

1. Enter Switch Zoo

When you arrive at the zoo page, a green screen with a time-bar will display while the zoo is being downloaded, the entrance scene will appear and you'll hear the Switch Zoo Animal Orchestra singing. If you don't see the scene, you need to update Flash. [Click here to install the free Flash Player](#)



2. Choose an animal to switch

Wait until you see the map, which is a big rock with colorful buttons showing the nine primary animals. Click the button for the animal that you want to use as your primary animal. This choice will determine what body your new animal will have, as well as its environment. Click the Animal List button to see a list of all the animals in Switch Zoo. By clicking an icon in the list, you can make a

switcheroo and go to a new habitat at the same time.

3. Wait while you are taken to the animal

You'll see a path scene that will display facts about the animals in Switch Zoo while the animal scene loads.

4. Switch the animal's head

Once you see the animal, click on any of the buttons that depict animals' heads. The animal's head will change into the new animal you selected. Or you can keep the primary animal's head and go on to change the other parts.

5. Change the animal buttons to legs or tails



When you're done choosing the head,

look at the lower row of buttons and you will see a little diagram of an animal's body that is separated into three parts: Head, Legs and Tail. Click the Legs button or Tail button to change all of the heads buttons to those features.



6. Switch the animal's legs and tail

The upper row of buttons and the buttons in the Quick Switch panel now show images of each animal's legs or tail, depending upon your previous choice. Click one and watch your animal change. Try clicking other buttons to create many different combination animals.



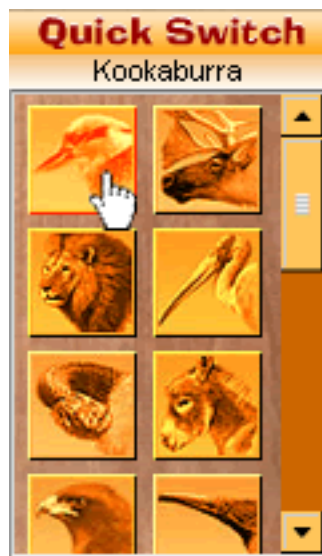
7. Use Stop-action Animals

The arrows on the fence can be used to select and freeze any moment of the animal transformations. That allows you to use the hiding animals that only appear while an animal is changing.

For example, the goose is hiding in the rhino scene.

To use it in a combination, go to the rhino and choose the monkey head. You'll see the goose in passing. When the rhino head has finished changing, you can click back to the goose by using the left arrow on the fence. Use the right arrow to click in

the other direction and select the exact image you want to use. Then select different legs and tails in the usual way.



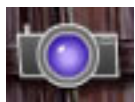
8. Use Quick Switch animals

Add more animals to your combinations by using the Quick Switch panel on the sign to the left. Pause your cursor over any button to see the animal's name. Click to select the new feature. Use the scroll bar on the right side of the panel to see all the choices.

When you click the legs or tail button on the fence, the **Quick Switch** panel will display the animals available for that feature. Click the **Animal List** button to the right of the zoo window to see a complete list of the animals in Switch Zoo.

9. Name your animal and write a story

Click the Add Title and Add Story buttons to name your animal, and include a story about your animal. (Be sure to save your story in another program. It will disappear when you leave the zoo).



10. Take pictures

Use the Photo button on the fence to print pictures of your favorite new animals. When you click on Photo, the Photo Workshop will open. There you can add a title and story, display the zoo's facts about the animals in your combination, or choose to display no text with your picture. When you're happy with the results, use the Print button on the right to print the picture.

11. Go to a different habitat

To change the 'base animal' in your combination, you go to a different habitat. There are two ways to do it: You can click the



Map button in the lower row on the fence. That will take you back to the map and you can choose any animal there. Or you can use the Animal List to go to a habitat and make a new animal at the same time.