

Waddle Inn

Player Manual

Everything you need to know to waddle, chat, build and trade.



Edition 1 · October 2026

Contents

1 Welcome to Waddle Inn 5
What you can do at the inn 5
Meet the colony 6
What you need 6
How this manual is organised 6

2 Getting started 8
Opening the inn 8
Signing in 8
Hatching your penguin 10
Outside the Inn 13
Your first look around 14
Sound and music 16
Changing your look later 16
Signing out 17

3 Moving and chatting 18
Walking 18
Sitting down 18
Looking around 19
Talking 19
Waving and dancing 20
Meeting other penguins 21

4 Rooms and the Navigator 23
Opening the Navigator 23
Entering a room 24
The public rooms 24
Rooms next door 26
Searching for a room 26
Locked rooms and passwords 27
Following friends 28

5 Krill 29
Your balance 29
Starting Krill 29
The daily bonus 29
Getting more Krill 30
Where Krill goes 30

6 The Shop and your inventory 31
Browsing the Shop 31
Buying furni 32
Your inventory 32
Carrying and your cabinet 33
Where your furni can be 34

7 Your own rooms 35
Creating a room 35
Room settings 37
Rights: building together 39
Deleting a room 40

8 Building and decorating 41
Placing furni 41
Selecting furni 43
Using furni 44
Seats and walkable furni 45
A room in five minutes 45

9 Friends and messages 46
Adding a friend 46
Answering requests 46
Your friends list 47
The Messenger 48
Profiles and badges 49

10 Mini-games 51
Where to play 51
Playing with game furni 52
Ice fishing 52
Snowball fight 54
Belly-slide race 55
The quiz 56
Bowling 57
Snooker 58
Bingo 59
The ice die and the fish machine 59
The krill hunt 60

11 The Grand Exchange 61
Selling to the walrus dealer 62
Buying at a market stall 63
Selling at a market stall 64
Your listings 65
The Isle Grand Exchange on Moon Isle 65

12 Moon Isle 67
Getting there 67
Walking around 67
Up to the rings 69
The map 70
Fighting creatures 72
Clans 79
Igloo homes 82
Kayaking and the river race 84
Renting a vehicle 85
The cable car 86
Chatting on Moon Isle 87
Going back to the inn 87

13 **Seasons** 88

14 **Trading** 89
Starting a trade 89
Building your offer 89
Accepting and confirming 90
Cancelling 91
Trading safely 92

15 **Wallets and NFTs** 93
Linked wallets 93
Wearing a LUNC Penguin 95
Trading LUNC Penguins 97
Trading Land Deeds 101
What NFT holders get 101
Rules: selling, transferring and merging 103

16 **Staying safe** 106
The word filter 106
Ignoring a penguin 106
Reporting a penguin 107
Moderating your own rooms 108
If you are muted 109
If your account is banned 109
The inn's staff 110

17 **Tips and troubleshooting** 111
Connection 111
Signing in 112
Wallets 112
Your penguin 112
Chatting 113
Rooms 113
Furni and building 113
Sound 114
Performance 114
Tips from the regulars 114

Controls at a glance 115

Glossary 121

About this manual

Welcome to **Waddle Inn**, a cozy inn where everyone is a penguin. This manual walks you through everything you can do there: hatching your penguin, chatting, exploring rooms, collecting furniture, building rooms of your own, making friends, playing mini-games, exploring Moon Isle, celebrating the seasons, selling at the Grand Exchange, trading, earning Krill, using your wallets and NFTs, trading LUNC Penguins, and staying safe.

You don't need to read it front to back. The first three chapters get you settled in; after that, jump to whatever you want to try next. The last chapters are a quick reference for controls, chat commands and game words.

Throughout the manual, button and window names are written in **bold**, exactly as they appear in the game, and keys look like this: `Enter`. Small pictures such as  are the same icons you see on screen.

> **Look out for these boxes**
> Tips like this one point out handy shortcuts. **Good to know** boxes explain how something works behind the scenes, and **Careful** boxes warn you about things that can't be undone.

CHAPTER 1

Welcome to Waddle Inn



Waddle Inn is a cozy inn in the snow where every guest is a penguin. You hatch your own penguin, waddle through rooms full of other players, chat, collect furniture and build rooms of your own. It all runs in your web browser, so there is nothing to install.



Figure 1.1 The Iceberg Lobby, the main hall behind the front door.

What you can do at the inn

- **Make your penguin your own.** Pick feather, belly and beak colors, then add a hat, something for the neck and maybe a pair of glasses. Give yourself a motto so others know what you're about.
- **Hang out and chat.** Walk around, sit on benches and sofas, talk, shout, whisper, wave and dance.
- **Explore rooms.** The Inn runs a handful of public rooms, and players open their own rooms to visitors all the time.
- **Collect furni.** Spend Krill, the inn's currency, on chairs, lamps, rugs, campfires, hot tubs and dozens of other pieces of furniture ("furni" for short).

- **Build your own place.** Create up to 25 rooms, decorate them and decide who may come in and who may help you build.
- **Make friends.** Add penguins as friends, see where they are, follow them into rooms and send them private messages, even while they are offline.
- **Trade.** Swap furni and Krill with other players in a safe two-step trade.
- **Bring your wallets.** Link several wallets to one penguin and wear the LUNC Penguin you hold.
- **Feel safe.** Ignore and report penguins who spoil the fun, and keep order in your own rooms.

Meet the colony

Every penguin looks a little different. Here are a few of the looks you can put together in the penguin editor:



Classic Bookworm Blossom Royalty Sailor Night owl Snow day

What you need

- A recent web browser on a computer or phone. On a computer you play with a mouse (or trackpad) and keyboard; on a phone you tap and swipe.
- **Either** a crypto wallet for Terra Classic, an EVM network (such as Ethereum) or Solana (a browser extension, or a Terra Classic phone wallet over WalletConnect), **or** nothing at all if you just want to try the inn as a guest. Chapter 2 explains both ways in.

> **Your wallet stays yours**
> Signing in with a wallet only proves that you own the address. Waddle Inn never sees your keys, and it only asks your wallet to send a transaction when you start one yourself, for example to buy a LUNC Penguin, and you confirm it in your wallet.

How this manual is organised

Chapter	What it covers
Getting started	Signing in, hatching your penguin and finding your way around the screen
Moving and chatting	Walking, sitting, talking, gestures and meeting other penguins

Chapter	What it covers
Rooms and the Navigator	Finding rooms, public rooms and rooms with a door policy
Krill	The inn's currency, your daily bonus and how to earn more
The Shop and your inventory	Buying furni and keeping track of what you own
Your own rooms	Creating rooms, room settings and build rights
Building and decorating	Placing, moving, turning and using furni
Friends and messages	Friends, following, the Messenger, profiles and badges
Mini-games	Games to play with other penguins
The Grand Exchange	Selling and buying second-hand furni
Moon Isle	The open world: travel, creatures, gear, igloo homes and clans
Seasons	When the inn dresses up for a time of year
Trading	Swapping furni and Krill safely
Wallets and NFTs	Linking wallets, keeping a guest penguin, LUNC Penguins and Land Deeds
Staying safe	The word filter, ignoring and reporting, moderating your rooms, mutes and bans
Tips and troubleshooting	Answers to common questions
Controls and Glossary	Quick reference

CHAPTER 2

Getting started



This chapter takes you from the front door to your first steps inside: signing in, hatching your penguin and learning what all the buttons on the screen do.

Opening the inn

Open the Waddle Inn address in your browser. The first thing you see is the sign-in screen with the Waddle Inn logo and one section for each kind of wallet the inn understands.

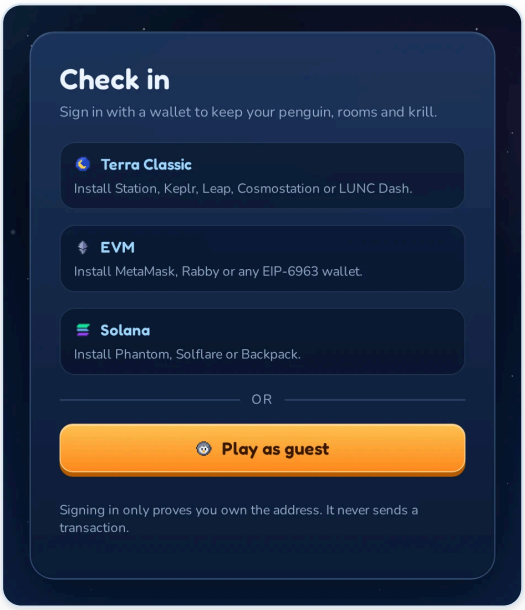


Figure 2.1 The sign-in screen. Each wallet family has its own section; the guest button sits at the bottom.

Signing in

There are three ways in: with a crypto wallet, with your Google account, or as a guest.

With a wallet

Waddle Inn works with three families of wallets:

Section	Wallets that work
Terra Classic	Station, Keplr, Leap, Cosmostation, LUNC Dash
EVM	MetaMask, Rabby or any wallet that supports EIP-6963
Solana	Phantom, Solflare, Backpack

1. Install the wallet extension in your browser, if you haven't already, and unlock it.
2. Open the inn (or reload the page). While it looks around, each section says **Looking for wallets…**, then lists a button for every wallet it found. If a section shows a hint such as *Install Phantom, Solflare or Backpack.* instead, no wallet of that kind was found.
3. Click your wallet's button. It changes to **Check your wallet…**.
4. Your wallet pops up and asks you to **sign a message**. Read it and approve it.

Using a Terra Classic phone wallet such as LUNCDash or Station Mobile? Switch the sign-in card from **Browser extension** to **WalletConnect**, pick your wallet, scan the QR code with the app (on a phone the app opens by itself) and approve there.

That's it: you're in. The next time you sign in with the same wallet address, you come back as the same penguin, with all your Krill, furni, rooms and friends. Later you can link more wallets to the same penguin and sign in with any of them; see Wallets and NFTs.

> **Signing is not paying**
> Signing the message only proves that you own the address. It never sends a transaction and costs nothing. If your wallet ever asks you to *send* or *approve a transaction* while signing in to Waddle Inn, stop and reject it. The inn only asks your wallet to send something when you start it yourself, for example to buy a LUNC Penguin at the Penguin Exchange.

If you change your mind and reject the request in your wallet, the sign-in screen shows *Signature request was cancelled.* and you can simply try again. If your account has been banned, the sign-in screen says so instead; see If your account is banned.

With Google

No crypto wallet? Click **Sign in with Google** under the wallet sections. Google asks you to pick your account and confirms that you want to sign in to Waddle Inn, then sends you back to the inn, signed in. The next time you click **Sign in with Google** with the same Google account, you come back as the same penguin, from any browser.

Waddle Inn only learns an account number from Google: not your name, e-mail address or anything else. A Google penguin keeps its progress just like a wallet penguin. Wearing a LUNC Penguin and claiming NFT furni need a wallet, which you can link at any time in **Wallets & NFTs**; afterwards you can sign in with Google or with the wallet, and both bring you to the same penguin. See Wallets and NFTs.

If you close Google's page or say no, the sign-in screen shows *Google sign-in was cancelled.* and you can try again.

As a guest

If the inn allows guests, there is a **Play as guest** button at the bottom of the sign-in screen. Click it, read the warning, then click **Explore as guest**. No wallet needed.

> **Guest penguins are tied to this browser**
> A guest penguin lives only in this browser, and for no more than 30 days after you start it. If you sign out, clear your browser data, switch to another computer or reach those 30 days, you can't get that guest penguin back, and its Krill, furni and rooms are gone with it. To keep it, link a wallet or your Google account in **Wallets & NFTs** (in your penguin menu) before you leave; see Keeping a guest penguin.

Hatching your penguin

The first time you sign in, the inn asks you to create your penguin. The editor has a big preview on the left and the controls on the right.

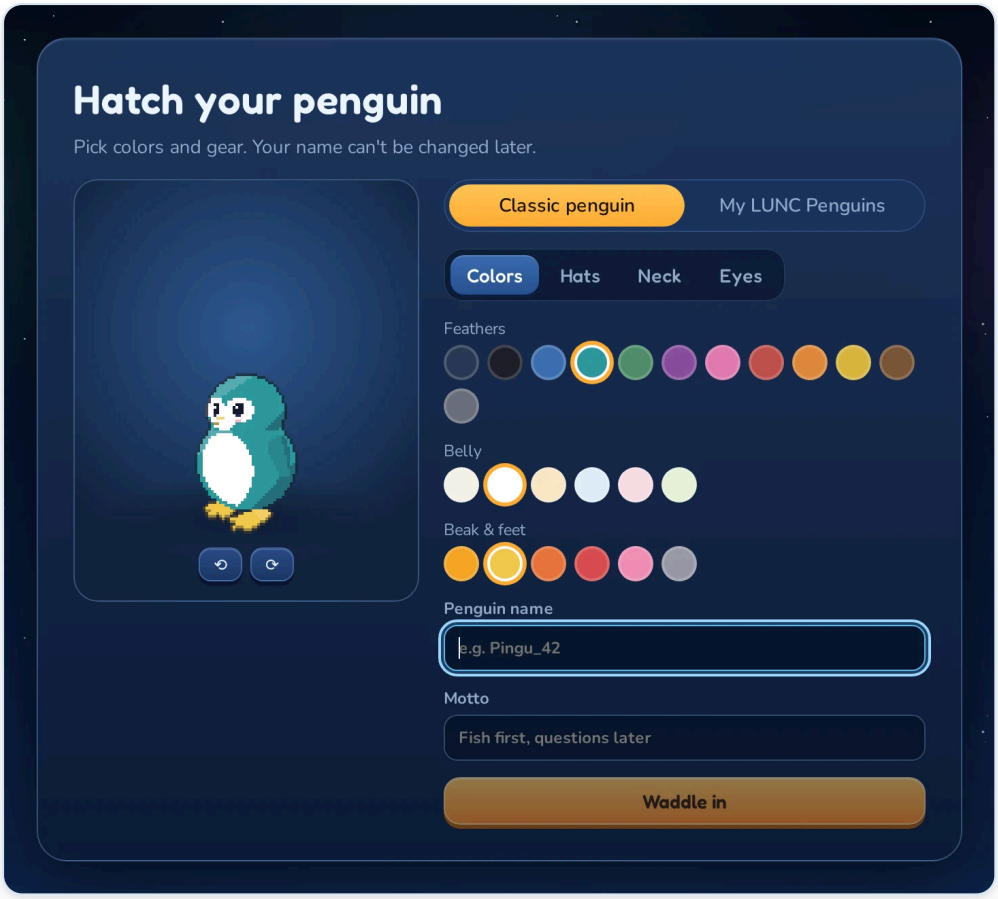


Figure 2.2 The penguin editor on your first visit, with the Colors tab open.

Colors

The **Colors** tab has three rows of swatches:

- **Feathers**: the color of your back, head and wings.
- **Belly**: your front.
- **Beak & feet**: your beak and your feet.

Click a swatch to try it. The preview updates at once. Use the ⟲ and ⟳ buttons under the preview to turn your penguin around and see it from every side.

Hats, neck and eyes

The other three tabs dress your penguin up. Click a chip to put an item on, or **None** to take it off again.

Tab	Choices
Hats	Beanie, Top hat, Crown, Sailor cap, Earmuffs, Party hat, Flower, Chef hat, Headphones
Neck	Scarf, Bow tie, Shell necklace, Life ring
Eyes	Round glasses, Shades, Monocle, Snow goggles

Many items come in several colors. When you pick one of them, a **Color** row appears underneath so you can choose its color.



