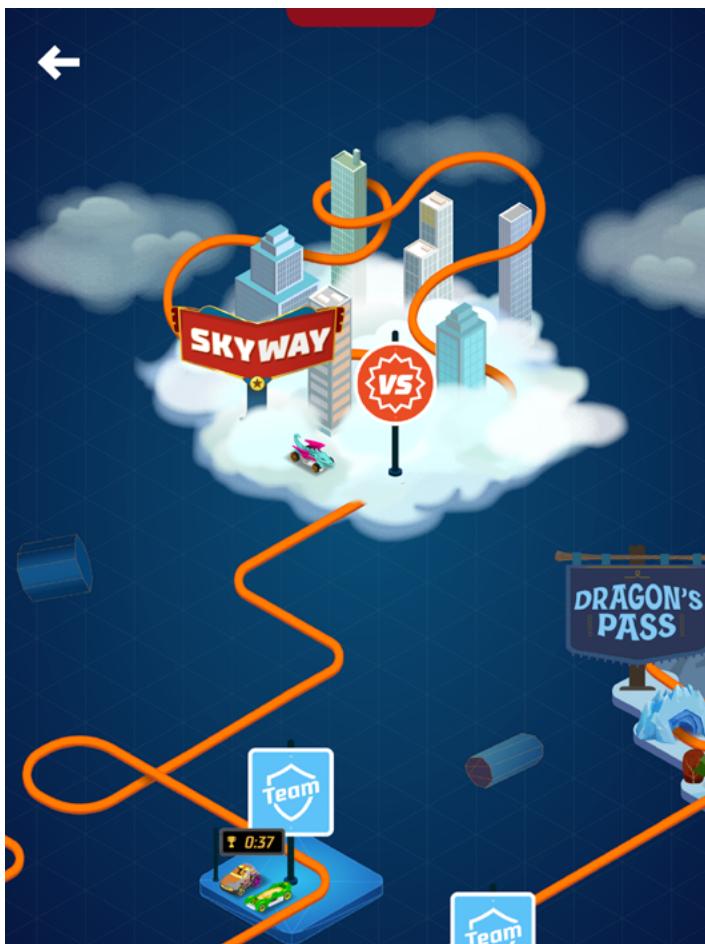
Map & Challenges

Walkthrough 1

The Map is your guide to the worlds of MindRacers! Each challenge is a short **team race** that teaches and reinforces key concepts and strategies. If this is your first time playing, you'll need to complete challenges to unlock the next part of the Map.

1. Tap on blue signs to view more information about that challenge, then tap  to enter the Car Versus Car screen.
2. **Option 1:** For single player, put your chosen car on the LaunchPad's starter ramp, then tap  to add an AI car that you'll race alongside in this challenge. Next tap .

Option 2: For two players, put the cars chosen by you and the other player on the LaunchPad stater ramps, then tap . Players will need to coordinate closely to complete the challenges!



Map & Challenges

Walkthrough 1 – continued

1. After you've tapped the Start button, an instruction screen will explain how to win the challenge.
2. Pay attention to the instruments at the top of the screen to measure how close you are to completing the challenge. Common challenge types include:
 - Time Trial:** Complete the race track under the time limit.
 - Use Tokens:** Use your Action Tokens in a specified way.Try all the challenges to learn many new racing strategies!
3. When you successfully complete the challenge, you will unlock the next challenge or world on the Map. Complete all challenges to unlock all the MindRacer worlds!

