

Zoombinis Detailed Guide

The Zoombinis need your help! The small blue creatures are escaping imprisonment by the evil Bloats who have taken over the Zoombinis' home. You take on the role of guide and help the Zoombinis reach the safety of Zoombiniville! Solve a series of increasingly difficult challenges that stand between the Zoombinis and freedom. Twelve perilous puzzles, each with four levels of increasing difficulty, require you to use logic, spot patterns, analyze data, and hone your problem-solving skills.

The Map



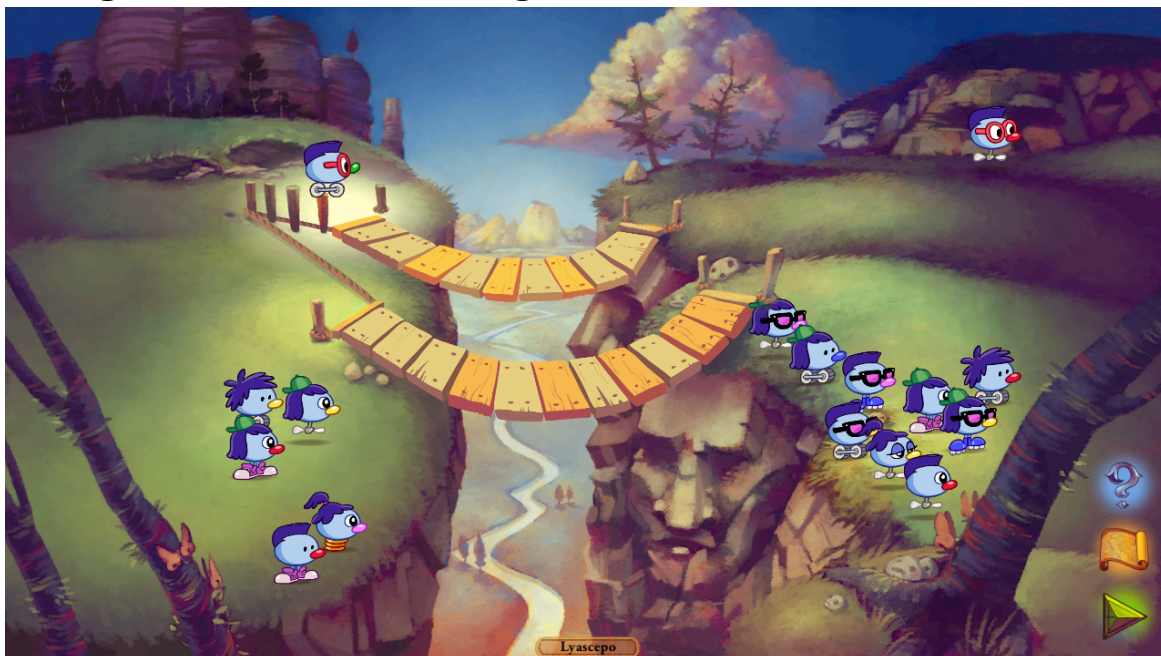
Zoombinis start at Zoombini Isle (lower left), pass the first 3 challenges, pick either the Northern or Southern route with 3 challenges each, then pass the final 3 challenges to get to Zoombiniville (upper right). Each challenge has 4 levels of difficulty, and they increase automatically as you get more Zoombinis to their goal. There is a Practice mode that allows you to pick a particular challenge and level, and Journey mode for playing the game. Options include English and Spanish subtitles. You can reach the map at any point by clicking on the map icon in the lower right. Part of the challenge for players is to figure out what the key to solving each puzzle is. This guide gives you some clues.

Zoombini Isle – make your party



You start with a party of 16 Zoombinis at Zoombini Isle. Build your own with different hair styles, eyes, nose colors, and “feet” – click your Zoombini to add him or her to the party, but no repeats! Or click on the die to have one made randomly for you or the set of dice to have the remainder of the party created for you. Click the arrow once you have 16 and your off on the journey.

Allergic Cliffs – which bridge for each Zoombini?



One cliff is allergic to one or more Zoombinis characteristics such a red nose or sleepy eyes and a propeller; the other cliff accepts those Zoombinis but no others – each Zoombini can go over only one of the bridges. Drop Zoombinis on one of the two “hotspots” to start them across a bridge, and use your observation and reasoning skills to figure out the pattern and get as many across as you can before the bridges collapse! (Level 1 = one bridge is allergic to one trait of one attribute, such as a red nose; Level 2 = one bridge is allergic to two traits of the same attribute, such as red or yellow noses; Level 3 = one bridge is allergic to two traits, each of a different attribute, such as sleepy eyes or a propeller for feet; Level 4 = one bridge is allergic to three traits, each of a different attribute, such as sleepy eyes or a propeller or messy hair.)

Stone Cold Caves – which cave for each Zoombini?



Zoombinis face 4 paths leading to caves either at the top or bottom, left or right. Each path is guarded by a pair of trolls, the left or right troll, and the top or bottom troll. As with Allergic Cliffs each pair troll will let some Zoombinis pass according to their traits; note that one pair is allergic to a different trait/different traits than the other pair. Which path is the right one for which Zoombini, and can you get them all placed in the caves before an avalanche blocks the way?