Figure 2.3 Trying on hats. The beanie can be dyed with the Color row.



Sailor cap and life ring



Earmuffs, scarf and snow goggles



Crown, bow tie and monocle



Party hat and shades



Top hat, bow tie and shades

Your LUNC Penguin

If the inn offers LUNC Penguins, the editor starts with two buttons: **Classic penguin** (the colors and items above) and **My LUNC Penguins**. Holders of a LUNC Penguin NFT can give their penguin the complete look of one they own. See Wearing a LUNC Penguin.

Name and motto

Below the tabs are two text fields:

- **Penguin name**: how everyone at the inn will know you. A name is 3 to 16 characters long and may use letters, digits and the characters `_`, `.` and `-`. Every name can only be taken once.
- **Motto**: a short line of up to 60 characters that others see when they click on you. You can leave it empty.

When you're happy, click **Waddle in**. If someone already has that name, the editor tells you so and you can pick another one.

> **Your name is for keeps**
> You can change your colors, clothes and motto as often as you like, but your penguin name is fixed once you've waddled in. Choose one you'll still like next year.

Outside the Inn

Every visit starts outside, in the snow in front of Waddle Inn, unless you left from Moon Isle: then you come back out there. Each of the Inn's public rooms is a door or window in the big igloo: the main door leads to the **Iceberg Lobby**, and the windows to the other rooms. The **Grand Exchange** trades outside, at the market stall in the snow by the jetty. Stairs in the snow left of the path lead down to the **Krill Bowl**, the bowling cellar, and the kiosk under the ticker board right of the path is the **Penguin Exchange**. The stone gate right of the kiosk, under the sign **Moon Isle (open world)**, leads out to the open world, where you fight, gather and level up; see Moon Isle. A window glows when penguins are inside. Point at a door or window to see the room's name and how many penguins are in it, and click it to waddle in.

The small igloo on the right is the **guest wing**, where the player rooms are. Clicking it opens the Rooms window on the busiest player rooms.

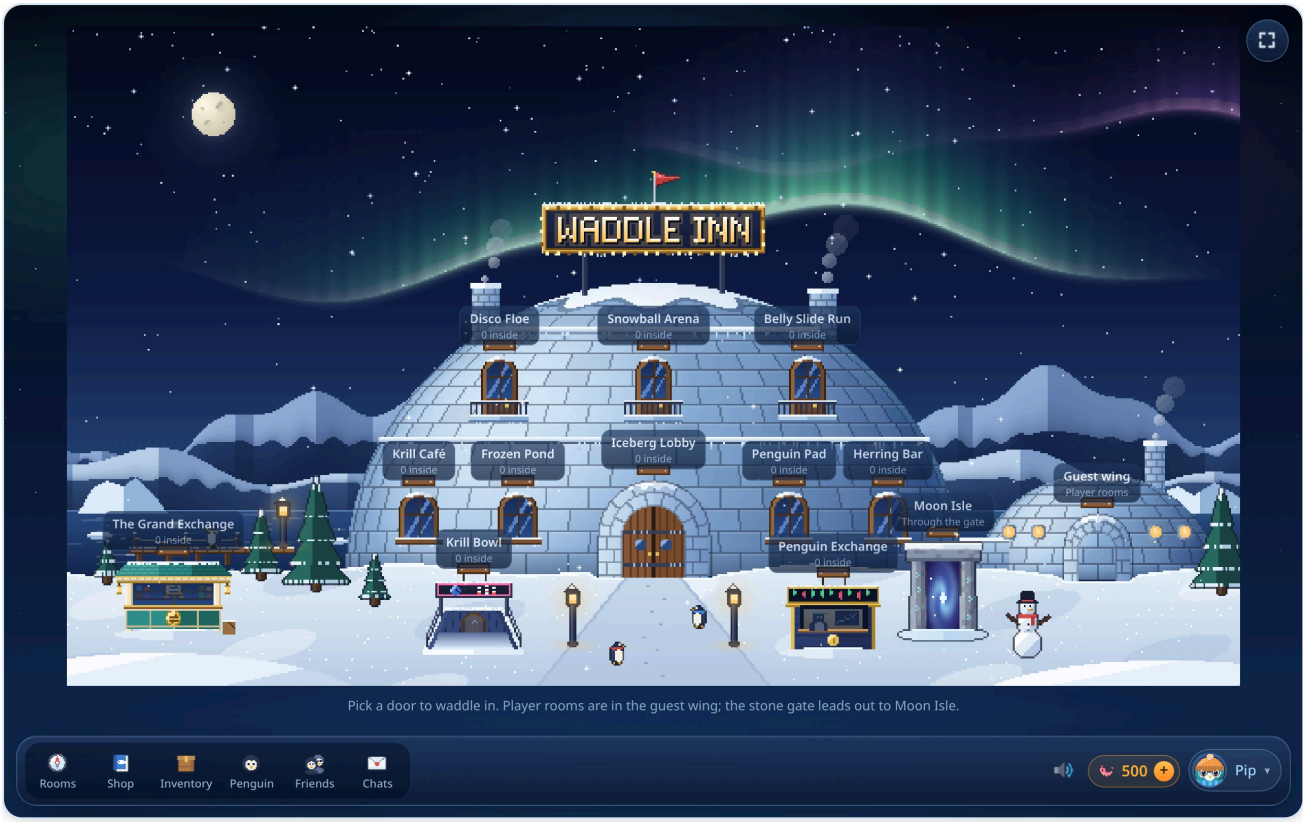


Figure 2.4 Waddle Inn from outside. Every door and window is a room.

You can step back outside at any time with **Inn** on the room card.

Your first look around

Most penguins start in the **Iceberg Lobby**, the inn's main hall. Your penguin pops out of the door and you can start exploring straight away.



Figure 2.5 The game screen. The numbers match the table below.

The big picture in the middle is the room. Click anywhere on the floor to walk there, and click another penguin to see who they are. Everything else lives along the edges:

On a phone the room card shows only the room's name; tap ⌄ next to it for the description and the buttons. Outside the Inn, the picture is bigger than the screen there: swipe to look around.

	Part	What it does
1	Room card	The room you're in, plus its owner or a short description. Its buttons take you **Inn** (outside), back to the **Lobby**, open **Other rooms**, and (in your own rooms) the room **Settings**.
2	+ / −	Zooms between the normal view and a close-up. Below it, ⛶ switches fullscreen on and off.
3	**Rooms**	Opens the Rooms window to find and enter rooms. See Rooms and the Navigator.
4	**Shop**	Buy furni with Krill. See The Shop and your inventory.
5	**Inventory**	What your penguin carries: furni that isn't in a room or your cabinet, and your gear.
6	**Penguin**	Change your look and motto.
7	**Friends**	Your friends list and friend requests. A number shows new requests.
8	**Chats**	The Messenger: private messages with friends. A number shows unread conversations.

	Part	What it does
9	Chat box	Type here to talk. See Moving and chatting.
10	**Wave**	Your penguin waves.
11	**Dance**	Starts or stops dancing.
12	Krill	How much Krill you have. See Krill.
13	Your penguin	Your name and face. Click it for your penguin menu: **Wallets & NFTs** (see Wallets and NFTs) and **Sign out**. Your profile and look are in **Penguin**.

Signed in with a wallet, the toolbar also has **Igloo home**, for your igloo on Moon Isle; see Igloo homes.

Lit buttons
A toolbar button lights up while its window is open; click it again to close the window. On a small screen the toolbar shows only the icons; hold your mouse over one for a moment to see its name.

Sound and music

The inn has music: its theme tune outside, quieter tunes on the sign-in and hatchery screens and in rooms, and whatever the jukebox or DJ booth plays when one is on. Furni and games make sounds too. Browsers keep pages quiet until you click or press a key, so the music starts with your first click.

Click **Sound** in the toolbar to turn sound off or set the music and effects volume. The inn remembers your choice in this browser.

Changing your look later

You can restyle your penguin at any time. Click **Penguin** in the toolbar to open the **Your penguin** window. It's the same editor as before, without the name field. Make your changes and click **Save**. Everyone in the room sees your new look right away, and the inn tells you that you're *Looking sharp!*



Figure 2.6 The Your penguin window, opened from the toolbar.

Signing out

Open your penguin menu (click your name at the right end of the toolbar) and click **Sign out**. Your penguin leaves the room and you're back on the sign-in screen. Everything you own stays safe on your account (unless you're a guest, see above).

CHAPTER 3

Moving and chatting



Waddle Inn is all about hanging out. This chapter shows you how to get around a room, find a seat, talk to the other penguins and show off a few moves.

Walking

Click any free spot on the floor and your penguin waddles there, finding its own way around furniture and other penguins. Click somewhere else on the way and it changes course.

Some rooms have steps and raised platforms. Your penguin climbs them on its own; just click where you want to go. If nothing happens when you click, that spot can't be reached: it might be blocked by furniture or outside the room.

> **Clicking on furni**
> Clicking a piece of furniture shows what it is. If it's something you can walk on, such as a rug, or sit on, your penguin heads there at the same time.

Sitting down

Chairs, stools, benches, sofas, beds and even the hot tub are all seats. Click one and your penguin walks over and sits down. On sofas and benches it takes a free spot next to anyone already sitting there. To stand up again, simply click somewhere on the floor.

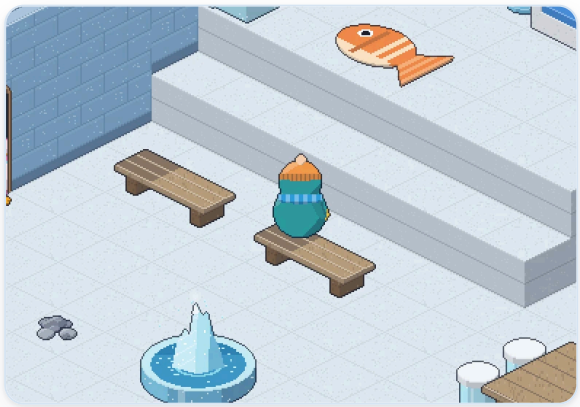


Figure 3.1 Taking a break on a driftwood bench in the lobby.

Looking around

The room is shown from an angle, like a little model on your desk. You can change the view:

- **Pan:** press the mouse button on the room and drag to slide the view around.
- **Zoom:** turn the mouse wheel over the room to zoom in and out, or click the round **+** button in the top-right corner of the room to jump to a close-up (it turns into **–** to zoom back out).



Figure 3.2 The close-up view after clicking Zoom.

Talking

Click the chat box at the bottom of the screen (it says *Say something… (! to shout, /w name to whisper)*), type your message and press `Enter`. Your words pop up in a bubble above your penguin's head for everyone in the room to read. A message can be up to 100 characters long.

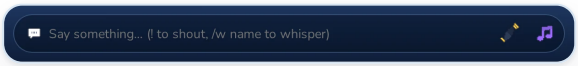


Figure 3.3 The chat box in the toolbar.

There are three ways to speak:

You type	What happens
`Hi everyone!`	**Say.** A normal speech bubble that everyone in the room sees.
`!Welcome to the inn!`	**Shout.** Start your message with `!` and it appears in a bold bubble so it stands out. The `!` itself is not shown.
`/w Mika see you later`	**Whisper.** `/w`, a space, the penguin's name and your message. Only that penguin (and you) see it, though the inn's staff can read it in the room's chat log like any chat. They must be in the same room.



Figure 3.4 Saying, shouting and whispering, as seen by the pink penguin. The whisper is only visible to her.

> **Whispers need an exact name**
> A whisper only reaches a penguin who is in the same room right now. If you misspell the name, the inn tells you that nobody called that is here, and your message isn't sent. Want to talk privately with a friend who's somewhere else? Use the Messenger.

If you send many messages very quickly, the inn asks you to *slow down* for a moment.

Waving and dancing

Penguins love to show how they feel. Use the two buttons right next to the chat box:

- **Wave** makes your penguin wave a flipper once.
- **Dance** starts dancing. Click it again to stop. Walking somewhere stops the dance as well.

You can also type these into the chat box:

Type	Does
`:wave` or `o/`	Wave
`:dance`	Start or stop dancing



Figure 3.5 Dancing and waving in the lobby.



Wave Dance Sit

Meeting other penguins

Click on another penguin to open their card. It shows their name, their look and their motto, plus a few buttons:

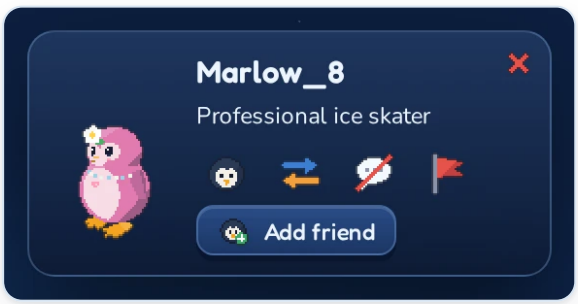


Figure 3.6 A penguin's card. From here you can see their profile, start a trade, add them as a friend, or ignore or report them.

Button	What it does
Profile	Opens their profile with their badges. See Profiles and badges.
Trade	Offers them a trade. See Trading.
Ignore	Hides their chat from you. See Ignoring a penguin.
Report	Reports them to the inn's staff. See Reporting a penguin.
Add friend	Sends a friend request. See Friends and messages.

In your own rooms the card has a few more buttons for the owner: **Give rights** and **Moderate**. See Your own rooms and Moderating your own rooms. Moderators and admins carry a **Mod** or **Admin** tag next to their name.

Click your own penguin to see your own card. Click the empty floor, or the button, to close a card.

CHAPTER 4

Rooms and the Navigator



Waddle Inn is made of rooms. Some belong to the Inn and are always open; many more are built by players like you. The Navigator is your guide to all of them.

Opening the Navigator

Click **Rooms** in the toolbar, or **Other rooms** on the room card in the top-left corner. In the Inn, the Navigator opens in the **Rooms** window, with four tabs along the top (on Moon Isle it lists igloos instead; see The igloo ranking):

Tab	Shows
Public	The Inn's own rooms. They are open to everyone.
Popular	Player rooms that have penguins in them right now, so you can find where the fun is.
My rooms	Rooms you own, and the button to make a new one. See Your own rooms.
Search	Finds player rooms by room name or by the owner's name.

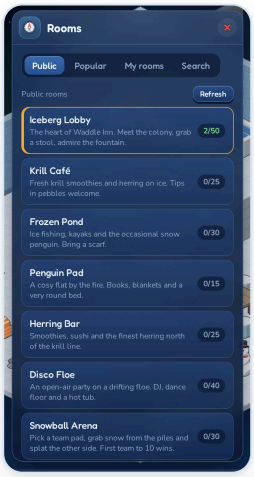


Figure 4.1 The Navigator showing the Inn's public rooms.

Each line in the list shows:

- the **room name**, with 🔒 if the room is locked or 🔑 if it needs a password;
- who **owns** it (for player rooms) or a short description (for public rooms);

- how many penguins are inside and how many fit, for example **3/25**. The number is highlighted when the room is busy and again when it's full.

The room you're in right now is marked in the list. Lists don't update on their own; click **Refresh** to see the latest numbers.

Entering a room

Click a room in the list. The Navigator closes and your penguin appears at the room's door. An igloo is different: a marker shows the way to its door, and you walk in from there. You can only be in one room at a time, so you leave your old room automatically.

To get back to the Iceberg Lobby from any of the Inn's rooms, click **Lobby** on the room card in the top-left corner. From Moon Isle, go back through a portal first (see Going back to the inn).

