

# Penguins!

www.playpenguins.com

## GAME MENUS

### MAIN MENU

You may change or select options on the main menu by clicking on them with the mouse.



**PLAY** - Select or create your profile and play the game!

**HELP** - View the in-game help pages.

**OPTIONS** - Lets you setup your audio and video options for best performance on your machine.

**QUIT** - Use this menu option to leave the game and return to the computer desktop. Quitting the game will save your progress and coins for when you come back to play again!

## PROFILE MENU



From the Play menu, you can create a new profile, select an existing profile or delete an existing profile to make a new one. Your profile tracks your progress through the game.

To create a new game profile: Click on the CREATE button and type in the name for your saved profile.

To continue an existing game: Click on the PLAY button for an existing profile. This will take you to the zoo map screen.

To delete an existing profile: Click on the DELETE button. This will then prompt you to click DELETE again or click CANCEL if you've changed your mind.

## GAME MENU

### PLAY GAME

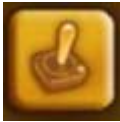
This menu option will take you to the zoo map and let you start playing the game.



The zoo map will keep track of your progress in the game. With each level completed, you will see a flagpole on the zoo map. Flags on the flagpole indicate several states - Level complete, you beat the best time, all penguins were rescued or a Perfect Score!

## GIFT SHOP

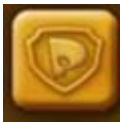
Use those hard earned game coins to buy cool new stuff for the game. You can unlock additional levels, buy costumes for your penguins and download art from the creation of the game from the Penguins! website.



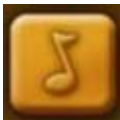
**LEVELS:** Click on the Joystick icon to spend your coins on bonus levels for penguins. These levels are grouped by difficulty.



**POSTCARDS, WALLPAPER & COLORING BOOK:** Click on the Envelope icon to spend your coins on printable art from the game. This section also includes a downloadable coloring book that tells the story of the penguins travels through the zoo!



**COSTUMES:** Click on the Shield icon to spend your coins on special costumes for the penguins. Buy a costume then play a level and see how the penguins look when using gadgets!



**MUSIC:** Click on the music note to spend your coins on the music for Penguins! You can download the theme song or the music you hear while playing the game.

## MORE LEVELS

Use this menu option to play levels you've purchased in the gift shop, or to access levels that you've created for the game, using the game level editor (downloadable from the Penguins! website). Unlocked levels are grouped by zoo zone and difficulty.

## HELP

The Help button will open the in-game overview help, clicking on MORE HELP will bring you to these detailed help pages.

## OPTIONS

Use this menu option to adjust the volume of the music and sounds in-game, and to adjust the screen resolution.

## QUIT

Use this menu option to leave the game and return to the computer desktop. Quitting the game will save your progress and coins for when you come back to play again!

# CONTROLS

## GAME CONTROLS

The game can be controlled with just the mouse. Use the mouse to drag gadgets from the bottom of the screen into the level.

### Left Mouse Button



Click and hold the left mouse button to drag gadgets into the playing field. A shadow and line showing where the gadget will be placed will display to help you decide where to place the gadget. Release the mouse button to place the gadget.

### Right Mouse Button



Click the Right mouse button to change the direction of the cannon, trampoline, fan and bridge gadgets.

## HOT KEYS

**F** - Go to fullscreen mode.

**P** - Pauses to the in-game menu.

**H** - Shows in-game help.

**Q** - Quits the current game.

**R** - Restarts the level.

**CTRL** - Slows the penguins down.

**ESC** - Pauses the game and opens the menu.

## GAME GOALS



Our goal is simple. Get us to the exit pipe so we can move on to the next level of the game and so we can find Ace. Exit pipes are clearly marked in each level.



# MOVEABLE GADGETS



There are several moveable gadgets we can use in-game to help us work our way through the zoo and to find our friend. Most gadgets can be rotated, simply by RIGHT-CLICKING on the gadget with your mouse.



To place a gadget, LEFT-CLICK and drag the gadget into the level. Some gadgets can only be used once and you'll need to reset the level if you need another chance with the gadget. If a gadget appears in your GADGET TRAY at the bottom of the screen, it is a moveable gadget.



**Cannon:** Cannons will shoot Penguins through the air and have a higher loft than a trampoline. Cannons can be moveable or static objects. A moveable cannon can be rotated by right clicking on them, and you can move this type of cannon once it's been placed in a level.



**Trampoline:** Trampolines will bounce Penguins through the air for a shorter distance than a cannon. Trampolines can be moveable or static objects. A moveable trampoline can be rotated by right clicking on them, and you can move this type of trampoline once it's been placed in a

level.