Pizza Pass – feed the picky trolls the right set of toppings



The pizza trolls (only one to start) want a unique set of toppings for each of their pizza and sundae meals. You'll get clues like "more toppings!" or "something on that I don't like!" Narrow down the possibilities and satisfy each picky troll's hunger to make your way past. Choose toppings on the pizza machine and press the button at the top to serve up the trolls' meals.

Shelter Rock – the first "rest area"



After completing the first set of 3 challenges, the party reaches Shelter Rock. At this point you can choose the Northern or Southern Path. Zoombinis will only move on from here in groups of 16 – if you have less you need to go back to Zoombini Isle and bring more through to this point, or if you have some waiting here already they can join your party to make 16. Place the Zoombinis on the rocks on the path until there are 16 and click the upper or lower arrow.

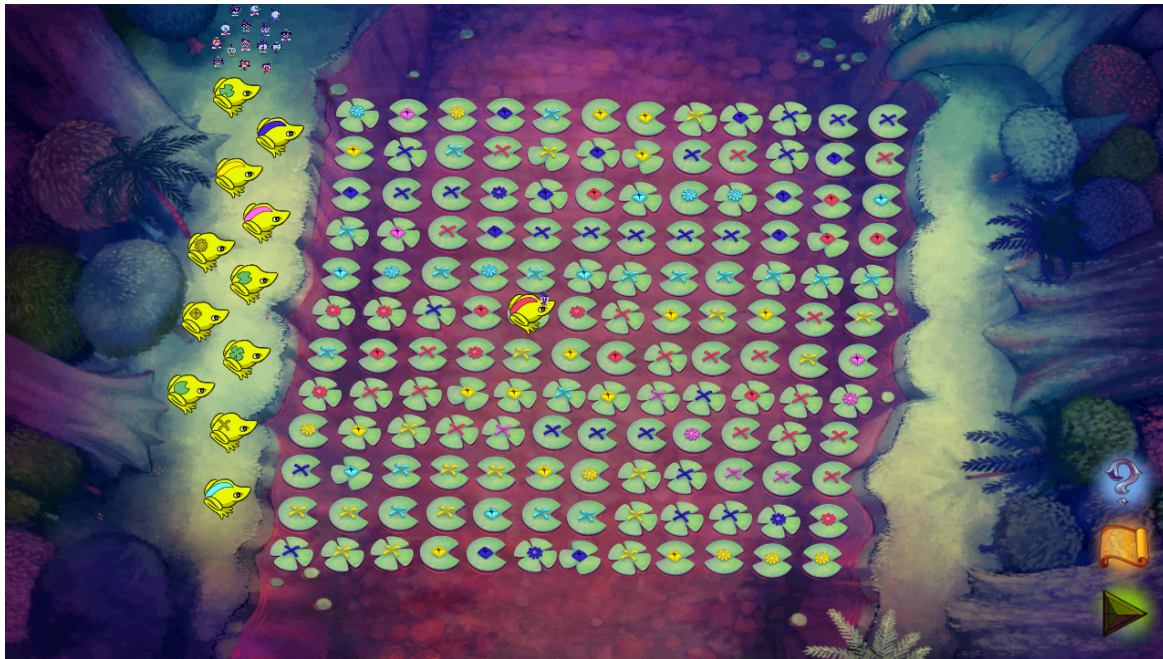
Northern Path

Captain Cajun's Ferryboat – share something with your neighbor



Zoombinis must share a trait with their neighbor to the side of their seat. At higher levels seats are packed tighter together with seats sharing 3, 4, or 6 sides with other seats – Zoombinis must share one trait on each side!

Titanic Tattooed Toads – find a path with a pattern



Zoombinis ride the toads which must follow a complete path across the lily pads matching color, symbol or shape. At higher levels a “swapping wand” must be used to swap certain lily pads to complete a path, and crabs appear to block the way. Place toads at the start of the path you’re sending them on, and the Zoombinis will take it from there; the same toad can be used twice before he or she swims away. Pick a toad and drop it on a compatible lily pad.

Stone Rise – share something particular with your neighbor



Zoombinis must be matched with similar traits depending on the connecting stone. Getting a few Zoombinis through is easy; getting all through is harder! At higher levels there are more connections to match. If you can't figure out a way to get them all through, get as many as you can and then click on the arrow – but once you click you move on.

Southern Path

Fleens – how do the Zoombinis and their cousins correspond?



Traits of Zoombinis (such as ponytail hair) correspond to traits of the Fleens (such as pink spiky hair). Match the Zoombinis to the 3 Fleens sitting on the tree branch to unleash the bees and chase the Fleens away. At the first level traits of the same attributes correspond so for instance a particular Zoombinini hair style will correspond to a Fleen hair style. At higher levels traits of hair in the Zoombinis might correspond instead to differing nose colors of the Fleens.

Hotel Dimensia – a place for everyone and everyone in some place



Zoombinis must be grouped together by shared traits in an increasing number of hotel rooms. Once again, discern which traits matter and group carefully as the clock counts down. Higher levels requiring ordering multiple traits in rows, columns, and sub-rooms.