You can also walk in from outside: click **Inn** on the room card to step out in front of the Inn, then click a door or window. See Outside the Inn.

If a room has reached its limit, you see *this room is full*. Try again a little later, or ask a friend inside to let you know when there's space.

The public rooms

These rooms belong to the Inn and are open to every penguin:

Room	What's there
Iceberg Lobby	The heart of Waddle Inn. Benches, a fountain, a big feast table, right behind the main door.
Krill Café	Fresh krill smoothies and herring on ice, and a snooker table. See Mini-games.
Frozen Pond	Ice fishing, kayaks and the occasional snow penguin. Bring a scarf. See Ice fishing.
Penguin Pad	A cosy flat by the fire. Books, blankets and a very round bed.
Herring Bar	Smoothies, sushi and the finest herring north of the krill line, and a Quiz Puffin.
Disco Floe	An open-air party on a drifting floe, with a DJ, a dance floor, a hot tub and two fish machines.
Snowball Arena	Two teams, piles of snow and a lot of splatting. See Snowball fight.
Belly Slide Run	A three-lap race track round the room, gates and boost ice included. See Belly-slide race.
The Grand Exchange	The second-hand market: buy and sell furni at the stalls, or sell it to the walrus dealer. See The Grand Exchange.

Room	What's there
Krill Bowl	The bowling cellar, with four lanes and a snack bar. See Mini-games.
Penguin Exchange	The trading floor for LUNC Penguins: buy, sell, make offers on and send them with your own Terra Classic wallet. See Trading LUNC Penguins.



Figure 4.2 The Krill Café, one of the Inn's public rooms.

Public rooms can't be changed by players, and nobody can place furni in them.

The staff

Some public rooms have a penguin who works there. They stroll around, wave and say hello when you come in and answer when you talk to them in the chat:

Room	Who	Try saying
Iceberg Lobby	Concierge Waddles	*hello*, *I'm lost*, *how do I earn krill?*
Krill Café	Barista Bree	*a smoothie please*
Frozen Pond	Old Haddock	*any fish today?*
Herring Bar	Chef Kipper	*some herring please*: the chef goes back to the stove and turns it on
Disco Floe	DJ Floe	*play a song*, or just dance along
The Headroom	DJ Moonbeam	*play a song*, *how do I get down?*

Staff penguins aren't players: you can't befriend, trade with or message them, and they don't count towards the number of penguins in a room.

Rooms next door

Behind the walls of the room you're in you can see the rooms next door, a little darker and without the penguins in them. Public rooms sit next to the public room before and after them in the list; player rooms sit next to other player rooms, and an igloo home next to the igloos beside it on the terrace. A tag over each one shows its name and how many penguins are inside.

Click a neighbouring room or its tag to go there. For a neighbouring igloo you step outside, and a marker leads you to its door. The usual rules still apply: locked rooms, passwords and full rooms work just as they do from the Navigator. You don't see the furni inside locked or password rooms from next door.

Searching for a room

1. Open the Navigator and click the **Search** tab.
2. Type part of a room name or an owner's name into the box (it says *Room or owner name*).
3. Press `Enter` or click 🔍.



Figure 4.3 Searching for a friend's room by its owner's name.

Search only covers player rooms. The Inn's own rooms are always on the **Public** tab.

Locked rooms and passwords

Room owners decide who may come in. A player room can be:

Door	Icon	Who can enter
Open		Everyone.
Locked		Only the owner and penguins with rights in the room. Everyone else sees *this room is locked*.
Password		Anyone who knows the password, plus the owner and penguins with rights.

When you click a room that needs a password, a small window with the room's name opens and tells you *This room needs a password.* Type the password and click **Enter**. If it's wrong, the inn says so and you can try again.

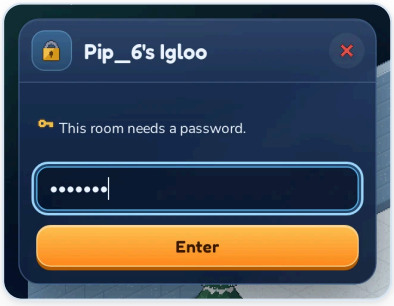


Figure 4.4 The password prompt for a password-protected room.

> **Owners and helpers skip the queue**
> The room's owner and anyone they have given rights to never need the password and can even enter a locked room.

If an owner deletes a room while you're inside, you're sent back out and the inn tells you why. Locking a room only stops new visitors; anyone already inside can stay.

Following friends

You can also jump straight into the room a friend is in, using the 📲 Follow button in your friends list. See Following a friend.

CHAPTER 5

Krill



Krill is the currency of Waddle Inn. You spend it in the Shop on furni, and you can swap it with other penguins in a trade.

Your balance

Your Krill balance is always visible near the right end of the toolbar, next to the icon. It updates the moment you buy, trade or receive Krill.

Starting Krill

Every new penguin signed in with a wallet starts with **500 Krill**, enough to furnish a first room: a sofa, a table, a lamp and a few nice extras. Guests and penguins signed in with Google start with **100 Krill**.

The daily bonus

Come back every day and the inn gives you **25 Krill** as a thank-you. The bonus is paid automatically the first time you sign in on a new day. A message on screen tells you about it, and your balance goes up straight away.

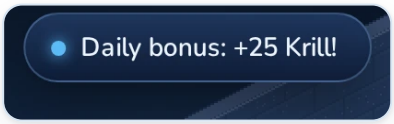


Figure 5.1 The daily bonus message.

> **How the day is counted**
> The bonus can be collected once per calendar day in UTC (Coordinated Universal Time), not every 24 hours. Depending on where you live, the new day starts in the morning, the afternoon or the evening. The bonus isn't paid on the day your penguin hatched.

Getting more Krill

There are four ways to grow your Krill:

- **Visit every day** to collect the daily bonus.
- **Play mini-games**: catch fish, win snowball fights, races and quiz questions, and pick up the odd pile of Krill on the floor of a public room. See Mini-games.
- **Trade** furni you no longer need with other penguins in exchange for Krill. See Trading.
- **Sell** furni you no longer need at the Grand Exchange, to the walrus dealer or at a market stall. See The Grand Exchange.

Where Krill goes

- **The Shop.** Each piece of furni has a price in Krill. See The Shop and your inventory.
- **Trades.** You can add Krill to your side of a trade. It only leaves your account if the trade is completed by both sides.
- **The Grand Exchange.** Second-hand furni from other penguins, always below the Shop price. See Buying at a market stall.

Krill can't be spent by accident: every purchase needs a click on the **Buy** button, and every trade needs both penguins to accept and then confirm.

CHAPTER 6

The Shop and your inventory



Furniture, or **furni** as everyone at the inn calls it, is what turns an empty room into a home. You buy furni in the Shop, and everything you own but haven't put in a room waits for you in your inventory.

Browsing the Shop

Click **Shop** in the toolbar. The Shop is sorted into nine departments, shown as tabs across the top:

Tab	For example
Seating	Ice Stool, Driftwood Bench, Snowdrift Sofa, Ice Throne, Hot Tub
Tables	Ice Table, Bistro Table, Writing Desk, Marble Bar Counter
Storage	Herring Crate, Fish Barrel, Walnut Bookshelf, Sunken Chest
Lighting	Igloo Lamp, Floor Lamp, Aurora Lamp, Campfire, Cozy Fireplace
Rugs	Frost Rug, Fish Rug, Braided Round Rug, Disco Floor Tile
Decor	Snowy Pine, Snow Globe, Krill Tank, Jukebox, Arcade Cabinet and much more
Wall	Emperor Portrait, Porthole, Wall Clock, Fish Trophy, Mug Shelf
Games	Fishing Hole, Snow Pile, Team Pads, Start Mat, Bingo Board, Quiz Puffin, Ice Die (see Mini-games)
Gear	Weapons, shields, helmets and armour for Moon Isle, with a filter by slot and level (see Moon Isle)

During a seasonal event an extra tab with the season's furni comes first.

Each tile shows the item and its price in Krill. If you already own some, a number such as **×2** in the corner says how many. Click a tile to see it up close on the right, with its name, a short description and how many you own: *You own 3: 1 in your inventory, 2 in rooms*. Furni you've placed in a room still counts as yours.

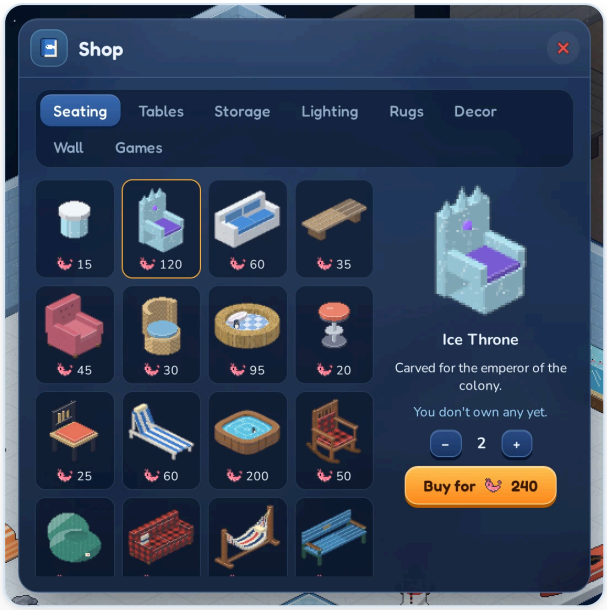
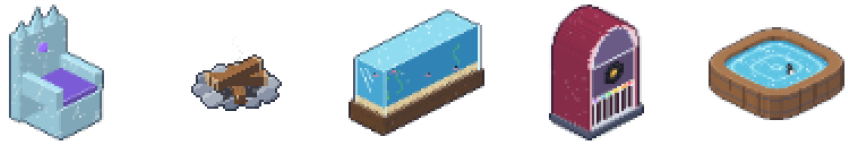


Figure 6.1 The Shop. The Ice Throne is selected, with a quantity of 2.



Ice Throne · Campfire · Krill Tank · Jukebox · Hot Tub

Buying furni

1. Pick a department tab and click the item you want.
2. Use **–** and **+** to choose how many you'd like, from 1 to 10.
3. Click **Buy for** *price*. The button shows the total for all of them.

The Krill is taken from your balance and the furni goes straight into your inventory, as long as you can carry it (see Carrying and your cabinet). The Shop confirms it under the button (*Bought 2 × Campfire! It's in your inventory.*) and the count of what you own goes up. If you don't have enough Krill, the button is greyed out and the Shop says *Not enough Krill*.

> **Buy in bulk**
> Planning a café? Stools and pebbles are cheap. Buy several at once with the **+** button instead of clicking **Buy** ten times.

Your inventory

Click **Inventory** in the toolbar to see everything your penguin carries: furni you own that isn't placed in a room or put away in your cabinet, and your gear. Identical items are stacked into one tile, with a number such as **×2** showing how many you have.



Figure 6.2 The inventory with the Ice Stools selected. Place in room is greyed out because this is a public room.

Click an item to see its details. From here you can put it into a room with **Place in room**. That button only works in a room where you're allowed to build, which means your own rooms and rooms where the owner has given you rights. Anywhere else the inventory reminds you: *You can only place furni in rooms where you have rights*.

Gear has a few marks of its own. A tile with a piece you wear on Moon Isle says ✓ **Worn**, a broken piece is tagged **Broken**, and the thin bar at the bottom shows the condition of your most worn copy. Point at a gear tile (on a touch screen, press and hold it) to see its gear card, and click it for the details: the card, and if you have several copies, each one's condition, the one you wear marked *Worn*. A piece you wear or a broken one can't go into a room: the details say *Worn now: take it off in the stats card to place it in a room.* or *Broken: have the blacksmith mend it before you place it.* A spare copy in good shape can. Gear, wear and the blacksmith are explained in Moon Isle.

How placing works is explained in Building and decorating.

Carrying and your cabinet

Your penguin can carry **10 things** at most. Every piece counts, furni too, except the gear you wear and NFT items. The inventory shows how full your flippers are: *Carrying 3 of 10*.

When your flippers are full, anything that would take you over 10 is refused: buying, crafting, picking up loot or your own furni, a trade or taking an offer down from the Grand Exchange. Put something away first.

Everything else waits in your **cabinet**. You have one cabinet, shared by all your rooms and your igloo, and it stands in each of them against a wall. Walk up to it and click it to open the **Cabinet** window: it shows what you are *Carrying* and what is *In the cabinet*. Click a thing to move it across, or shift-click to

move all of that kind. Gear you wear stays on you: its tile is marked ✓ **Worn**, and only spare copies of it go into the cabinet. Other penguins can't open your cabinet: to them it is locked.

A classic penguin's cabinet holds 50 things; a LUNC Penguin's has room for everything (see Wallets & NFTs). Furni that comes back to you without passing through your flippers, for example when someone picks up your furni from their room or a room of yours is deleted, goes into your cabinet even if that takes it past 50.

> ! **What you carry can be lost**
> If you are knocked out on Moon Isle, everything you carry that counts towards the 10 drops on the ground round where you fell, one thing to a spot, and anyone may pick it up. Your worn gear, NFT items and your cabinet are safe. See Moon Isle.

Where your furni can be

Every piece of furni you own is always in exactly one place:

- in your **inventory**, carried by your penguin,
- in your **cabinet**,
- placed in **a room** (yours, or one where you have rights),
- offered in an open **trade** (see Trading), or
- up for sale at the **Grand Exchange** (see Selling at a market stall).

Furni you place in someone else's room still belongs to you. If you pick it up, it comes back to your inventory. If the room's owner picks it up, or the room is deleted, it goes into your cabinet.

CHAPTER 7

Your own rooms



You can own up to 25 rooms in the Inn, whichever penguin you wear. Your igloo doesn't count. Make a cozy den for yourself, a café for your friends or a party floe for the whole inn. This chapter covers creating rooms, changing their settings and deciding who may help you build.

Creating a room

1. Click **Rooms** in the toolbar and open the **My rooms** tab. It shows how many rooms you have, for example **0 / 25 rooms**.
2. Click **New room**.
3. Fill in the **New room** window (see below) and click **Create room**.

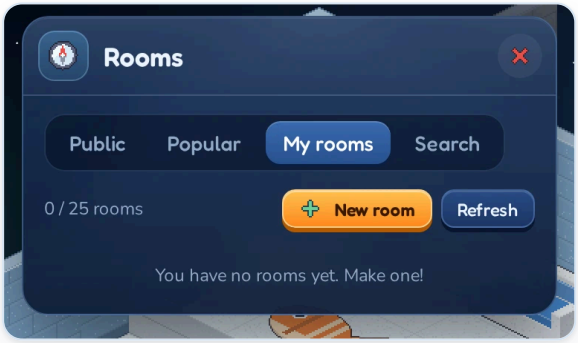


Figure 7.1 The My rooms tab before you own any rooms.

The inn announces that your room *is ready* and takes you straight inside.

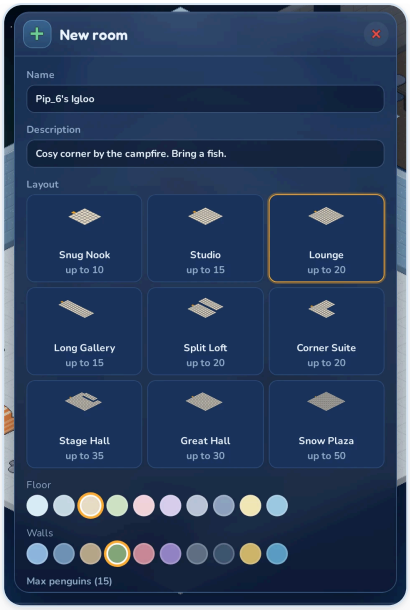


Figure 7.2 Creating a new room with the Lounge layout.