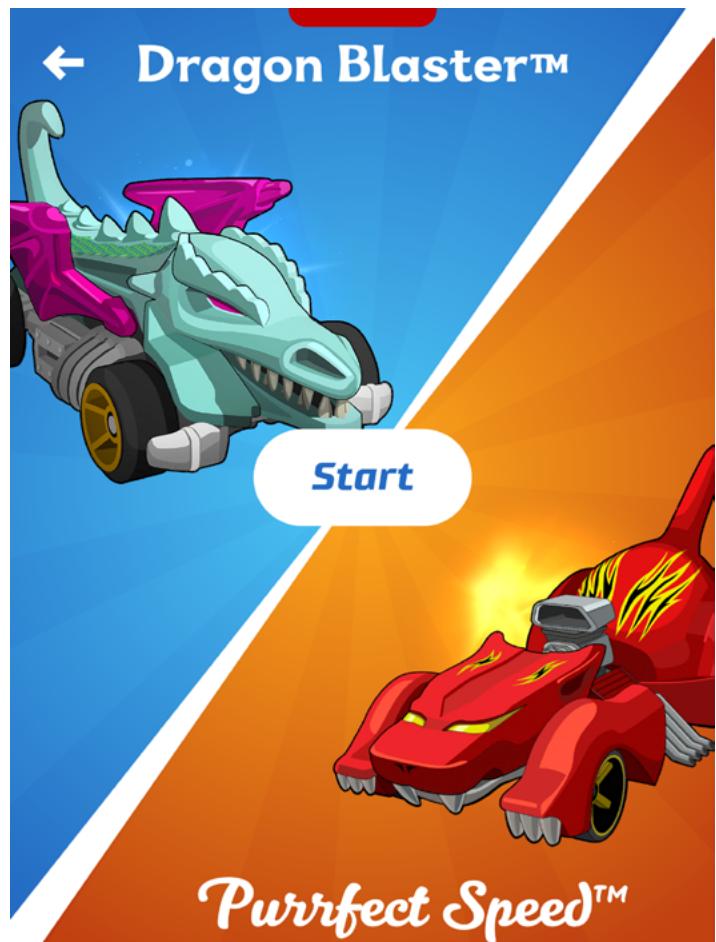
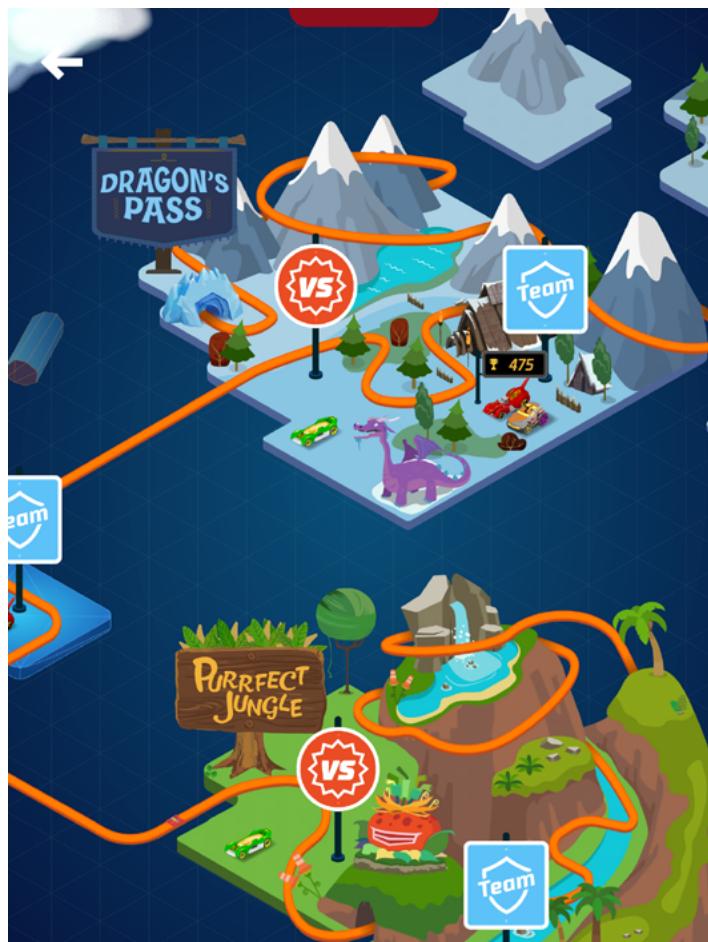


MindRacers Worlds

Walkthrough 2

The MindRacers Worlds are **competitive races**, great for challenging your friends and family. Each world is home to one of the six Hot Wheels™ cars and contains hazards that require fast thinking to overcome!

1. Tap on a world's signpost then tap  to enter the Car Versus Car screen.
2. **Option 1:** For single player, place your chosen car on the LaunchPad's starter ramp, then tap  to add an AI car that you'll race against in a 1 vs 1 race! Next tap .
- Option 2:** For two players, put the cars chosen by you and the other player on the LaunchPad starter ramps, then tap .



MindRacers Worlds

Walkthrough 2 – continued

The race is now on! Use your Action Tokens at strategic moments as you race to get to the finish line before your opponent.

1. During the race, the flag on top of the first-place car shows which player is in the lead.
2. There are also mini map-markers   in the middle of the screen to show the relative distance between you and your opponent.
3. The player who reaches the finish line first, wins the race!



