Capybara: A Place in Line

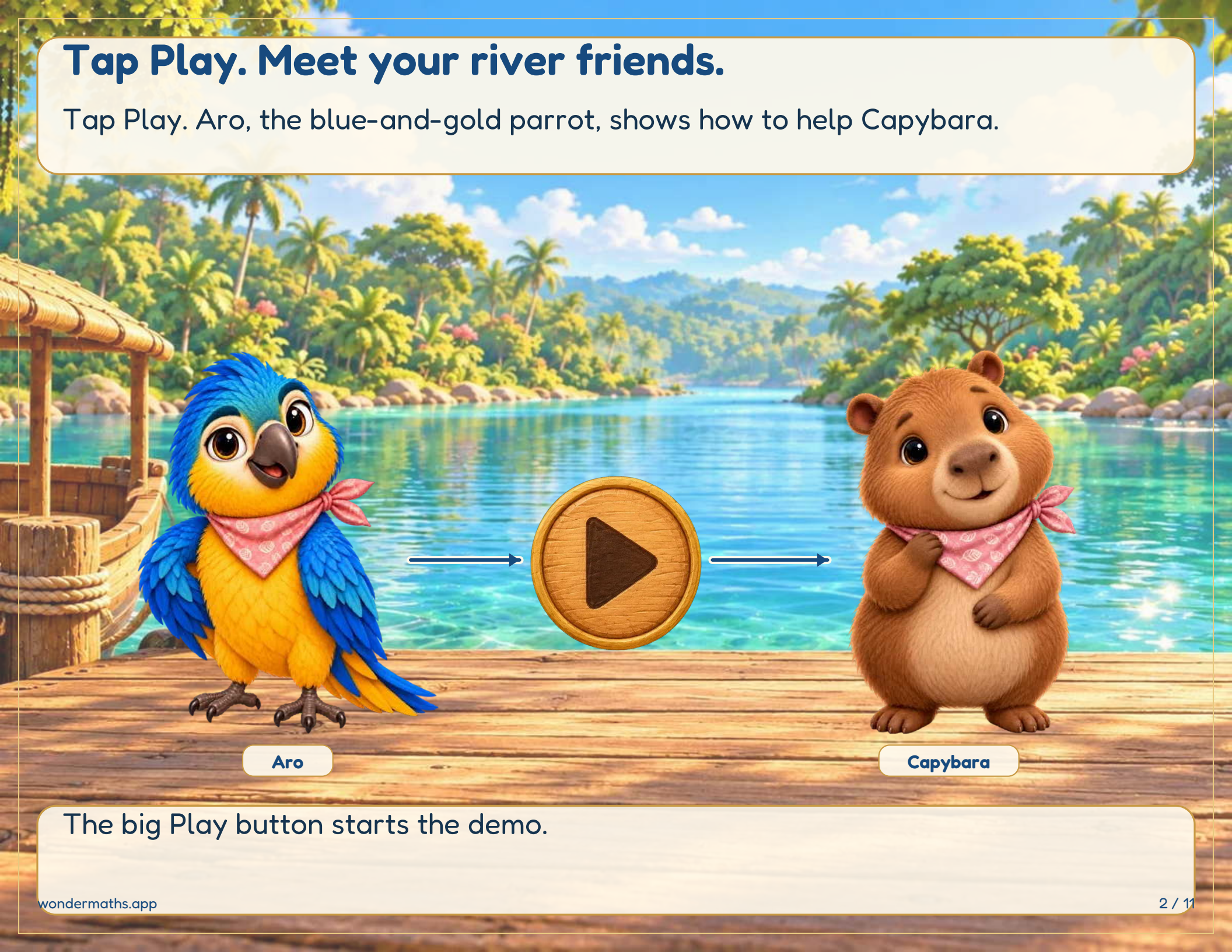
A picture guide for little helpers

Find the boat. Choose a place. Tap green OK.



Tap Play. Meet your river friends.