Name and description

- **Name**: 3 to 30 characters. This is what other penguins see in the Navigator.
- **Description**: optional, up to 120 characters. Tell visitors what your room is about.

Layout

The layout decides the shape and size of the room. Each one is drawn as a small floor plan, with the door marked in orange, and shows how many penguins fit at most:

Layout	Size	Penguins
Snug Nook	small square	up to 10
Studio	medium square	up to 15
Lounge	large square	up to 20
Long Gallery	long and narrow	up to 15
Split Loft	two levels	up to 20
Corner Suite	L-shaped	up to 20
Stage Hall	big hall with a raised stage	up to 35
Great Hall	big square	up to 30
Snow Plaza	huge open square	up to 50
Aurora Terrace	three broad terraces up to a balcony	up to 35
Moonlit Rotunda	round hall with a raised dance floor	up to 40

The Aurora Terrace and the Moonlit Rotunda are for LUNC Penguin holders: they show greyed out with a **Holder** badge unless you wear one. See What NFT holders get.

> **Choose your layout with care**
> The layout can't be changed after the room is created. Everything else (name, description, colors, door, ambience and size limit) can be changed later in the room settings.

Colors and size limit

- **Floor** and **Walls**: pick a color for each. The layout previews show your floor color as you choose.
- **Max penguins**: drag the slider to limit how many penguins may be in the room at once. It can't go above the layout's limit.

Room settings

You can change your room at any time. Open the settings in either of these ways:

- While you're in the room, click **Settings** on the room card in the top-left corner.
- In the Navigator, open **My rooms** and click next to the room.

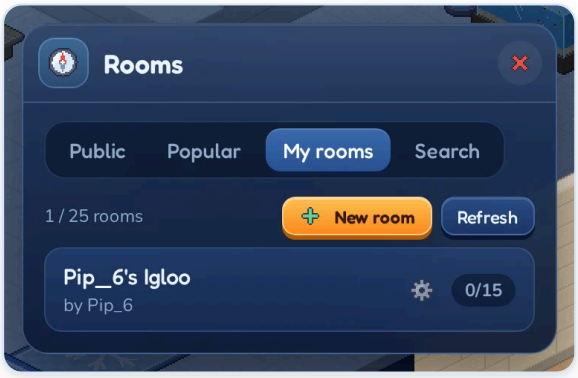


Figure 7.3 The My rooms tab with one room. The gear button opens its settings.

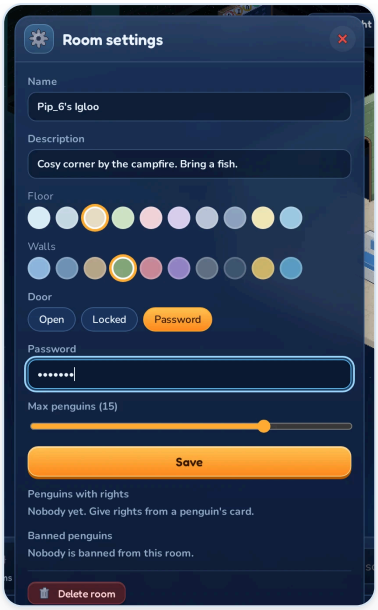


Figure 7.4 Room settings with the door set to Password.

The **Room settings** window lets you change:

Setting	What it does
Name and **Description**	As when creating the room.
Floor and **Walls**	New colors appear for everyone in the room right away.
Door	**Open**, **Locked** or **Password**. See below.
Password	Appears when the door is set to **Password**. 3 to 32 characters.
Ambience	**Ghost wisps** or **Aurora snowfall** drifting along the walls, for everyone in the room, or **None**. Switching one on is a LUNC Penguin holder perk; you can always switch it off again.
Max penguins	The most penguins allowed in at once.

Click **Save** to apply your changes.

Who can come in

The **Door** setting controls who may enter:

- **Open**: every penguin can come in.
- **Locked**: only you and penguins with rights can come in. Penguins already inside can stay.
- **Password**: penguins must type the password to enter. You and penguins with rights get in without it.

When your room already has a password, the field says **New password (leave empty to keep)**. Leave it empty to keep the old password or type a new one to change it.

> **Share the password privately**
> Send your room's password to friends with the Messenger or a whisper rather than saying it out loud in a public room.

Rights: building together

You can let other penguins help decorate your room by giving them **rights**.

Giving and removing rights

1. Make sure the penguin is in your room with you.
2. Click on them to open their card.
3. Click **Give rights**.



Figure 7.5 The card of a visitor in your own room, with the Give rights and Moderate buttons.

They get a message saying *You can now build in this room.*

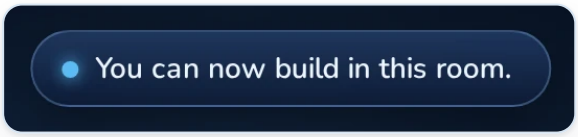


Figure 7.6 The message your helper sees after receiving rights.

To take rights away again, open their card and click **Remove rights**, or open **Room settings** and click **Remove** next to their name under **Penguins with rights**. Removing rights from the settings window only works while you're in that room.

> **Trouble in your room?**
> The **Moderate** button on the same card lets you kick, mute or ban a visitor from your room. See Moderating your own rooms.

What penguins with rights can do

	Owner	With rights	Visitors
Enter when the room is locked or has a password	✓	✓	
Place their own furni	✓	✓	
Move, turn and use furni	✓	✓	
Pick up their own furni	✓	✓	
Pick up other players' furni	✓		
Change room settings and rights	✓		

Furni always belongs to whoever placed it. Picking up your own furni puts it back in your inventory, if you have room to carry it; furni the owner picks up for someone else goes into that penguin's cabinet.

Deleting a room

1. Open **Room settings** for the room.
2. Click 🗑 **Delete room** at the bottom.
3. The window asks *Delete "room name"? Furni goes back to its owners.* Click **Delete forever** to confirm, or **Cancel**.

> **Deleting can't be undone**
> A deleted room is gone for good, along with its name, layout and settings. Anyone inside is sent out. The furni in it is safe: every piece goes into the cabinet of the penguin who owns it.

CHAPTER 8

Building and decorating



This is where your room comes to life. You can place furni from your inventory, move it around, turn it, switch lamps on and off and put things away again. Everything here works in your own rooms and in rooms where the owner has given you rights.



Figure 8.1 A finished room: sofa, table, stools, campfire, lamp, rug and plants.

Placing furni

1. Click **Inventory** in the toolbar.
2. Click the item you want to place, then click **Place in room**. The inventory closes.
3. A see-through copy of the item now follows your mouse over the floor, and a bar at the top of the screen says *Placing (item name): click a tile.*
4. Click the floor where the item should go.



Figure 8.2 Placing a campfire. The see-through copy shows where it will land.

While you're placing an item you can:

- press `R` or click **Rotate ®** to turn it before you put it down;
- press `Esc` or click **Cancel (Esc)** to stop. The item stays in your inventory.

If the item doesn't fit where you clicked, nothing is placed and a message tells you why:

Message	Meaning
That does not fit there.	Part of the item would stick out of the room.
Keep the door free.	Nothing may be placed on the door tile, so everybody can get in.
The floor is not flat there.	The item would sit across a step. Find a level spot.
You cannot stack on that.	You can't put things on top of that piece of furni.
It cannot be turned that way.	This item only faces certain directions.
That hangs on a wall.	Wall decorations go on a wall, not on the floor or the doorway.
Something already hangs there.	Another wall decoration is in the way. Move it up or down, or pick another spot.

Hanging things on the walls

Pictures, clocks, shelves and other items from the **Wall** category of the shop hang on the walls instead of standing on the floor. While you place one, its see-through copy follows your mouse along the walls: point at the spot on the wall where it should hang, at the height you like, and click. It turns by itself to face the room, so there's no need to rotate it. Wall decorations don't take any floor space: you can put a sofa right underneath a painting.

Putting things on top of each other

Some furni has a flat top that other things can stand on: tables, counters, the Writing Desk, the Herring Crate and the Sunken Chest. Place an item on one of them and it sits on top. Rugs and floor tiles lie flat, so you can walk on them and put furni on them too.

> **Rugs first**
> Lay rugs down before the furniture that should stand on them. It's easier than moving a sofa out of the way later.

A room can hold up to 300 pieces of furni.

Selecting furni

Click any piece of furni in the room to select it. A panel in the corner shows its name and description, and the buttons for what you may do with it here. Rotate, Move and Pick up only show where you're allowed to build:



Figure 8.3 The panel for a selected campfire, with Rotate, Move, Use and Pick up.

Button	What it does
Rotate	Turns the item to its next direction, right where it stands. Only shown if the item can face more than one way.
Move	Picks the item up so you can put it somewhere else, just like placing. Press `R` to turn it on the way, `Esc` to leave it where it was.
Use	Switches the item to its next state, for example a lamp from off to on. Only shown for items that do something.
Pick up	Takes the item out of the room: into your inventory if it's yours, otherwise into its owner's cabinet.

Click ❌ or an empty spot outside the room to close the panel.

> **Who may pick up what**
> In a room where you have rights, you can only pick up furni that you placed yourself. The room's owner can pick up anything; other people's furni goes into *their* cabinet, not the owner's. If something is standing on an item, pick that up first.

Using furni

Lots of furni does something when you use it: lamps and the campfire light up, chests and wardrobes open, the radio and the jukebox switch on, and the Aurora Lamp cycles through green, violet and teal. Its panel shows the current state, for example **State: on**.

To use an item, **double-click** it, or select it and click **Use**. Using furni needs build rights in the room, so visitors can admire your lamps but can't switch them off. In the Inn's public rooms it's different: anyone signed in with a wallet can switch lamps, fireplaces, radios, the TV and the jukebox, open chests and fridges and draw curtains (one switch a second, please). Guests can look but not touch. Game furni, like the quiz host, stays with the staff.

The jukebox

The jukebox knows sixteen songs, from rock 'n' roll and doo-wop to reggae, polka, synthwave and a sea shanty. Double-click it, or select it and click **Songs**, to open its song list. It shows what is playing; pick a song to play it on repeat, **Shuffle all** to play through every song, or **Stop**. Everyone in the room hears the same song. Visitors can look at the list, but only penguins with build rights can choose; in public rooms, anyone signed in with a wallet can.

The DJ booth, the retro radio and the karaoke microphone play their own music when switched on. The DJ booth mixes a set of ten dance records, from disco and house to techno, trance, eurodance, drum and bass and dembow, about ten minutes before it starts over. If a room has more than one switched on,

only one plays, the same everywhere in the room: a song picked on a jukebox comes first, then the DJ booth, a shuffling jukebox, the karaoke microphone and the radio.


Igloo Lamp


Aurora Lamp


Sunken Chest


Retro Radio


Cozy Fireplace

Seats and walkable furni

Furni changes how penguins can move through the room. Most items block the tiles they stand on, so penguins walk around them. Seats can be sat on: click one and your penguin sits down. Rugs and floor tiles can be walked over.

If you pick up a seat while someone is sitting on it, they simply stand back up.

A room in five minutes

Here's a quick recipe for your first room. It costs 310 Krill, so it fits easily into your starting Krill:

1. Create a room with the **Lounge** layout and a warm floor color.
2. Buy a **Fish Rug**, a **Snowdrift Sofa**, an **Ice Table**, two **Ice Stools**, a **Campfire** and an **Igloo Lamp**.
3. Lay the rug in the middle of the room, then place the table on it.
4. Put the sofa and the stools around the table, turning them with `R` so they face it.
5. Add the campfire nearby and the lamp in a corner, then double-click both to light them up.
6. Finish with a **Snowy Pine** and a **Potted Fern** by the walls.

CHAPTER 9

Friends and messages



Met someone nice in the lobby? Add them as a friend. Friends can see when you're online and where you are, follow you into rooms and send you private messages, even when you're away.

Adding a friend

There are two ways to send a friend request:

- **In a room:** click the penguin to open their card, then click **Add friend**. The card now says *Friend request sent*.
- **By name:** click **Friends** in the toolbar, open the **Requests** tab, type their penguin name into *Add a friend by name* and press `Enter` or click .

The other penguin gets a message saying that you *want to be their friend*, and a number appears on their **Friends** button.

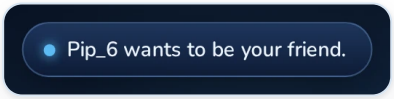


Figure 9.1 The message that a friend request has arrived.

Answering requests

Click **Friends** and open the **Requests** tab. Requests to you say *wants to be friends*:

- click **Accept** to become friends, or
- click **Decline** to say no thanks.

Requests you've sent show *request sent*. Click to withdraw one.

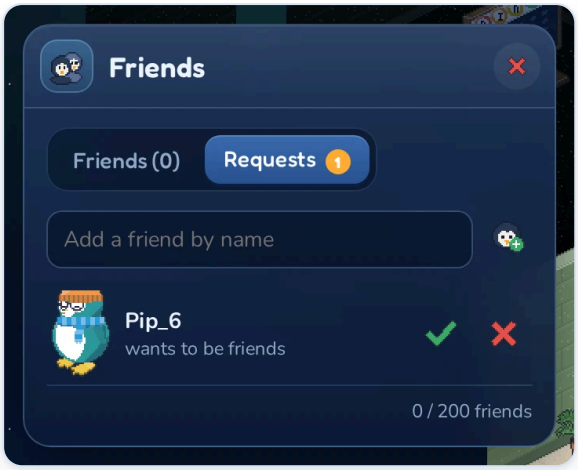


Figure 9.2 The Requests tab with a request waiting to be accepted.

You can also accept a request from the penguin's card or profile with **Accept friend request**.

Your friends list

The **Friends** tab lists all your friends, online friends first. Under each name you can see where they are:

Status	Meaning
offline	Not at the inn right now.
online	At the inn, but not in a room.
in Krill Café	In that room.
here in Krill Café	In the same room as you.

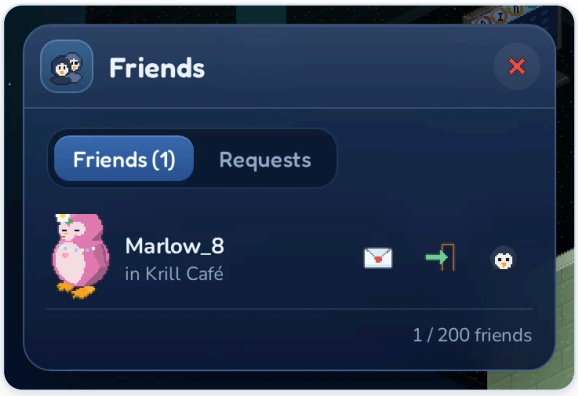


Figure 9.3 The friends list with a friend in the Krill Café.

Each friend has up to three buttons:

Button	What it does
Message	Opens the Messenger with this friend.
Follow	Takes you to the room they're in. Only shown when they're in a different room.
Profile	Opens their profile.

You can have up to 200 friends, counting requests you've sent. The bottom of the window shows how many you have, for example *3 / 200 friends*.

Following a friend

Click **Follow** next to a friend who's in a room, and you walk right in through the door. The normal door rules still apply: if the room is locked you can't follow, and if it has a password you're asked for it. Igloos, and the Inn's rooms while you're on Moon Isle, can't be jumped into: a marker shows you the way instead.

