

🐧 Pengi Game Walkthrough 🐧

Known bugs:

- This is a Unity bug, and can only be fixed by Unity themselves. If you do two of these things at the same time, the game can freeze:
 - Left clicking
 - Pressing enter
 - Pressing the spacebar
- For example, if you left click and press enter at the same time, the game will freeze. You can mash left click, and the game won't freeze. You can alternate between left clicking, and pressing the spacebar, and the game won't freeze.

Pengi Game Instructions:

- You can right click, use the spacebar, or use the enter key to move through the dialogue.
- We recommend, before making a big decision, to save! You can do so by clicking the hamburger button on the bottom right, clicking a save slot, and saving! So easy WOW.



- Note: You can only start saving after reaching a save point.
- You can also access the main menu by clicking the little option on the bottom as well.
- On the main menu you can access previous saves, access the options or start a new game. Options enables you to change text size, speed, and font, remove text formatting, change the volume and disable the screen shakes

Step 1:

Start up the game. (click the file that has Pengi.exe behind it) Boom. It's that easy.

Step 2:

Click New Game. Wow. Amazing.

Step 3:

It's going to start playing the introduction section of the game, which involves a piloting daydream, an office, and an encounter with an old mole lady. There are a few dialogue options in this section of the game, however they don't have an impact on the outcome of the story, so you can just chill and take in the wonderful, charming writing/art/music in this part.

Step 4:

You're going to end up in a weird Hippo-owned bookstore/gym of sorts. This is supposed to happen. The first animal you run into is Hank.

HANK:

Hank the Hippo: No Signature

Angered Hank and failed to collect his signature. This route occurs when Pengi decides to ask for Hank's signature before building a relationship with Hank.

Step 5:

Ask for signature immediately.

Step 6:

Give him your sales pitch. The next two options result in Hank declining Pengi's offer and asking them to leave his store.

Alternative 'No Signature':

Step 5:

Ask for his signature.

Step 6:

Ask if you can do anything to help.

Step 7:

Discuss Grounded's modernization initiative with him. This will lead to Hank saying he might reconsider giving his signature if Pengi manages to convince the other store owners.

Hank the Hippo: Get his Signature.

Step 5:

Ask for his signature.

Step 6:

Ask about troubles and after listening to Hank, give him your sales pitch. Hank will be reluctant to hear Pengi echo what the previous salespenguin pitched.

Step 7:

Discuss Grounded's modernization initiative with him. Hank will be convinced and encourage Pengi to convince the other store owners. He will give Pengi his signature.

Hank the Hippo: F is for Friends

Become friends with Hank.

Step 5:

Ask what this store sells.

Step 6:

From here you can ask Hank about books, supplements and methods. You will learn more about Hank. You will also be given the chance to get his signature in this route by following the route **Hank the Hippo: Get his Signature**

Become friends with Hank and help find his notebook.

Step 7:

After asking about supplements, the option for "Ask if something's wrong" will be opened.

Step 8:

Offer Hank a new perspective. This will lead to the notebook ending.

BRYNHILDA:

After choosing one of these routes, Pengi will leave Hank's store and move on to Brynhilda's store. She will be the next character to collect a signature from. When first entering the store, Pengi will accidentally bump into a shelf of items. Each of those items will reveal a special part of Brynhilda's past and family history. We won't spoil it for you here ;)

After cleaning up the shelves you can go through one of these routes:

Brynhilda the Builder Bear: No Signature

Anger Brynhilda and fail to collect her signature.

Step 5:

Tell her you are from Grounded Real Estate.

Step 6:

Don't apologize, ask for more of her time. She will get mad and kick you out.

Brynhilda the Builder Bear: Collect Signature

Collect her signature (Variation 1)

Step 5:

Tell her you are from Grounded Real Estate.

Step 6:

Apologize.

Step 7:

Bring up the contract again.

Step 8:

Take the contract.

Collect her signature (Variation 2)

Step 5:

Ask about the mole's shoe.

Step 6:

Bring up the contract.

Step 7:

Take the contract.

