

# Zoombinis



***The "opening video" bug\* in the Android version of Zoombinis has been fixed in version 1.0.9 (released January 10th on Google Play), please update!***

*\*where the opening video plays and then the game "stops"*

## Privacy Policy

We don't collect any personal data - full policy [here](#).

## iPad

Known issues and FAQ [here](#).

### System Requirements

- iPad 2 or iPad Mini and up
- iOS 6 and up

## Android

Known issues and FAQ [here](#).

### System Requirements

- Android OS 2.3.1 and up
- ARMv7 and up
- GPU support for Open GLES 2.0 recommended
- 6-7" screen or larger recommended; may be playable on a 5" screen with a stylus

Given the wide range of devices available to the public - age, operating system, features - Zoombinis will perform better on some devices rather than others. If you're not completely satisfied, take advantage of Google Play's [2-hour refund window](#) or after that contact us for a full refund - please be sure to include your Google Play order number. We reserve the right to refuse refunds more than 1 week after purchase. Email [support@terc.edu](mailto:support@terc.edu) or use our [Contact Form](#). Thanks!

## Windows

Known issues and FAQ [here](#).

### System Requirements

- OS: Windows Vista, Windows 7, Windows 8, Windows 10
- Processor: Intel Core Solo Pentium processor (or equivalent AMD® processor) 1.8 GHz or faster
- Memory: 2 GB RAM
- Graphics: 256 MB VRAM Direct X 9 Compliant Video Card (Intel® HD chipsets supported)
- DirectX: Version 9.0c
- Hard Drive: 2 GB available space
- Sound Card: DirectX 9.0 c

## Mac OS X

Known issues and FAQ [here](#).

#### System Requirements

- OS: Macintosh® OS X 10.7-10.11
- Processor: Intel® Core™ Solo processor 1.6GHz or faster
- Memory: 1 GB RAM
- Graphics: 256MB VRAM (Intel® HD chipsets supported)
- Hard Drive: 2 GB available space

## Kindle Fire HD

Known issues and FAQ [here](#).

#### System Requirements

- Kindle Fire 2014 models and later