Mudball Wall – figure out the pattern on the wall



Pick a color (or colors at higher levels) and a shape and aim for the wall. Hit “cells” with dots to launch your Zoombinis over the wall. Figure out the patterns of rows, columns, and sub-cells (higher levels) before you run out of mud! Higher levels present more cells and combinations.

Shade Tree – the second “rest area”



After completing either the Northern or Southern Path, the party reaches Shelter Rock. Zoombinis will only move on from here in groups of 16 – if you have less you need to go back to Zoombini Isle or Shelter Rock and bring more through to this point, or if you have some waiting here already they can join your party to make 16. Place the Zoombinis on the rocks until there are 16 and click the arrow for the final path.

The Lion's Lair – order matters



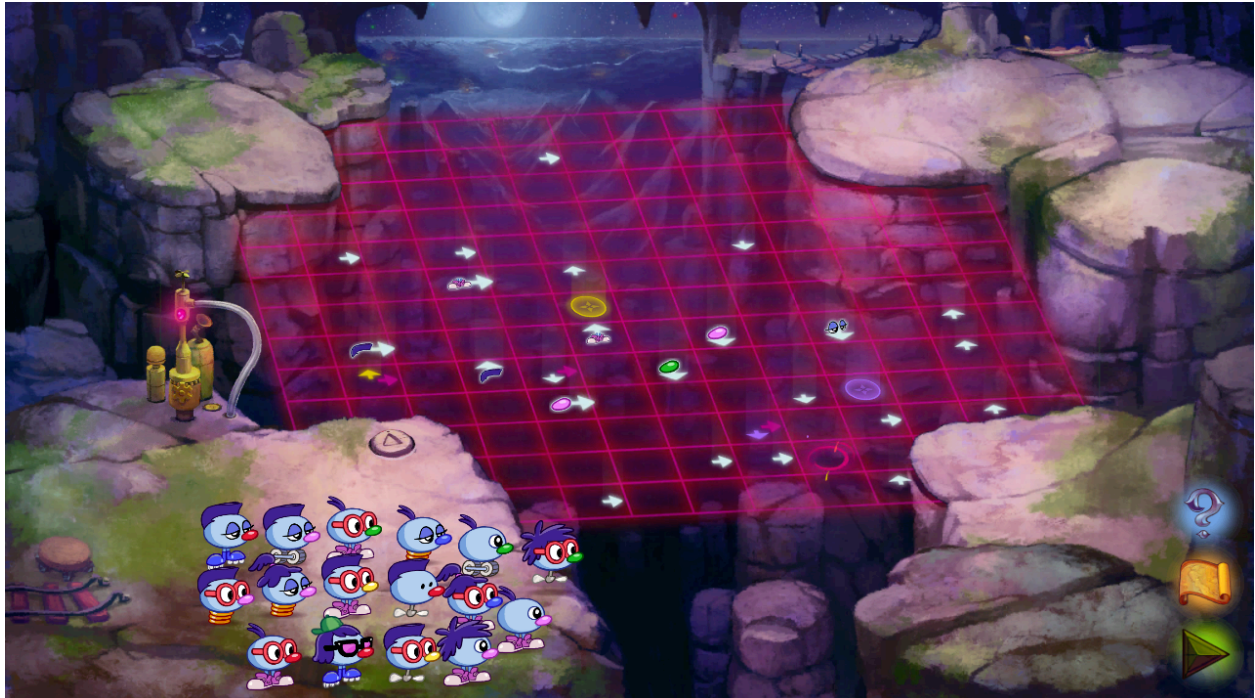
At Lion's Lair the Zoombinis must be placed in a certain order to pass and clues may be found in the hieroglyphs on the Lion statue. At higher levels there is a hierarchy of sorting criteria and the clues are incomplete.

Mirror Machine – making the Zoombinis and their images equal through choice and transformations



At Mirror Machine the right Zoombini must be picked from the left to match the image on the right. At higher levels different lenses transform the traits projected onto the central crystal. Much like an algebraic equation in the end one side must perfectly match the other for the final results to correspond and the Zoombinis to pass one or two at a time.

Bubblewonder Abyss – states and conditional paths



At Bubblewonder Abyss, Zoombinis are started on one or two paths over the chasm but their traits can cause them to be sent in different directions and even their passage over certain objects can change the state of the path! Choice of starting point and order in which the Zoombinis are sent make the difference, and at the higher levels even one Zoombini out of sequence can cause a few to be lost.

Zoombiniville – the goal



Zoombiniville is the new home of the Zoombinis! Buildings are added to accommodate the growing numbers of Zoombinis. To complete the game, 400 Zoombinis must be brought from Zoombini Isle to Zoombiniville and a huge celebration is held! Players can go back and play new games to earn badges they missed the first time and perfect their gameplay.

Much like exploratory mathematical or scientific problem-solving, you will have to start with trial and error, form hypotheses about what the patterns in the data are, and learn from them. This means you may not always be able to play a “perfect” game or round. As the narrator says, “Yes, Zoombinis were left behind but the knowledge was gained!”