Brynhilda the Builder Bear: Another Way

Find another way (Variation 1)

Step 5:

Either ask about the shoe or say you're from Grounded and apologize.

Step 6:

Look for another way.

Find another way (Variation 2)

Step 5:

Either ask about the shoe or say you're from Grounded and apologize.

Step 6:

Bring up the contract again.

Step 7:

Be uncertain. Take the contract?

ALICI:

After leaving the store, Pengi will end up at Alici's store. He will be the next character to collect a signature from. The first dialogue section will allow Pengi to ask Alici some questions. After this, they can choose from these options to follow a specific route:

Alici the Anchovy: No Signature

Anger Alici and fail to collect his signature (Variation 1)

Step 5:

The first choice you get in this section doesn't affect anything, but when you are given the opportunity to ask for his signature, do it.

Anger Alici and fail to collect his signature (Variation 2)

Step 5:

The first choice you get in this section doesn't affect anything, but when you are given the opportunity to dig deeper into the fish's history, do it.

Step 6:

Lie to him. Tell him you're a cop.

Step 7:

Commit to the bit! Threaten him with a SWAT Raid!

Anger Alici and fail to collect his signature (Variation 3)

Step 5:

The first choice you get in this section doesn't affect anything, but when you are given the opportunity to dig deeper into the fish's history, do it.

Step 6:

Lie to him. Tell him you're a cop.

Step 7:

Chicken out.

Don't collect the signature, live to see tomorrow.

Step 5:

The first choice you get in this section doesn't affect anything, but when you are given the opportunity to pressure the fish on your suspicions.

Step 6:

When you see the gun, run for your life!

Alici the Anchovy: Help Alici

Help Alici (Variation 1)

Step 5:

The first choice you get in this section doesn't affect anything, but when you are given the opportunity to pressure the fish on your suspicions, do it.

Step 6:

Run for the back room door.

Help Alici (Variation 2)

Step 5:

The first choice you get in this section doesn't affect anything, but when you are given the opportunity to dig deeper into his history, do it.

Step 6:

Lie to him. Tell him you're a cop.

Step 7:

Commit to the bit! Bring up the back door.

ENDINGS:

Based on what the player choosing throughout the game, there are 6 different endings which could occur:

Ending #1: The Complete Failure a.k.a. Big Sad Ending

Criteria: 1 or less signatures collected, choose not to help any of the three characters.

Pengi returns to Grounded defeated. They are unable to get enough signatures for a promotion nor did they manage to build a relationship with the members of Menagerie.

Ending #2: Half Ending: Promotion

Criteria: the player has collected two signatures, choose not to help other characters.

Pengi manages to collect two signatures, however because they could not collect all three signatures, Pengi's promotion is cut, but they still have hope. Pengi is then sent on another assignment in hopes of fulfilling their dream of flight.

Ending #3: Half Ending: Shoe

Criteria: the player has collected less than two signatures, offered to help 2 members of Menagerie (Brynhilda and one other)

Pengi fails to collect enough signatures for a promotion, but in the process, they were able to learn more about the members of Menagerie. As such, Brynhilda will come through with a pair of shoes and reassure Pengi. They return to work with a feeling of having made friends.

Ending #4: Success Ending

Criteria: the player has collected two or more signatures, offered to help 2 members of Menagerie (Brynhilda and one other).

This ending is similar to Ending #3. While Pengi still has not made enough money for flight school, Pengi looks forward to working and also visiting the new Menagerie Centre.

Ending #5: Pengi Takes Flight Ending

Criteria: the player has collected three signatures and did not offer help to members of Menagerie

Pengi gets their promotion! They managed to collect all three signatures and now have enough funds to pay for flying lessons. They visit the new Menagerie Centre and are surprised by the changes.

Ending #6: The True Good Ending (altruism-type true good since morality is a construct)

Criteria: the player has collected no signatures, agrees to help all characters.

This ending will result in Pengi quitting their job. Feeling empowered and touched by the characters they met in Menagerie, Pengi decides to open up their own consulting agency next to Menagerie. The agency is dedicated to helping shop owners achieve a better future. In this ending, Pengi will have extra dialogue with Brynhilda, Alici and Hank.