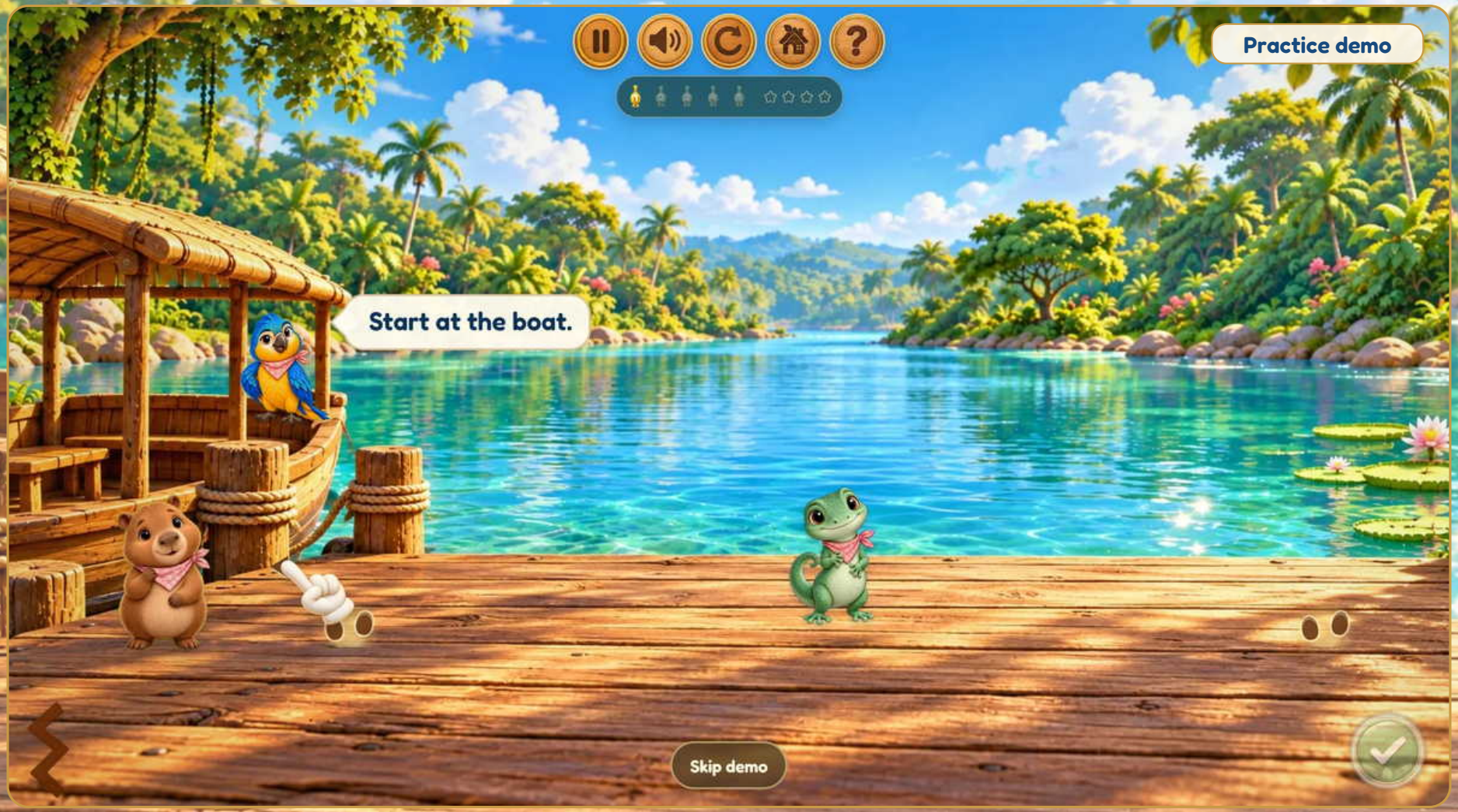
Tap Play. Aro, the blue-and-gold parrot, shows how to help Capybara.



The big Play button starts the demo.

Watch first. Then it is your turn.