Removing a friend

Open the friend's card or profile and click **Remove friend**. You both disappear from each other's friends lists and from each other's Messenger.

The Messenger

The Messenger is for private conversations with your friends, wherever they are in the inn. Only the two of you can read them.

1. Click **Messenger** in the toolbar (or next to a friend in your friends list).
2. Pick a friend on the left. A green dot shows who's online.
3. Type your message at the bottom and press `Enter` or click **Send**.

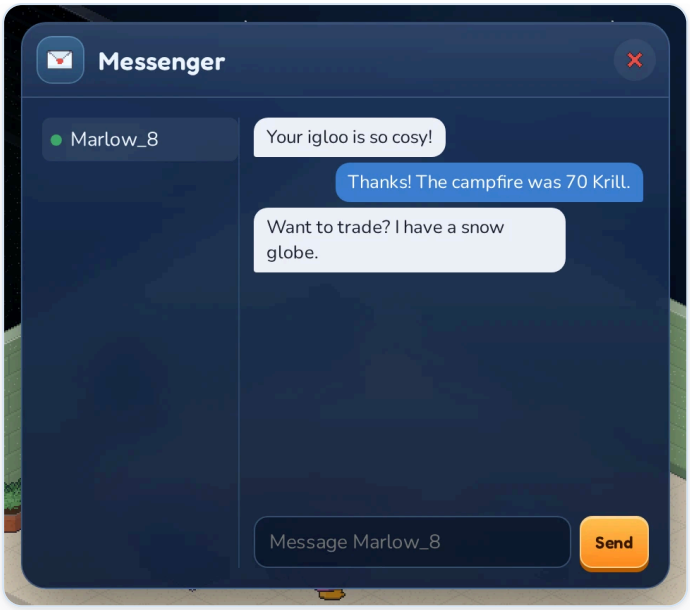


Figure 9.4 A conversation in the Messenger.

Messages can be up to 200 characters long. The Messenger keeps your recent conversation with each friend, so you can scroll back and read what was said.

When a message arrives, a note pops up with the sender's name and the message. Friends with unread messages are marked **new**, and the number on the **Messenger** button tells you how many conversations are waiting.

Messages for friends who are offline

You can message a friend even when they aren't at the inn. The text box then says *(name) is offline; they get it later*. Your message is kept for them, and the next time they come in they see that you *left them a message*.

> **Friends only**
> You can only send private messages to friends. To say something privately to a penguin who isn't your friend, use a whisper while you're in the same room.

Profiles and badges

A profile shows a penguin's look, name and motto, whether they're online, and how long they've been at the inn ("member since"). To open one, click on a penguin's card or next to a friend in your friends list. Other penguins' profiles also have the **Ignore** and **Report** buttons (see Staying safe).

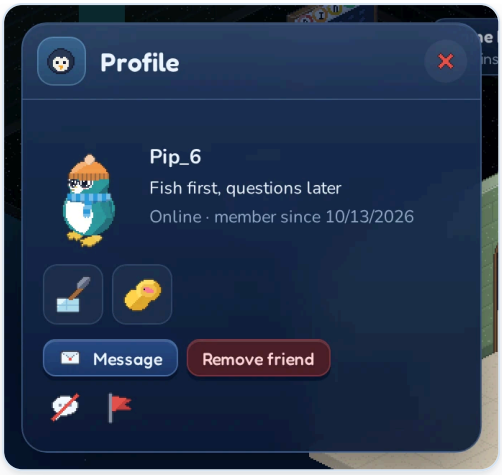


Figure 9.5 A profile with two badges.

Badges

Badges are earned automatically for things you do at the inn. Hold your mouse over a badge to see what it's for.

Badge	Name	Earned for
	Veteran	30 days at the inn
	Builder	Owning a room
	Social	Having 5 or more friends
	Trader	Completing a trade
	Angler	Landing a rare fish (see Ice fishing)
	Champion	Winning against other penguins: a snowball fight, belly-slide race or quiz question in a public room, bowling or snooker anywhere, or the river race

Penguins with a linked wallet also show that wallet family's emblem: Terra Classic, EVM or Solana.

> **Badges come and go**
> Badges reflect what's true right now. If you delete your last room, the Builder badge goes with it, and the Social badge needs you to keep at least five friends.

CHAPTER 10

Mini-games



Waddle Inn has games to play with other penguins: ice fishing, snowball fights, belly-slide races, bowling, snooker, a pub quiz, bingo, an ice die and a fish machine. Some of them pay a few Krill, and once in a while a little pile of Krill turns up on the floor of a public room.

Where to play

Game	Where	Krill
Ice fishing	**Frozen Pond**, or any room with a Fishing Hole	0 to 15 per fish
Snowball fight	**Snowball Arena**	5 for each penguin of the winning team
Belly-slide race	**Belly Slide Run**	8, 4 and 2 for the first three
Bowling	**Krill Bowl**	2 per strike, 1 per spare, 5 for winning against others
Snooker	**Krill Café**	10 for winning a frame against someone
Quiz	**Herring Bar**	3 for the first right answer
Fish machine	**Disco Floe**	none, just for fun
Bingo and the ice die	Rooms of penguins who bought them	none
Krill hunt	Any public room, rarely	1 to 3

Every game is played with furni, and you'll find all of it in the **Games** tab of the Shop. In a room of your own you can set up any of these games for your friends. The Inn's own Krill prizes are only paid in its public rooms, though. Fishing is the exception, since you fish on your own: a fish pays wherever you catch it. In an igloo, the owner can put Krill on a game with a prize pot.

> **A daily limit on prizes**
> Each game pays at most a certain amount of Krill per day (UTC): fishing 30, races 40, snowball fights 30, bowling 20, snooker 20, the quiz 20 and the krill hunt 10. After that you can keep playing, the game just doesn't pay any more that day.

Playing with game furni

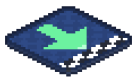
Click a piece of game furni and its info panel shows a button to play: **Fish here**, **Roll**, **Pull the flipper**, **Bingo card**, **Grab snowballs**, **Bowl** or **Play snooker**. Double-clicking the furni does the same. Your penguin walks up to it first, so you can click it from across the room.

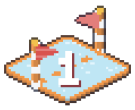
Unlike lamps and other furni, game furni works for everyone, in any room. You don't need build rights to play.


Fishing Hole


Snow Pile


Red Team Pad


Start Mat


Checkpoint Gate


Quiz Puffin


Bingo Board


Ice Die


Fish Machine


Bowling Lane


Snooker Table

Ice fishing

The Frozen Pond has three fishing holes cut into the ice, each with a stool next to it.

1. Click a **Fishing Hole** and then **Fish here** (or double-click the hole). Your penguin walks to the hole, sits down and casts a line. A red-and-white bobber floats in the water.
2. Wait. A bar at the bottom of the screen says *Waiting for a bite…*.
3. When a fish bites, the bobber dips under and the bar shakes: *A bite! Reel in!* Now click **Reel in (Space)** or press `Space`, quickly.



Figure 10.1 Fishing in the Frozen Pond. The bar at the bottom shows the Reel in button.

If you strike in time, your catch appears on a card: the fish, its weight and the Krill it's worth. Click the card to put it away. Strike too early, or wait too long, and *The fish got away.* Either way, your penguin casts again by itself. To stop fishing, just walk away.



Figure 10.2 A catch card: the fish, its weight and its Krill.

What you can catch

Fish	Krill
Herring	1
Capelin	1
Arctic Cod	2
Arctic Char	3
Icefish	4
Old Boot	0
Golden Herring (rare)	10
Crystal Squid (rare)	15


Herring


Arctic Cod


Icefish


Golden Herring


Crystal Squid

Every kind of fish you've landed goes into the fish log on your profile card, with how many you've caught and your heaviest one. Landing one of the two rare catches earns you the **Angler** badge.

Snowball fight

The Snowball Arena has a red base on the left and a blue base on the right, each with two **Team Pads** and snow piles.

1. **Pick a team.** Walk onto a red or a blue Team Pad. A ring in your team's colour appears under your penguin, and the game panel opens at the top of the screen with the score.
2. **Grab snow.** Once you're on a team, click a **Snow Pile** and then **Grab snowballs** (or double-click it). Your penguin fills its flippers with five snowballs, shown in the game panel.
3. **Throw.** Click a penguin of the other team. Your snowball flies to where they're standing or heading. You can throw up to seven tiles, about one snowball a second.

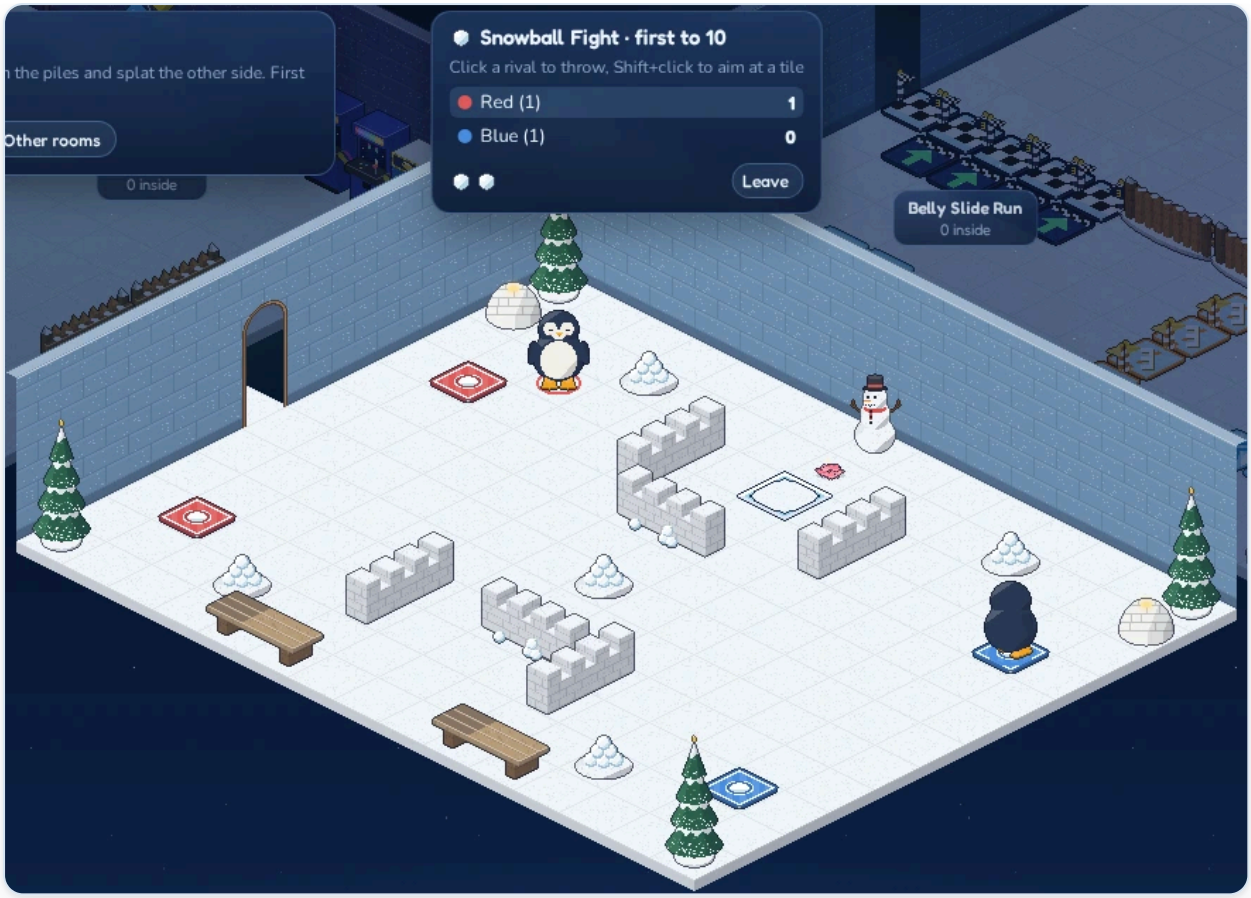


Figure 10.3 A hit for the red team. The game panel at the top shows the score and the snowballs you have left.

A penguin hit three times is *splatted* and slides back to their own team pad. That's a point for the other team. The first team to **10** points wins, and every penguin on the winning team gets 5 Krill. A new fight starts a few seconds later.

To stop playing, click **Leave** in the game panel, or simply leave the room.

> ★ **Keep moving**
> A snowball lands on the tile your target was walking to when you threw it. Penguins who keep walking are much harder to hit.

Belly-slide race

In the Belly Slide Run, penguins race round the room on their bellies.

1. **Line up.** Walk onto one of the **Start Mats** just behind the finish line by the door. The game panel counts down from 10. Every penguin standing on a start mat when it reaches zero is in the race.
2. **Slide.** Your penguin flops onto its belly and slides twice as fast as it walks. Click the floor to steer, just like walking.
3. **Pass the gates in order.** The game panel says which lap you're on and which gate is next: *Lap 1 of 3 · Slide through gate 1 of 3*. Gates only count in number order, so a shortcut past gate 2 doesn't help.

4. **Cross the finish line** after the last gate. That ends the lap, and you go round again through all the gates. The race in the Belly Slide Run is three laps; whoever crosses the line at the end of the last lap first wins.



Figure 10.4 A belly-slide race. The panel lists the racers and how many gates each has passed.

Shiny **Boost Ice** makes you slide even faster. Its arrows show which way the track runs. Once the winner is home, the others have a minute to finish. If at least two penguins are in the race, the first three get 8, 4 and 2 Krill, and everyone in the room sees the results. Winning such a race (or a snowball fight, or a quiz question) in a public room earns you the 🏆 **Champion** badge.

> ★ **Racing in your own room**
> Build a track with start mats, numbered checkpoint gates and a finish line. With build rights, double-click a gate (or select it and click 💡 **Use**) to change its number, and do the same with the finish line to set the number of laps, from 1 to 5. Turn boost ice and start mats so their arrows point along the track.

The quiz

A Quiz Puffin stands by the wall of the Herring Bar. A little while after you come in, it asks one of over 200 trivia questions (about penguins and the poles, animals, geography, science and space, numbers, food, music, books, history, sports or the inn itself) and asks another one every minute after that.

Type your answer in the chat box. Capital letters, accents and punctuation don't matter, "the" or "a" in front is fine, a plural counts as well, and numbers can be digits or words ("10" or "ten"). The first penguin with a right answer wins 3 Krill. Halfway through, the puffin gives a hint; if nobody gets it, it tells you the answer. Watch the puffin: it waves a flipper while it asks, scratches its chin over a light bulb for the hint, jumps for joy in a shower of confetti when someone gets it right, and shrugs with a red **X** on its lectern when time runs out. A puffin switched off by the room's owner dozes behind its lectern.



Figure 10.5 The Quiz Puffin asking a question in the Herring Bar.

Bowling

The **Krill Bowl** is down the cellar stairs in the snow in front of the inn. It has four lanes, and you can buy a **Bowling Lane** for your own room too.

Click a lane and then **Bowl**. Your penguin steps up to the front of the lane and a game starts; the **Bowling** panel shows the score card. Other penguins can join by clicking **Bowl** on the same lane, up to four of you, until the second frame starts.

When it's your turn, two bars swing back and forth:

1. **Aim**: a marker swings across the lane. Click **Aim** or press Space to stop it. A little off the middle, beside the head pin, is the *pocket*, where strikes come from. Straight at the head pin often leaves pins standing.
2. **Power**: a bar fills and empties. Click **Roll!** or press Space to stop it. The green band rolls truest; too soft or too hard and the ball wanders off your aim.