**Spring:** Springs will bounce a penguin straight up in the air. You can also use a spring on an incline to turn a penguin around to go the other way (So they don't walk off the edge!). Springs cannot be rotated, but they can be moved once it's been placed in a level.



**Bubble Machine:** Bubble machines can help float the penguins over gaps and save them from being caught in the cage. When a penguin is in a bubble, they will float past all elements in the level - like gadgets and switches. The only way out of a bubble is when the penguin hits a wall. You cannot rotate a bubble machine, but you can move a bubble machine once it has been placed in a level.



**Fan:** Fans will give penguins a boost. You can place fans next to each other to help them fly even higher. Fans will also interact with a penguin in a bubble and can be used to direct the penguins to where you want them to go. Fans can be moveable or static objects. A moveable fan can be rotated in several directions by right clicking on it, and you can move this type of fans once they are placed in a level.



**Jet Pack:** The Jetpack will send your penguin soaring! The penguin will use the jetpack and soar through the air in the direction he is currently going, so use them carefully! A Jet Pack is a single use item that cannot be rotated. If you need to try again with a jet pack, you will need to reset the level using either "R" or the Reset button on screen.



**Bridge:** Bridges help penguins reach places they couldn't go normally. When you drag a bridge into the level, you will see a laser arrow that will show both the direction of the bridge and will give you an idea of how high it will be built. Bridges can be rotated by right clicking on them. Bridges are another single use item. If you need to try again with a bridge, you will need to reset the level using either "R" or the Reset button on screen.

# STATIC GADGETS

Some levels will include STATIC GADGETS (Cannons, Trampolines or Fans) A Static gadget can't be rotated by the player, but it MAY be affected by switches in the level. Static Gadgets have a bolted down base.





# LEVEL ELEMENTS

Some levels will include LEVEL ELEMENTS that affect items within the level. These Level Elements may raise or lower platforms, turn fans off, or warp the penguin to a completely different place in the level.

Let's look at the different level elements.



**Switches:** Switches can change many things in the level. A switch may switch the direction of a static object (like a trampoline or cannon), they may raise or lower a platform in a level, and they may turn off static fans. A penguin will throw a switch automatically when he walks up to it.



**Trapeze:** The trapeze will send the penguins soaring through the air. Penguins will need a boost to get up to a trapeze - use a spring, cannon or trampoline to help them reach the trapeze.



**Presents:** Some levels have presents in them. If you see a present in a level, help the penguin get to it. Presents contain additional gadgets to help get the penguins to the exit tube and to complete the level.



**Pushable Blocks:** Some blocks in a level are pushable by the penguins. A penguin will interact with a pushable block automatically when they walk up to it. Look for Activator plates on the ground - if you can help a penguin cover one of the plates, something special may happen in the level!



**Activator Plates:** Activator plates are sort of like switches. They cause changes in the level when activated. Use pushable blocks to hold down an Activator plate and force the change.

**Warps:** Warps are tunnels through the level that the penguins will enter and exit from. A penguin will enter a warp in the direction they are currently headed and will exit a portal the same way. Try using a spring to turn a penguin around to reverse the path if you need to.



# LEVEL GOALS



Each level will have a goal that is set on the first screen. The minimum goal you need to meet is the number of penguins to be saved. You can also go for special trophies and extra coins by beating the level time, or by collecting all the coins. If you do not save the correct number of penguins, you will need to retry the level to move forward.

# OTHER SCREEN ELEMENTS



**Penguin Cage:** If a penguin gets caught by a zoo-keeper, or falls off a ledge, don't worry, they're safe and sound in the penguin cage at the bottom of the screen. If too many penguins end up in the cage, you may have to play the level again to meet the level goal.



**Penguin Speed:** You can control the speed of the penguins in the level by using the penguin speed indicators. Walk is the default speed of the game, Run will make the penguins move faster, and Pause will pause the level for you.

# COINS



You will see gold and silver coins when you're in a level. These coins can be used to buy items in the zoo gift shop. You can purchase more levels, game art, posters, wallpaper and even costumes for us to wear during our adventures!

# RESET & HINTS



If you'd like to try a level over without going back to the map or to the results screen, just click on the Reset button. This is especially useful if you want another try with a one-use gadget, like a jetpack or a bridge.



You can also ask for help! Click on the hint button to see where gadgets should be placed in a level. If you click on it a second time, it will show you what direction to place the gadget. Clicking a third time will show you which gadgets to place in each location.



The third option is to skip a level. The skip option will come up after approximately 12 minutes in a level. If you're stuck and want to skip the level, just click on Skip. You can always try the level again later by accessing it from the Zoo Map.