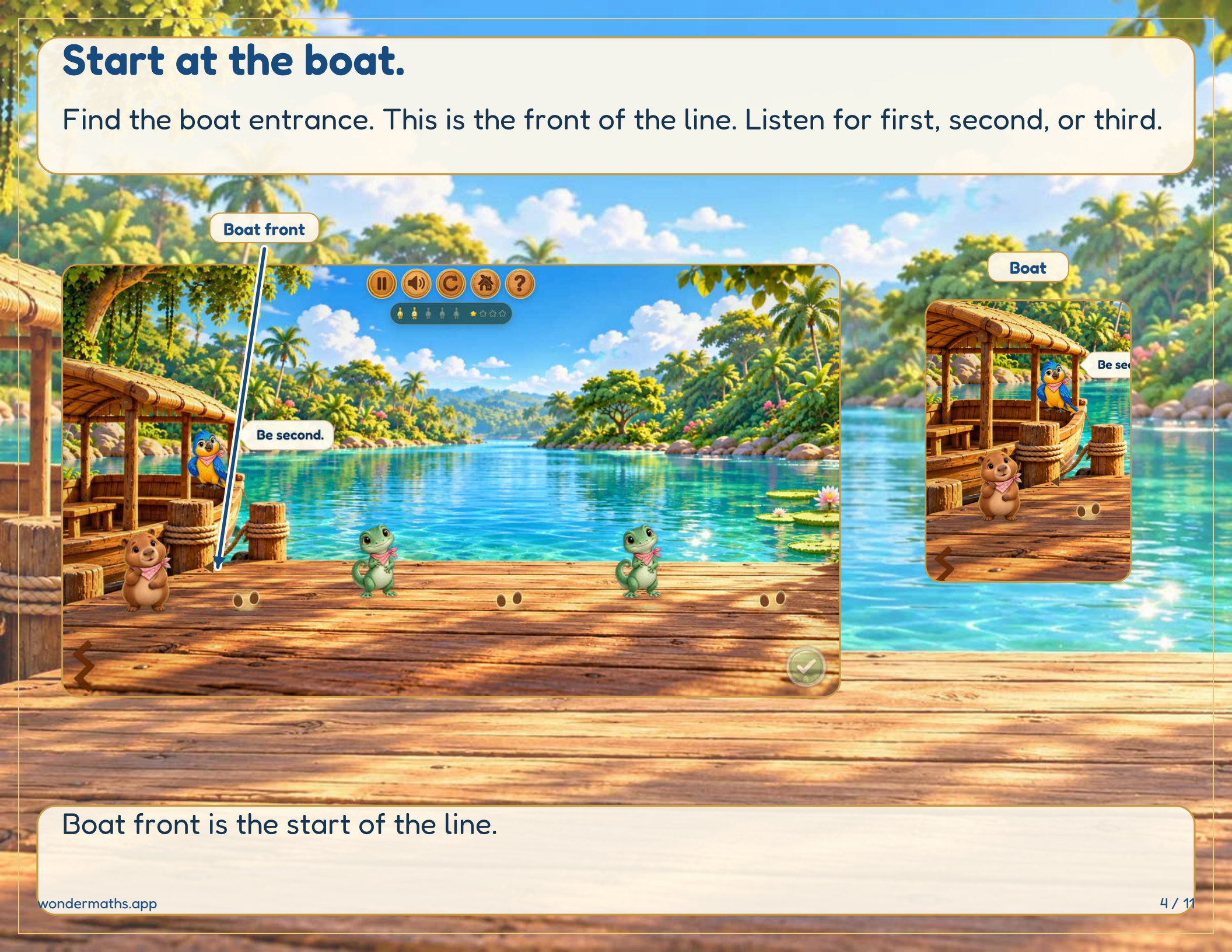
The pointing finger shows the move and the green OK. These practice moves do not earn stars.



The finger shows the place. Green OK confirms.

Start at the boat.

Find the boat entrance. This is the front of the line. Listen for first, second, or third.



Boat front is the start of the line.

Put Capybara in a place.