Race Track Hazards & Objects

Walkthrough 3

Every MindRacers world is packed with hazards and objects that can test even the most seasoned competitor. Plan ahead and use your tokens at the right moment to win!



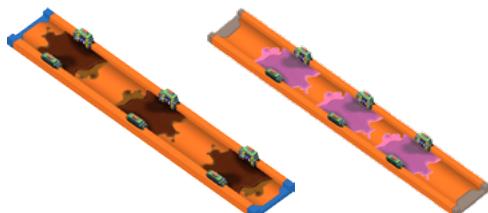
Boost Strip

Use a Boost Token while your car is on a Boost Strip to activate a Super Boost and gain an extra burst of speed.



Power Strip

Use an Attack Token while your car is on the Power Strip to amplify that attack against your opponent.



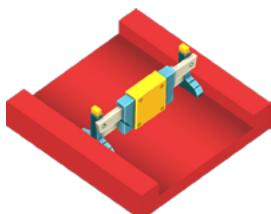
Oil & Slime Hazard

Oil and Slime Hazards will slow down your car. Use a Boost Token to speed out of the gunk. Be careful not to spin in it or your screen will get covered!



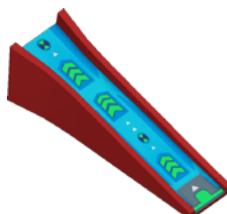
Blast Zone

Be careful when you're on the Blast Zone! If you're attacked within the Blast Zone, you will take on even more damage. Make sure to escape quickly!



Fence

Colliding into a fence will temporarily slow down your car. Use a Boost or Spin Token to smash through it!



Boost Jump

Boost Jumps are extra long jumps that require an extra boost to get across. Use a Boost Token to clear the jump or you'll fall!



Pedal Power

Walkthrough 4

Use the pedals to give your car extra speed at strategic moments!

1. The pedalometer at the bottom of the screen indicates how much Pedal Power you have remaining.
2. You get only a limited amount in each race, so use your Pedal Power wisely!

Pro Tip: Since the pedal gives you precise control, it's especially helpful as a way to get your car into position for stunts such as Spin Hits.



Storage Overview

Walkthrough 5

When you're done playing, store your Action Tokens and Hot Wheels™ cars safely away for the next time you play.

1. Store the six Hot Wheels™ cars in the orange stackable container that came with your Osmo Hot Wheels™ MindRacers set. These Hot Wheels™ cars are the only models that work with every aspect of the MindRacers game, so store them carefully.
2. The 32 Action Tokens can be placed inside the Token Garage. Store the blue Action Tokens on the left side and the red Action Tokens on the right, so that you have them handy for your next race!



Identifying Your Tokens

Walkthrough 6

The Osmo Hot Wheels™ MindRacers set includes 32 Actions Tokens. Each unique token can be identified by a combination of visual cues:

1. The token's color: blue or red
2. The icon on the token: Boost, Spin, Attack or Star
3. The number of thin black lines on the token



This token is blue, shows the Boost icon and has **one** thin black line (highlighted here).

This token is called "**Blue Boost #1**"



This token is red, shows the Spin icon and has **two** thin black lines (highlighted here).

This token is called "**Red Spin #2**"



This token is blue, shows the Attack icon and has **three** thin black lines (highlighted here).

This token is called "**Blue Attack #3**"



This token is red and shows the Star icon. There is only one Star token per player.

This token is called "**Red Star**"

For your reference, all 32 tokens are shown on the following pages. If you lose a token, please compare your remaining tokens to these images and provide the missing one's name on your replacement request form.



Blue Action Tokens

Walkthrough 6 - Continued

Blue
Boost #1



Blue
Boost #2



Blue
Boost #3



Blue
Boost #4



Blue
Boost #5



Blue
Boost #6



Blue
Spin #1



Blue
Spin #2



Blue
Spin #3



Blue
Spin #4



Blue
Spin #5



Blue
Spin #6



Blue
Attack #1



Blue
Attack #2



Blue
Attack #3



Blue
Star



Red Action Tokens

Walkthrough 6- Continued

Red
Boost #1



Red
Boost #2



Red
Boost #3



Red
Boost #4



Red
Boost #5



Red
Boost #6



Red
Spin #1



Red
Spin #2



Red
Spin #3



Red
Spin #4



Red
Spin #5



Red
Spin #6



Red
Attack #1



Red
Attack #2



Red
Attack #3



Red
Star