The ball rolls down the lane for everyone to see, and the pins it hits knock over others. You get two rolls per frame to knock all ten down. A game has five frames, and the last one gives you bonus rolls after a strike or a spare, like the tenth frame in real bowling. Scoring works as usual: a strike counts the next two rolls on top, a spare the next one.

You have 45 seconds for each roll; take longer and you're out of the game. **Leave** takes you out too.

In the Krill Bowl, each strike pays 2 Krill and each spare 1. If two or more penguins played, the winner gets 5 more.

Snooker

The **Krill Café** has a snooker table by the door, and you can buy a **Snooker Table** for your own room too. A frame is played with six reds and the six colours, by two penguins, or by one on their own for practice.

Click the table and then **Play snooker**. The **Snooker** window opens with the table seen from above, and a frame starts. A second penguin takes the other cue the same way, any time before the first shot. Your penguin walks around the table to wherever the shot is played from.

To play a shot when it's your turn:

1. **Ball in hand**: at the start, and after the cue ball goes down a pocket, you place it yourself. Click anywhere inside the half circle behind the line, the *D*. Changed your mind? **Move the cue ball** picks it up again.
2. **Aim**: point at the cloth. A line shows where the cue ball goes, a ghost ball where it meets the first ball, and a short line where that ball goes on.
3. **Power**: press and hold the mouse button. The gauge by the cue rises and falls; let go to strike.

The balls roll for everyone in the room to see, in the window and on the table in the room. The rules are the usual ones, and **Rules** under the table in the window sums them up with the value of each ball:

- First you have to hit a red. Pot one and it's worth 1 point, and you play again, now on any colour: yellow 2, green 3, brown 4, blue 5, pink 6, black 7. A potted colour goes back on its spot, and it's a red again.
- Once the reds are gone, the colours are potted in that order, yellow to black, and stay down.
- Missing the ball you're on, hitting another ball first, potting the wrong ball or the cue ball (an *in-off*) is a foul. Your turn ends and your opponent gets at least 4 points, or the value of the ball involved if that's more.
- When you don't pot, it's your opponent's turn. The window shows who's up, the ball on and your break.

You have 60 seconds for each shot. Let the time run out and it counts as a foul; twice in a row and you leave the table. **Leave the table** ends your frame, and after the first shot that means conceding it.

When the black goes down, the higher score wins the frame. In the Krill Café, winning a frame against someone pays 10 Krill; a frame won because the other penguin conceded pays nothing.

Bingo

A **Bingo Board** has to be started by someone with build rights in the room, usually the owner, by clicking **Bingo card** on it. Everyone in the room then gets a card with nine numbers between 1 and 30, and the **Bingo** window opens.

The board draws a number every few seconds. Numbers on your card light up as they're drawn. When you have a full line (a row, a column or a diagonal), the **BINGO!** button lights up: click it, or shout *bingo!* in the chat. The first penguin to call it wins the round.

Penguins who arrive later can join a running round by clicking **Bingo card** on the board. Bingo pays no Krill of its own (only an igloo's prize pot can); it's for parties and room events.

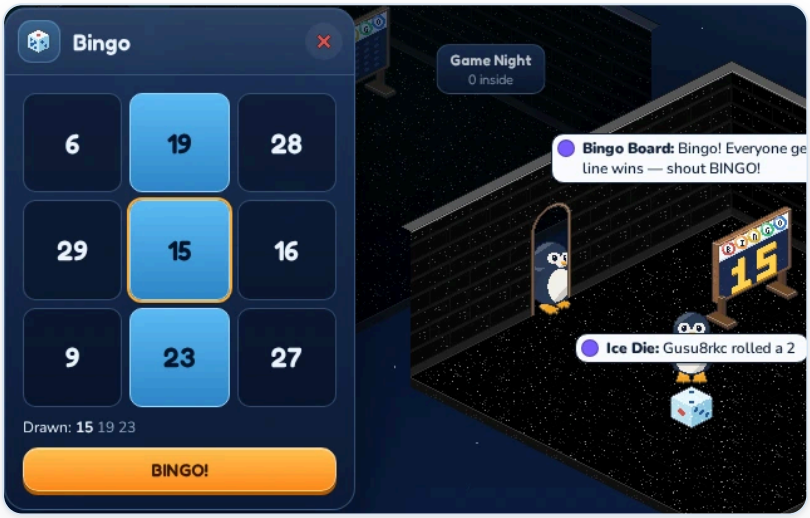


Figure 10.6 A bingo card with a full line. The BINGO! button is ready.

The ice die and the fish machine

The **Ice Die** rolls a number from 1 to 6: click it and then **Roll**. The die tumbles and then announces who rolled what, so it's handy for settling arguments and for your own room games.

The **Fish Machine** in the Disco Floe spins three reels of fish, krill, shells, ice cubes and the odd golden herring. Click it and then **Pull the flipper**. Three of a kind is a jackpot, and three golden herrings is a *golden* jackpot. It's just for fun, though: the fish machine never takes or pays Krill.

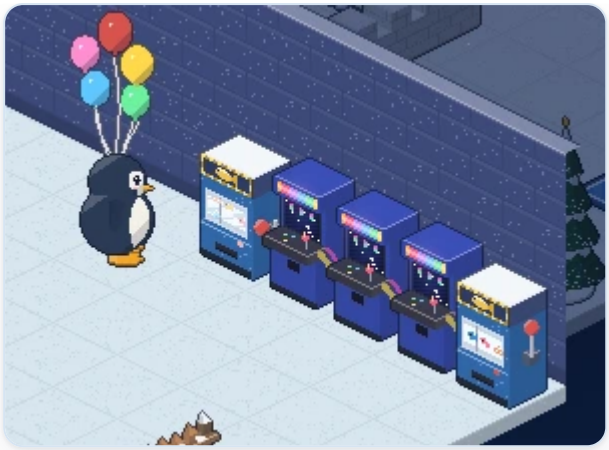


Figure 10.7 The fish machine spinning in the Disco Floe.

The krill hunt

Every now and then, a little glittering pile of Krill appears on the floor of a busy public room. It doesn't happen often, about once every twelve minutes while penguins are in the room, so keep your eyes open. The first penguin to walk onto it gets 1 to 3 Krill. If nobody notices it, it disappears after three minutes.



Figure 10.8 A pile of Krill on the floor of the Frozen Pond.

CHAPTER 11

The Grand Exchange



Tired of that sofa? Take it to the Grand Exchange, the inn's second-hand market. Sell furni to the walrus dealer for Krill on the spot, or put it up at a market stall at your own price and let another penguin buy it. Second-hand furni is always cheaper than in the Shop, so the Grand Exchange is also the place to hunt for bargains.



Figure 11.1 The Grand Exchange: market stalls all round the hall, the two walrus dealers on the dais at the back.

Outside the Inn, click the Grand Exchange's teal pavilion in the snow by the jetty, or open the **Rooms** window and pick **The Grand Exchange** from the public rooms. You can only sell and buy second-hand furni there: the stalls and the walrus don't come in the Shop.

The hall has room for 80 penguins. Market stalls line the back wall and stand round the fountain in the middle, the two walrus dealers keep the raised dais at the back, and there's a fish market on one side and a raised café terrace on the other for a break between bargains. Every stall shows the same market, so use whichever is nearest.


Market Stall


Walrus Dealer

> **Only furni from your inventory**
> You can only sell what is in your inventory. Pick up anything you want to sell from your rooms, or take it out of your cabinet, first. Besides Shop furni, the Grand Exchange also takes gear, furni you made at your igloo's workshop and furni that creatures drop on Moon Isle. NFT furni and other furni that has no worth in Krill can't be sold here.

Selling to the walrus dealer

The walruses on the dais at the back of the Grand Exchange buy any Shop furni for **half its Shop price** (rounded down), paid at once. Gear found on Moon Isle, which the Shop doesn't sell, fetches **a fifth** of what it's worth. No waiting for a buyer, no haggling.

1. Click the **Walrus Dealer** and then **Sell to the walrus**.
2. The **Walrus Dealer** window lists your furni with the price the walrus pays for each. Click one.
3. If you have several of it, set how many with **–** and **+** (up to 50 at a time).
4. Click **Sell … for**. The Krill land in your purse right away, and the window says what the walrus paid, for example *The walrus paid 10 Krill for 2 items*.

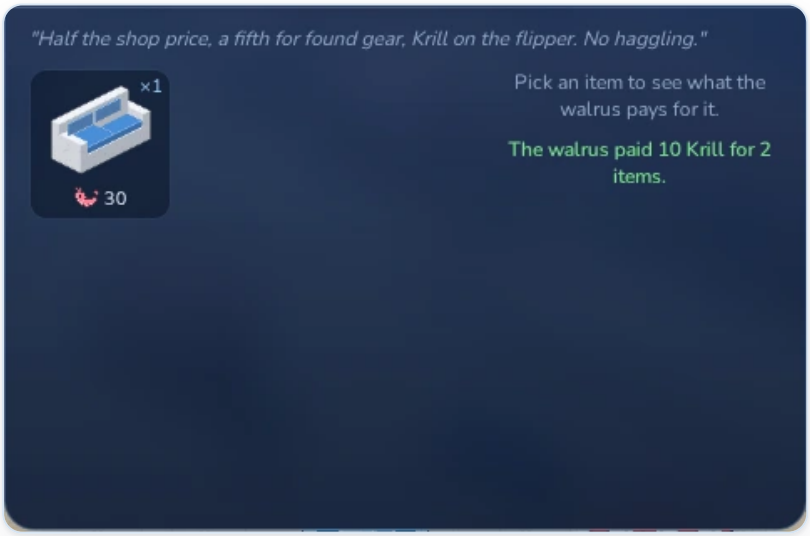


Figure 11.2 The walrus paid for two Herring Crates. Next up: the sofa, for 30 Krill.

A sale to the walrus can't be undone. If you'd like more for your furni, sell it at a market stall instead.

The walrus doesn't buy furni that only creatures drop, nor workshop furni. Furni a creature dropped on Moon Isle, even a piece the Shop sells, isn't for the walrus: keep it, trade it or sell it at a market stall.

Buying at a market stall

Click any **Market Stall** and then **Browse the market**. The **Grand Exchange** window opens on the **For sale** tab: every piece of furni other penguins are selling, with the number on offer and the cheapest price.

1. Click a piece of furni to see who sells it, cheapest first, and what it costs in the Shop.
2. Click the price next to a seller to buy from them.

Looking for something in particular? Type part of its name into the **Search** box, or pick a category such as **Seating** or **Gear**. The sort box orders the furni by **Name**, **Cheapest**, **Priciest**, **Newest** or **Most offers**; with **Priciest** or **Newest** the sellers of a piece are listed that way too. When there's more than fits, ‹ and › under the list turn the pages.

Gear wears out in the open world, so used gear shows its condition next to the seller's name: a bar, green when it's like new and red when it's nearly worn out, and the condition in percent (or *Broken*). Trades show the same bar on gear.

The furni goes straight into your inventory and the window confirms the purchase. If somebody else was quicker, you see *Too late, that one is gone.* Guests can look around the market, but buying and selling need a wallet.

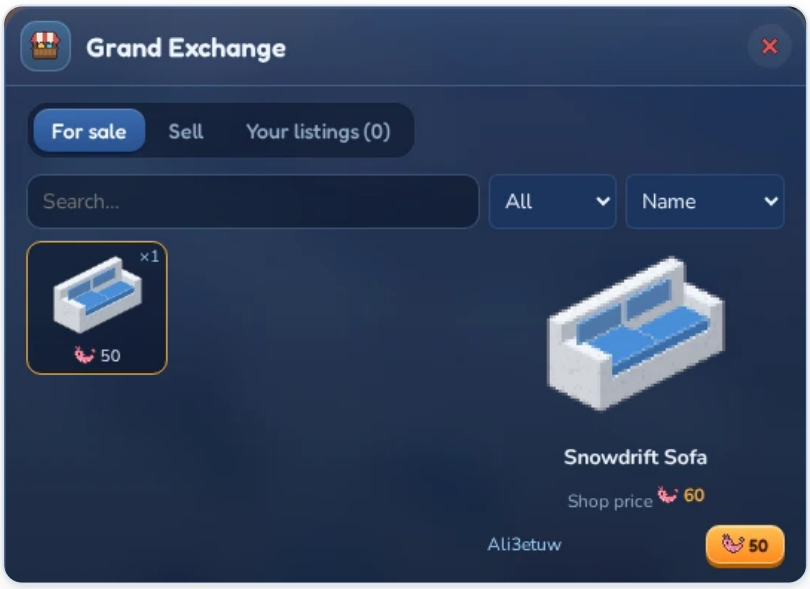


Figure 11.3 A Snowdrift Sofa for 50 Krill instead of 60 in the Shop.

Selling at a market stall

At a stall you set the price yourself. It must be at least 1 Krill and **below the Shop price**. Furni that only drops from creatures has no Shop price; it can go for up to five times what it's worth. The market keeps a fee of **10%** (rounded down) when your furni sells; the rest is yours.

1. Click a **Market Stall**, then **Browse the market**, and open the **Sell** tab.
2. Click the furni you want to sell. The price box suggests a price; type your own if you like.
3. Got several copies of a piece of gear in different condition? Pick the one to sell: each condition is listed with its bar and percent, the most worn first (and already picked). Buyers see the condition of the one you list. A copy you wear on Moon Isle is marked **Worn** and comes after the spares: list it and it comes off your penguin.
4. Under the price you see what you'll get, for example *You get 45 when it sells (10% market fee)*, and what the walrus would pay instead.
5. Click **Put up for sale**.

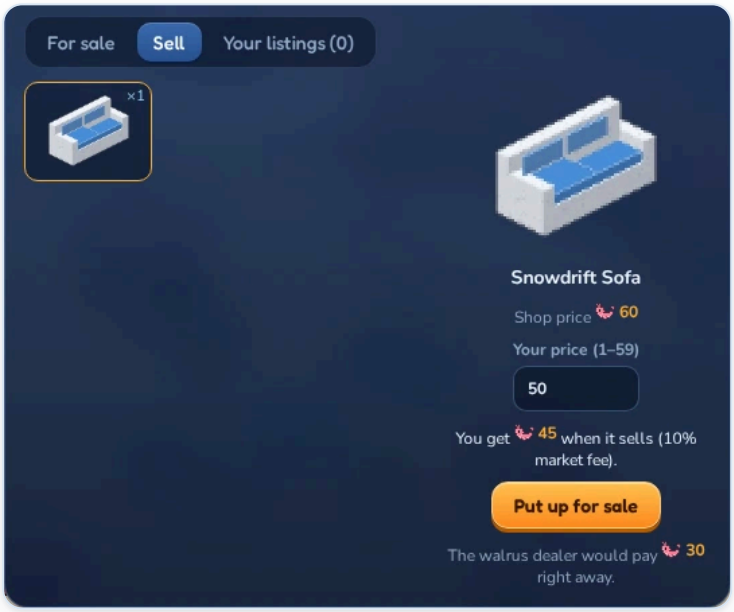


Figure 11.4 Selling a sofa: 50 Krill, of which you get 45.

Furni that's up for sale leaves your inventory until it sells or you take it back, so you can't place or trade it meanwhile. When it sells, you get the Krill and a message, wherever you are in the inn: *(name) bought your Snowdrift Sofa at the Grand Exchange. You got 45 Krill after the market fee.*

You can have up to 20 pieces up for sale at once, or 35 while you wear a LUNC Penguin. Furni made at your igloo's workshop can be listed for up to 2,000 Krill, and gear found on Moon Isle for up to five times what it's worth, more for the rarest pieces. Selling and buying need a wallet: guests can't sell to the walrus either. See Keeping a guest penguin.