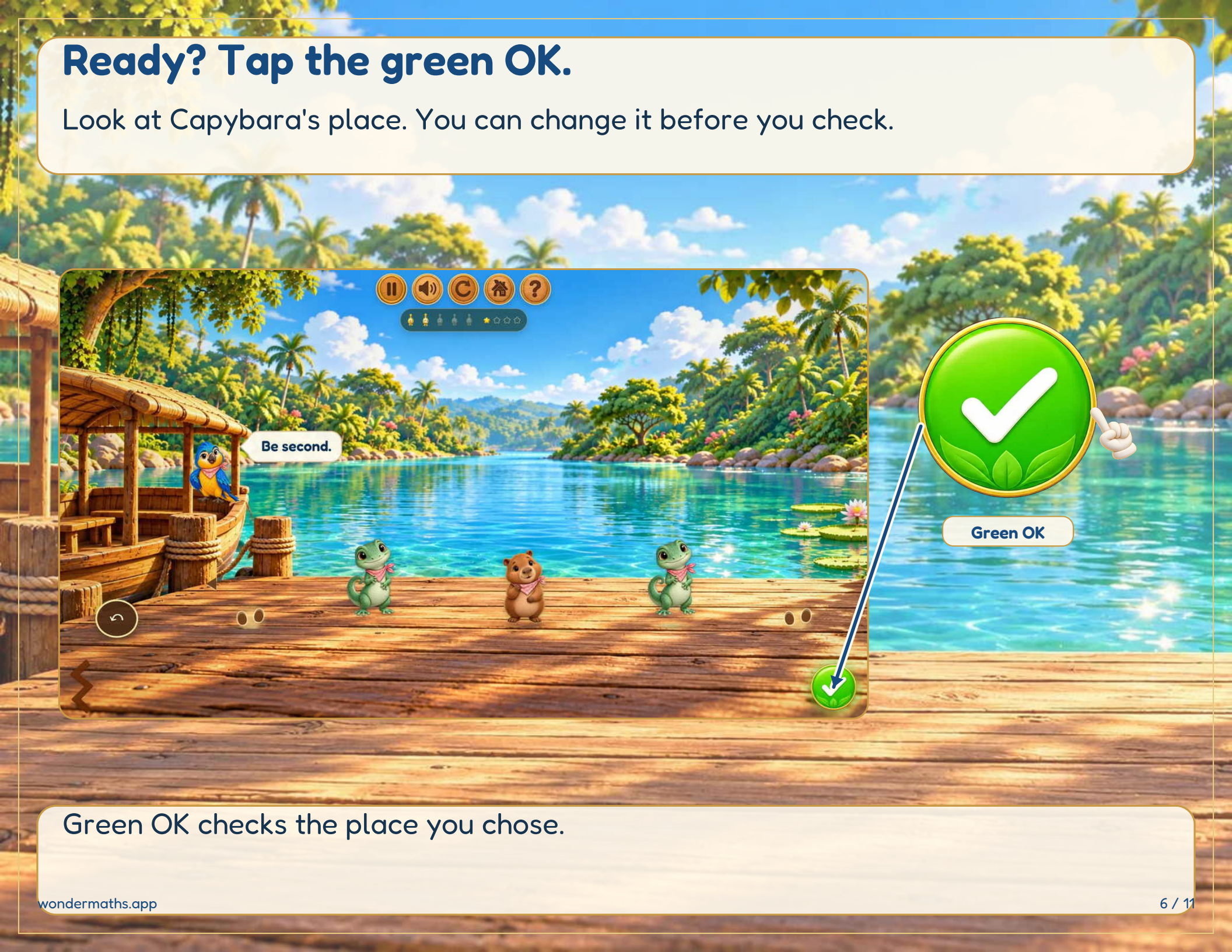
Tap an empty place, or drag Capybara there. The other friends make room.



The empty footprints show where Capybara can go.

Ready? Tap the green OK.

Look at Capybara's place. You can change it before you check.



Green OK checks the place you chose.

You can try another place.

