

# Zoombinis iPad Info

## Zoombinis iPad Info

### Known Technical Issues

#### **Current version.**

The latest version of Zoombinis is **1.0.4** - this was a November release, fixed several bugs, and added captioning in both English and Spanish.

#### **No sound.**

See below in Frequently Asked Questions.

#### **Some puzzles are unsolvable in a way that all Zoombinis can get through.**

Some puzzles can just be really hard, but if you think you've spotted an issue in the logic, please email us at [support@terc.edu](mailto:support@terc.edu) and include as much detail as possible including your device info and screenshots if possible.

## Frequently Asked Questions

### **I'm not getting any sound?**

We've found 2 solutions for this:

- iPads have a relatively unknown feature where "Mute" turns off non-essential sounds like Notifications or game sounds but not other audio such as music or other types of apps. If your iPad has a switch on the right side, try switching it to the opposite position and see if sound is restored. Otherwise swipe the Control Panel up from the bottom of your iPad and look for the icon of the bell with the line through it - if it is selected please deselect it.
- If the above doesn't work, try a hard reset of the iPad - hold down the Power and Home buttons at the same time until you see the Apple logo.

### **I remember the Zoombinis have "feet" sounds as they move - will those be restored?**

This is still on the list of things to do. The sounds were in our earlier builds but in scenes where multiple Zoombinis were moving it resulted in a cacophony.

### **Are you going to make an iPhone version?**

Several of the puzzles in Zoombinis - Titanic Tattooed Toads, Mirror Machine, the higher levels of Hotel Dimensia, etc. - aren't really playable on an iPhone size screen except perhaps the 6 Plus. We would like to do an iPhone version by adapting these puzzles for a smaller screen but that work depends on how well the iPad version of the game does.

### **I'm a Kickstarter backer but didn't get my download.**

Contact us (see below) and we'll take care of you.

### **What about the two Zoombinis sequels - Mountain Rescue and Island Odyssey?**

We would like to do the sequels, but that work depends on how well the iPad version of the game does.

## Refunds

Refunds for Zoombinis for iPad must go through Apple. A good guide to this is [here](#).

## Contact Us - Bug Reports, Feedback, Comments

Email us at [support@terc.edu](mailto:support@terc.edu) or use our [Contact Form](#).