Your listings

The **Your listings** tab shows everything you have up for sale, with your price and what you'll get after the fee. Changed your mind? Click **Take back** and the furni goes back into your inventory. Taking something back is free.

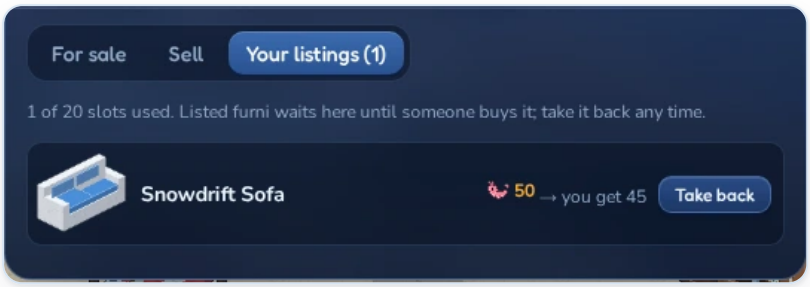


Figure 11.5 One sofa up for sale, waiting for a buyer.

To change a price, take the furni back and put it up again.

The Isle Grand Exchange on Moon Isle

Moon Isle has a Grand Exchange of its own, for what you use and gather on the island: gear, and the resources your igloo harvests. It stands on the east side of the Upper Ring, by the Grand Exchange Line's cable car station; the map marks it with two arrows trading places on teal. Walk up to the stall and click **Market** or **Walrus** in the box in the top-left corner. Walking away closes the windows again.

- **Gear only.** The stall and the walrus here deal in gear: weapons, shields, helmets and armour, from the Shop or found on the island. Furni sells at the Grand Exchange in the Inn. Gear put up at either Grand Exchange is for sale at both, and the **Your listings** tab here shows your gear and your resources.
- **The walrus** buys gear as in the Inn, half the Shop price or a fifth of what found gear is worth, but never resources.
- **Take it off first.** Neither the stall nor the walrus here takes a piece you're wearing: they say *Take off your … before you sell it*. Spare copies of it don't count, so you can still sell those.
- **Resources** (wood, stone, quartz, cotton and ore) only change paws between penguins, for Krill. The market keeps 10% of each sale, as for furni.

Buying and selling resources

Open the **Resources** tab of the **Isle Grand Exchange** window. The tiles show how much of each resource other penguins sell and the cheapest price per unit. Your own lots don't count there: a resource only you sell reads *yours*, and the panel on the right lists your lots of it with **Take back**. Click one to see its lots, cheapest first: who sells it, how many are left and the price for each.

- **To buy**, type how many you want next to a lot and click its total. You can take part of a lot; the rest stays for sale. The resources go straight into your workshop store.
- **To sell**, pick the resource, type how many (up to what you have, 1,000 at most) and the price for each (1 to 1,000 Krill), and click **Put up for sale**. Under the price you see what you get when all of it sells. The resources leave your store until they sell or you take them back under **Your listings**; when some sell, you get the Krill and a message wherever you are.

You can have up to 20 lots of resources up for sale at once, or 35 while you wear a LUNC Penguin. Like the stalls in the Inn, buying and selling need a wallet.

CHAPTER 12

Moon Isle



Beyond the stone gate outside the inn lies **Moon Isle**, an island floating in the sky. It is one big open world that every penguin shares: woods and meadows on the ground, two rings of land high up round the giant Moon Penguin statue in the middle, and paths, bridges and cable cars in between. Land Deed holders can build an igloo home there. Besides the blacksmith's, the magician's stand and two vehicle rentals, there is the Isle Grand Exchange for trading gear and resources, and a kayak and gear from the inn shop come along. Go for a walk, meet other penguins, look around and test your strength against the island's creatures.

Getting there

Outside the inn, click the stone gate right of the Penguin Exchange kiosk, under the sign **Moon Isle**. You step through and land on one of the two **portal islets**, small islands east and west of Moon Isle, each joined to it by a wooden bridge. Guests can come along too.



Figure 12.1 The stone gate next to the Penguin Exchange.

The next time you step through the gate, you come back to the spot where you left the island.

Walking around

Moon Isle works like a very large room. Click the ground to walk there, and the view follows your penguin. Drag the ground with the mouse to look further ahead, and use the mouse wheel to zoom in and out. As soon as you start walking, the view swings back to your penguin.

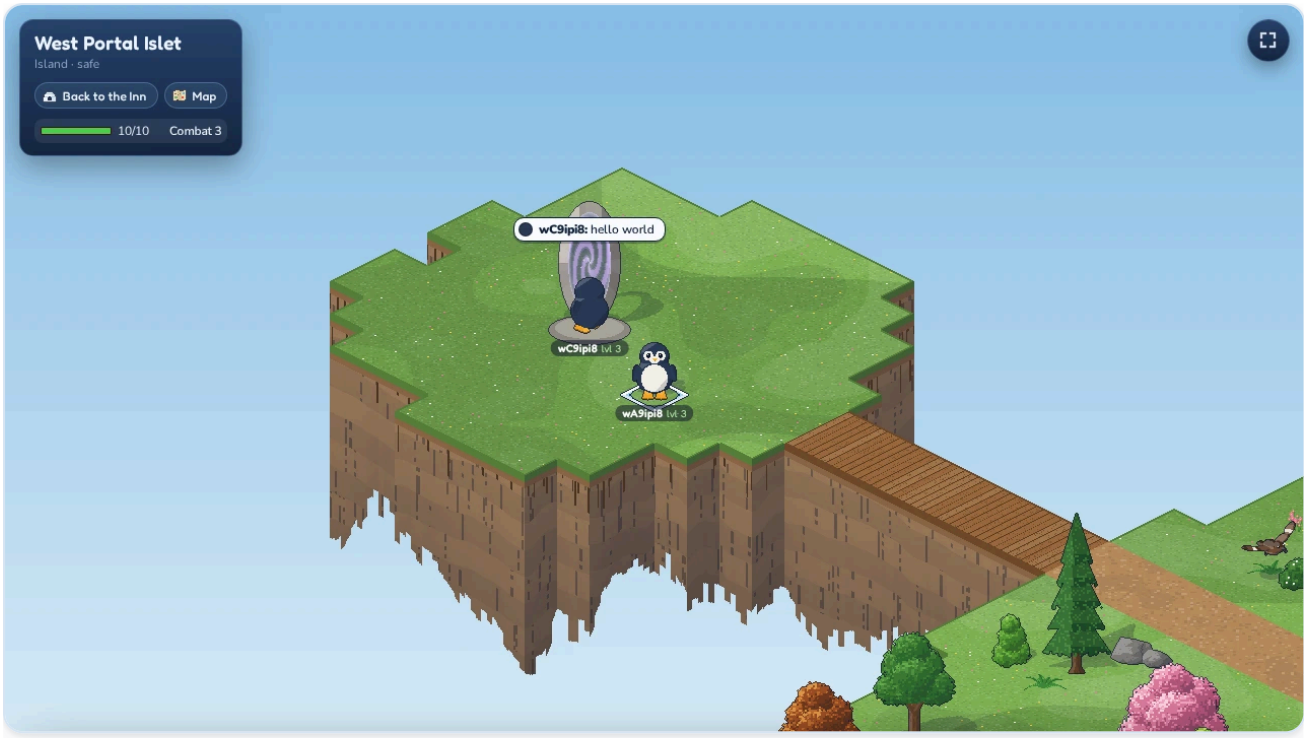


Figure 12.2 Two penguins on a portal islet, with the bridge to the island behind them.

You can't walk off a cliff or into the water. If you click a spot you can't reach, your penguin walks to the closest place it can get to. If you have dragged the view far away from your penguin, a click there can be too far for one walk and nothing happens: walk there in steps.

The box in the top-left corner shows the part of the island you are in, which level you are on and whether the place is safe. A short note at the top of the screen tells you when you walk into a new part.



Figure 12.3 The Island Woods: pines, birches, cherry trees and a dirt path to the bridge.

> **PvP zones**
> The ring of land round the statue's feet, the **Moon Arena**, is marked *PvP*, and red banners stand at the ends of its bridges. Inside it penguins can fight each other (see *Fighting other penguins* below); everywhere else you only meet the island's wild creatures. When you walk up to the arena, a low horn sounds and a red warning tells you a few steps before its edge, so you never cross into it by accident.

Up to the rings

Two rings of land circle the Moon Penguin statue, one round its belly (the **Lower Ring**) and one round its chest (the **Upper Ring**). Four free **cable car** lines join the levels, two from the ground to the Lower Ring and two from the Lower Ring on to the Upper Ring:

Line	From	To
Forge Line	the ground	the Lower Ring, beside the blacksmith's forge
Pinewood Line	the ground	the Lower Ring
Grand Exchange Line	the Lower Ring	the Upper Ring, by the Isle Grand Exchange
Camp Line	the Lower Ring	the Upper Ring, near the Walrus Camp

No line goes straight from the ground to the Upper Ring: that takes two rides. Every station stands in a small safe zone. Walk into it and click the station, or click **Ride up to …** or **Ride down to …** in the box in the top-left corner. You board the next cabin; a cabin seats nine, and the rest take the one after. The ride takes about half a minute, and nothing can attack you on the way.

You get off a rented vehicle to board, and **Ride** gets you back on at the other end; a kayak has to come ashore before you can board.

When you walk behind the statue, the stone turns see-through round your penguin, so you can still see where you are going.



Figure 12.4 Just arrived on the Lower Ring.

The map

Click **Map** in the box in the top-left corner, or press `M`, to unfold a map of Moon Isle. It opens on the level you are on, and the tabs above it show the **Island**, the **Lower Ring** and the **Upper Ring**. A white ring pulses where you stand.

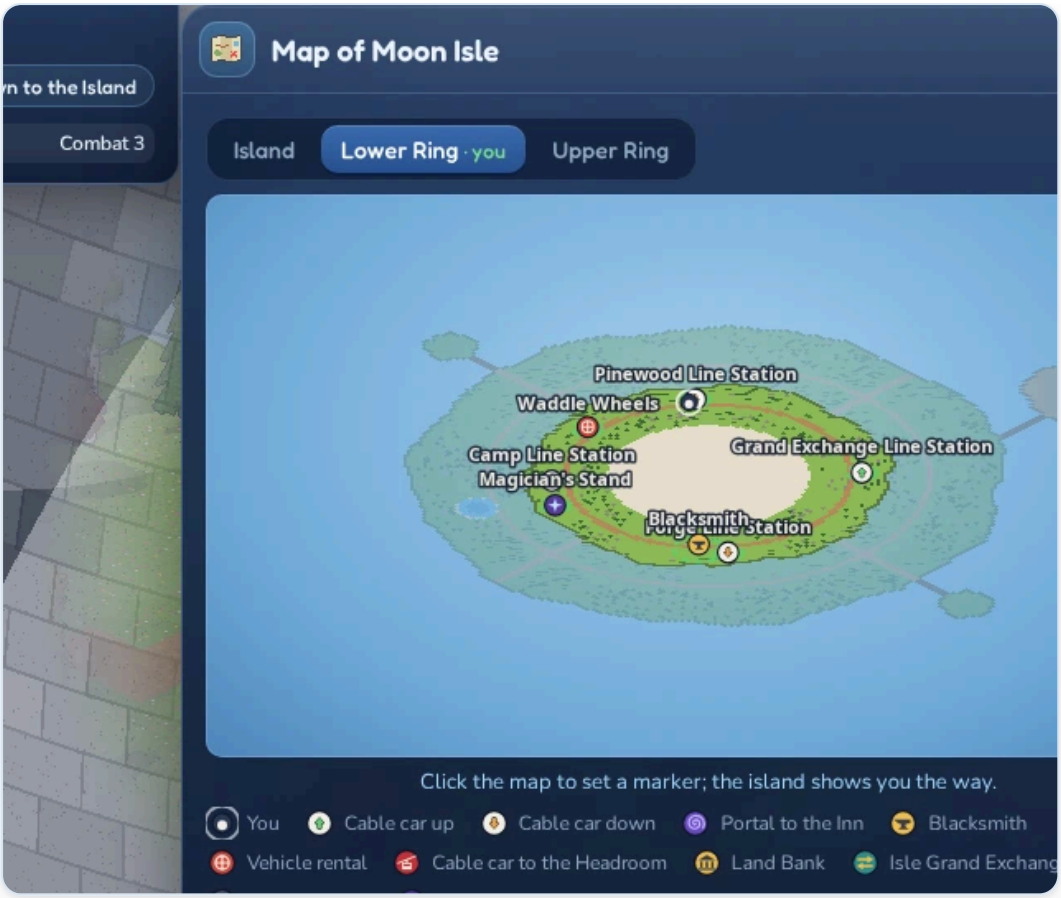


Figure 12.5 The map of the Lower Ring, with the cable car stations and the blacksmith.

The map shows every cable car station with an arrow, up or down, the portals home, the blacksmith's anvil, the vehicle rentals and the cable car to the Headroom. Point at a symbol to read what it is and where it leads. Safe places have a green dashed outline, the Moon Arena a red one. Press `M` again to fold it away.

Setting a marker. Click a symbol or any spot of land on the map to put a red pin there. Back on the island, a yellow arrow beside your penguin points the way and says how far it is, and a red pin stands over the place itself. When the marker is on another level, the arrow turns blue and leads you to the nearest cable car station that goes the right way, and the box in the top-left corner tells you to take the cable car up or down. Walk up to the pin and it disappears; to take it away sooner, click it on the map, press **Clear marker**, or press the ✕ next to **Marker** in the top-left box.

Fighting creatures

Moon Isle is not empty. Wild creatures live in the woods, on the shores and up on the rings, and you can fight them to get stronger:

Creature	Level	Where	
Snow crab	2	On the sandy river banks	Leaves you alone
Skua	7	On grass and in the woods	Attacks penguins who come close
Leopard seal	19	On the Lower and Upper Ring, away from the paths	Attacks penguins who come close
Walrus bandit	37	In the Walrus Camp on the Upper Ring	Attacks penguins who come close

Point at a creature to see its name and level, and click it to attack. Your penguin walks up to it and swings every two seconds until one of you falls, or until you click the ground to walk away. A number over whoever was hit shows the damage; a blue **0** is a miss. A creature that gets hurt or fights shows a health bar, and so does your penguin.



Figure 12.6 Fighting a snow crab on the river bank.

Creatures only attack penguins up to twice their own level, so the skuas soon leave you in peace. None of them live near the portal islets. A fallen creature comes back somewhere near its old spot after a while: a snow crab after about a minute, a walrus bandit after two or three.

Your combat stats

The box in the top-left corner has your penguin's stats: your name and face with the word **Stats**, your **hitpoints** and your **combat level**. Beside them, the inventory button opens your inventory and shows how much you carry, for example *3/10* (see Carrying and your cabinet). Click the stats to see your four skills:

- **Attack**: how often you hit.
- **Strength**: how hard you hit.
- **Defence**: how often you are missed.
- **Hitpoints**: how much you can take.

Every hit you land gives you experience. Choose below the skills which one your hits train: **Accurate** trains attack, **Aggressive** strength and **Defensive** defence. Hitpoints always grow along. The more experience, the higher the skill's level; the thin bar under each skill shows how far it is to the next. Your combat level comes from all four. A new penguin starts at combat level 3 with 10 hitpoints.