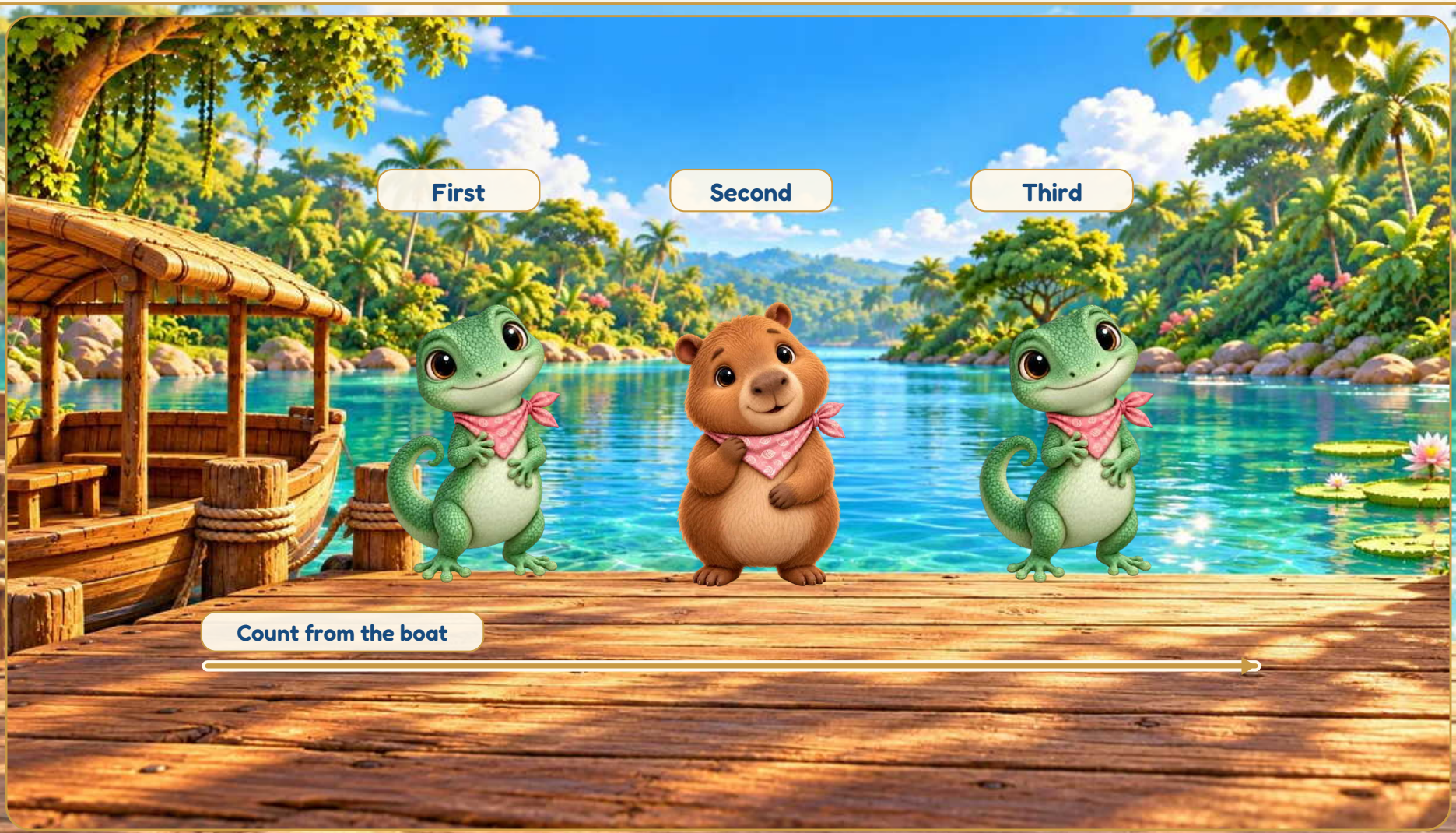
Listen as Aro counts from the boat. Move Capybara to another place, then tap green OK again.



A mistake is safe. Listen and try again.

Count from the boat.

First. Second. Third. Capybara is second.



Start counting at the boat.

Four stars. Then the next level.

Find four places in each level. Finish all five levels to hear the final song.





Next level comes after four correct places.

Watch again, or take a break.

Help shows Aro's steps. Pause keeps your place. Sound turns audio on or off.



Buttons at the top



Help



Pause



Sound

Help, Pause and Sound are at the top.

Ready to help Capybara?

Find the boat. Choose a place. Tap green OK.



Boat | Capybara | Green OK

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Your calm turn starts at the boat.