

Zebrainy ABCz Game Manual



While Zebrainy is a very simple game and the gameplay is clear for children, you should remember that Zebrainy ABCz is the most atypical ABC learning game. Which means on the deeper level there's much more than what you can see from the surface.

Game Plot

Zebra is looking for her twin brother who got lost somewhere in A-Z worlds. So she has to go and explore all and every Letter world one by one.

Watch the Pre History video here: <https://www.youtube.com/watch?v=eo0UGcbhXc8>

Unlocking The Game

You can fully test 3 letter words for free. You can unlock all the other letters at any moment clicking on the Lock sign on D letter. This is a one time in app-purchase and it costs much less than another enjoy-it-for-2-days toy you will buy your child on the next visit to the mall.

Guidance

When travelling in the world your child and you should follow the butterflies, they always show where to click next. If you take no action for some time (imagine the kid is not sure where to click), the hand will show up pointing to the area where to click next.

For elder children – once they get the idea- they can pass the objects in the worlds just one by one, not necessarily pointing on the objects that butterflies suggest.

Robot

Robot is Zebra's little helper. You can click on the robot if you want to go to the Home level, increase/decrease volume of the music and narration voice.

Robot collects the books and brings them to the house. More on the books below.

Books

As you start the game, you will see no books in the house, just empty shelves. But as you proceed through the game, you will see that robot starts collecting books and brings them to the house.

Books contain the wisdom. These are Da Vinci fables. Click on the book on the shelf to listen to the fables.

Tip: Usually you will see the Settings icon on the body of the robot. When he has a book that will change to a book icon. You don't have to do anything about it. The robot will do his job.

There are 10 books in total. Robot has to collect all of them. You won't be able to collect all the books when you have made the first round of A-Z worlds. This is done intentionally. You child has to go over all Letter worlds once again to repeat and remember.

The very last tenth book is the most thrilling and important one, it explains how to save twin Zebra from Letter worlds and take her back home.

The Secret of Letter Z

When you first come to letter Z, you will see the twin Zebra there, but you won't be able to take her home. You will hear the Narrator telling that the Letter world cannot exist without at least one object that starts with Z and if you want to take your friend home, you should place some object starting with Z and then twin Zebra can go. So you will have to leave alone.

Remember the books above? You will find the answer how to save twin Zebra in the 10th book.

Hidden Objects

While you can click only on the objects the butterflies take you to, we suggest to click on ALL the objects that you see in the game. The kids are willing to explore and we encourage this.

Don't be in a Hurry

Don't hurry to finish the Letter world as soon as possible. Stop and you will hear.

The game is full of life-affirming phrases that your child won't necessarily understand as of now but will definitely remember for the future.

Additional guidelines for parents

<http://zebrainy.com/your-child-you/>

Download

App Store: <http://appstore.com/zebrainyabcs>

Google Play: <https://play.google.com/store/apps/details?id=com.zebrainy.abc>

Support

Send all your questions to info@zebrainy.com

Zebrainy ABC Lullaby

A sweet addition to the game: https://www.youtube.com/watch?v=Lw309Qa_XUY