Figure 12.7 The stats card, opened.

While the stats are folded away, a ⚠ **Gear** mark appears in the box when a piece you wear is down to 20% or a piece in your bag is broken. Point at it to see which pieces, and click it to open the stats card.

You can earn up to 50,000 experience in your style's skill each day (UTC). Once you reach it, a message tells you, and fighting gives no more experience until midnight UTC. Creatures you leave hurt don't heal at once either: they get their strength back bit by bit.

Lost hitpoints come back slowly by themselves, one every six seconds while nothing is attacking you. If they run out, you are knocked out and wake up on a portal islet with full health. You keep all your experience and your worn gear, but what you carry drops round where you fell, and anyone may pick it up in the next 10 minutes (see Carrying and your cabinet).

Gear

The shop's **Gear** section sells weapons, shields, helmets and armour in five tiers: **driftwood** for anyone, **ice** from level 10, **moonstone** from level 20, **aurora** from level 30 and **starfall** from level 40. A weapon needs that level in attack, the other pieces in defence. Weapons make you hit more often and harder, the rest makes you harder to hit. The buttons above the list show just one kind of gear or one level.

Each tier has a choice:

- **Weapons:** a *sword* is balanced. A *spear* (or harpoon, trident, halberd, lance) hits more often but lighter, a *club* (or mace, hammer, tetsubo, greataxe) hits less often but harder. A *dagger* (or kris, katar, kunai) swings faster, but wears out faster too.
- **Armour:** a light *tunic* guards less but hardly wears, heavy *plate* guards most but wears fast, and the regular armour sits in between.
- **Shields and helmets** come in two looks each, with the same bonus and price.

Gear also changes how fast your penguin walks. Every penguin starts at 100% speed. A light tunic and a spear add 10% each, a dagger 15%; heavy plate and a club take 10% each away. Swords, regular armour, shields and helmets leave it alone. The fastest a penguin gets is 125% (a dagger with a tunic), the slowest 80% (a club with plate). Your speed shows in the stats card, under the skills, and each piece's speed change is listed with its bonuses.

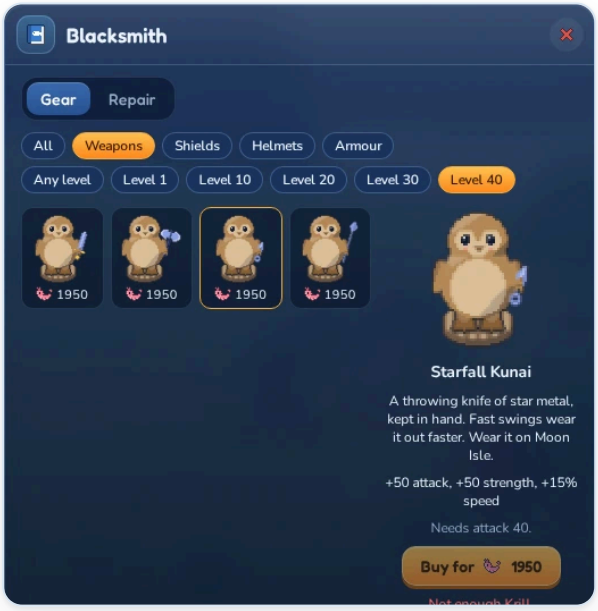


Figure 12.8 The level 40 weapons: blade, greataxe, kunai and lance.

Gear stays in your inventory. On Moon Isle, open the stats card: below the combat styles, under **Gear**, are your five slots (weapon, shield, helmet, armour and neck), with the inventory button beside them, and under **Bag** every piece of gear in your inventory, each copy on its own, the best kept first. Click a piece in the bag to put it on and your penguin wears it; click a slot to take it off again. What your gear adds shows in green next to your skills, for example *Attack 12 +6*; your level stays the same, the gear just makes you hit more often or harder, or get hit less. The card also shows your walking speed and how often you swing. A piece you need a higher level for is greyed out with the level on it. Gear you

wear is never lost when you are knocked out, but spare gear you carry drops like everything else you carry. You can trade or sell gear like any furni (but not your LUNC Penguin's, see below). In a room, a piece of gear stands on a carved wooden penguin.



Figure 12.9 Wearing a driftwood sword; the ice helmet waits for defence 10.

The gear card. Point at a piece of gear in the stats card, your inventory or your cabinet and its card pops up (on a touch screen, press and hold it; tap anywhere to put it away). The shop, the blacksmith and the magician show the same card when you click a piece. It lists what the piece gives, each stat with a small icon (attack, strength, defence, speed, swing, block, dodge and so on), any special effects, its set (see below), its condition and the level it needs: a ✓ if you have it, a ✗ and *you have …* if not. On Moon Isle the card also compares the piece with the one you wear in that slot (*Compared with your Ice Sword*, or *Into your empty shield slot*): a green ▲ marks a stat that would go up and a red ▼ one that would go down, set bonuses you'd gain or lose included. A staff's card warns you if your shield or heavy armour would have to come off.

Gear sets

Gear of one kind belongs to a **set**: all the driftwood gear from the shop is one set, all the ice gear another, and so on. A set has four parts: a **weapon**, a **shield**, a **helmet** and **armour**. Wear pieces from the same set in several of those slots and you get a **set bonus** on top of what the pieces give themselves. Any piece of the set fills its slot, so a driftwood spear counts as much as the driftwood sword, a cap as much as a helmet.

- **Full set.** Every set has a bonus for all four parts. The shop sets only have this one.
- **Partial bonuses.** Some sets already give something for 2 or 3 parts, and the bonuses add up: with all four you have all of them.
- **A set's own staff counts twice.** A staff takes both flippers, so a staff that belongs to a set fills its weapon *and* its shield part. The magician's staffs belong to no set, so a penguin with one of them can't complete a set.

- **What doesn't count:** neck pieces (they belong to no set), broken pieces and your LUNC Penguin's own gear. Take a piece off, or let it break, and its bonus is gone at once.

Set progress shows in two places. On the card of a set piece you see the set's name with how many parts you wear, for example *Set: Camp Runner 3/4*, and every bonus of the set: those you have are ticked ✓, the rest are greyed out with how many parts they need (*2 pieces: …*, *Full set: …*). In the stats card, under your gear's effects, each set you wear part of is listed the same way.

Set	Its pieces	2 parts	3 parts	Full set (4 parts)
Driftwood	the shop's driftwood weapons, shields, helmets and armour			+2% attack roll vs seals
Ice	the shop's ice weapons, shields, helmets and armour			+4% attack roll vs seals
Moonstone	the shop's moonstone weapons, shields, helmets and armour			+3% attack roll vs bandits
Aurora	the shop's aurora weapons, shields, helmets and armour			+5% attack roll vs bandits
Starfall	the shop's starfall weapons, shields, helmets and armour			5% frost ward
Camp Runner	Runner's Shiv or Runner's Signal Staff, Runner's Buckler, Runner's Hood, Runner's Coat	2% precise hits	1% dodge	+3% attack roll vs bandits
Camp Enforcer	Enforcer's Cutlass, Enforcer's Shield, Enforcer's Visor, Enforcer's Brigandine	5% frost ward	2% ward	+3% attack roll vs bandits

The shop sets are sold in the Shop's **Gear** section and by the blacksmith. The two camp sets can't be bought: the bandits at the camp raid drop their pieces now and then, and you can trade for them or buy them at the Grand Exchange. The shiv and the signal staff are both Camp Runner weapons, so wear one of them; with the signal staff and the hood you already have three parts.

Your LUNC Penguin's gear

If you wear a LUNC Penguin, its armour, helmet, weapon and shield are real gear on Moon Isle. They come into your inventory as soon as you put the penguin on, and your penguin wears them wherever a slot is free. How strong they are depends on the penguin's rarity:

Rarity	As strong as
Common	driftwood gear
Uncommon	ice gear
Rare	moonstone gear
Epic	aurora gear
Legendary or Unique	starfall gear

No level is needed: a Legendary penguin fights with starfall gear from the start. The trait decides the kind, just like in the shop: a trident fights like a spear, a mace like a club, a knife like a dagger, a toga is a light tunic and samurai armour heavy plate.

You can put bought gear on instead; the penguin's piece then waits in your inventory until you put it on again. It wears out and is mended at the blacksmith like any gear, and never costs more to mend than the shop piece it matches. It can't be sold, traded or placed in a room: it belongs to the penguin. Take the penguin off (or sell it) and its gear goes with it, and whoever wears that penguin next gets it as it is, worn or not. A broken piece still shows on your penguin, so it keeps its look, but grey and cracked, for everyone to see until the blacksmith mends it.

Wear and the blacksmith

Gear wears out slowly while you fight: a weapon with every swing, a shield, helmet or armour every time a creature swings at you. The thin bar under each piece in the stats card, your inventory and your cabinet shows how much is left: green, amber from half worn, red once it's down to 20%, and red with stripes when it's broken. Point at it for the exact **condition** (a piece close to breaking shows *<1%*); the gear card shows it too. A piece lasts a few hours of fighting at its full bonus. Then it **breaks**: it comes off, and you can't put it on again until it is mended. It stays in your inventory, or goes into your cabinet if your paws are full, and is marked **Broken** there. While it's broken it gives nothing at all, not even to a set.

You get a warning before that happens: once when a piece is down to **20%** (*Your Driftwood Sword is wearing thin (20%)*) and again at **5%** (*nearly worn out*). When it breaks you hear it crack and get a message too, and if you come to the island with a broken piece you're told it stays off. Each of these messages has a **Show the smith** button: it marks the blacksmith on your map and opens the map there, and the island shows you the way.

The **blacksmith** works on the Lower Ring, right by the upper station of the Forge Line, and the yard round the forge is safe from creatures. Take the Forge Line up from the ground: its lower station is the one straight in front of the statue (below it on the screen), with an anvil near it. Walk up to the forge and click **Blacksmith** in the box in the top-left corner:

- **Gear** sells the same gear as the inn shop, at the same prices.
- **Repair** lists your worn gear. Mending a broken piece costs 15% of what it's worth (for bought gear, its shop price), a less worn one less. Click the price to mend one piece, or **Repair all**.



Figure 12.10 The blacksmith's yard by the Forge Line station.

The magician's ice staffs

A **staff** casts ice bolts instead of swinging, so you can hit a creature from a few steps away, as long as nothing stands in the way. The magician on the Lower Ring sells three, and nobody else does:

Staff	Attack level	Reach
Frostwood staff	15	2 tiles
Moonglass staff	30	3 tiles
Glacier staff	45	4 tiles

A staff takes both flippers: you can't hold a shield with it or wear heavy armour (the plate that slows you down). Take those off first. Bolts never leave a safe area, so you can't shoot out of one. The blacksmith mends staffs like any other weapon. Find the magician's stand on the Lower Ring, well away from the blacksmith, and click **Magician** in the box in the top-left corner.

Charmed neck pieces

The magician also sells six **neck pieces** for the neck slot, from a 20 Krill scarf to a 1,320 Krill amulet. Each gives one small boon, a little more speed, attack or precision, protection against fire or frost, or an edge against seals, and most take a little in return, shown in red: read the red line before you buy. A drawback only takes from what your other gear gives and never pushes a bonus below zero. Finer neck pieces are not sold at all: bandits at the camp raid, leopard seals, skuas and snow crabs carry them now and then. The blacksmith mends neck pieces like any other gear.

Furniture from creatures

Now and then a fallen creature leaves a piece of furni on the ground, next to any gear it drops. Any signed-in penguin may pick it up, so be quick. Most of it is furni the Shop sells too, but some pieces can't be bought anywhere: a crab-shell lamp from the river banks, a skua's nest, a walrus tusk trophy from the camp and more. The tougher the creature, the better the chance; the bandit chief at the camp raid often carries one. During a seasonal event, some creatures carry pieces that only drop while it is on.

Furni you find is yours like any other: place it in a room, trade it or put it up at a market stall. The walrus doesn't buy it, though. See The Grand Exchange.

Fighting other penguins

In the **Moon Arena** you can fight other penguins. Click a penguin there to open their card and click **Attack**: your penguin walks up and swings at them just as at a creature, and a penguin who is attacked while standing around hits back. The fight only goes on while you both stand inside the arena, so walking out over a bridge ends it. Penguins of your own clan can't be attacked; their card says so instead. Guests can't fight other penguins, and nobody can attack a guest.

When you step into the arena, you get a short **shield**: for 10 seconds nobody can attack you, and a little blue shield with the seconds left shows by your name. It goes as soon as you attack someone yourself, even if you only click Attack on them.

Whoever runs out of hitpoints is knocked out and wakes up on a portal islet with full health, as after a creature fight. You keep your worn gear and your experience, but what you carry drops round where you fell, one thing to a spot, and anyone may pick it up in the next 10 minutes. Gear wears from player hits too, and a piece that breaks in the fight comes off, so it is carried and drops with the rest. Fights between penguins give no experience.

Clans

A clan is a group of LUNC Penguin holders. There are nine: Assassins, Crusaders, Fire Clan, Heskels Blood Knights, Ice Clan, Penguardians, Shadow Realm Ex Communicado, Tempered Knights and Templars. A penguin's clan is written onto the NFT itself, on the Terra Classic chain, so it stays with the penguin when it is sold or sent.

On Moon Isle you belong to the clan of the LUNC Penguin you **wear**: put on one of your clan's penguins and you carry its clan. Your look and your clan always come from the same penguin, so wearing another penguin also changes your clan, and going back to your classic look leaves the clan. You need a linked Terra Classic wallet that holds the penguin, so guests can't carry a clan.

Everything about clans is in the 🧑 **Penguin** window, on its **Clan** tab, the last one, after the **Look** tab where you pick your look. It works at the Inn too. At the top you see the clan you carry, with its banner and your rank.

With a clan, your clan's name and rank show under your name, next to a small flag in the clan's colours. On Moon Isle two switches at the top of the Clan tab decide what others see, each on its own:

- **Show my clan under my name**: on to begin with. Switch it off to keep your clan out of your name tag.
- **Carry the banner on my back**: off to begin with. Switch it on and the clan's banner flies on a pole above your penguin, for everyone to see.

Both only change what others see: you stay in your clan, with its chat and its allies, either way. The game remembers your choices for each penguin separately.

The Clan tab has these parts:

- **Chat** (on Moon Isle, with a clan): talk to every clanmate on the island, wherever they are. You can also type `/c` and your message in the chat box. New lines show as a number on the **Penguin** button.
- **Out now** (on Moon Isle, with a clan): who of your clan is on the island right now, with rank, place and combat level.
- **My penguins**: all your LUNC Penguins with their clan and rank. **Wear** one to carry its clan, **Take off** to go back to your classic look. You can only switch at the Inn, not on Moon Isle or during a trade. A penguin without a clan has **Join a clan**; a Loyalist has **Leave…**.
- **All clans**: every clan with its members (at most 500), its join fee, its members by rarity and its treasury.
- **Rewards**: what your penguins collected from their clans, ready to claim.
- **Leader**: only if you hold a clan's Leader penguin.

Joining, leaving and rewards

Joining, leaving and claiming happen on the chain, so you confirm each one in your Terra Classic wallet, like a trade at the Penguin Exchange: in its browser extension (Station, Keplr, Leap or another) or in its phone app over WalletConnect. It must be on the wallet that holds the penguin. After you confirm, the Clan tab shows *Sent…* *Waiting for the block* and then *Done*, with a link to the transaction in the explorer.

- **Join a clan**: open **All clans**, pick the penguin in the list next to a clan if you have more than one without a clan, and click **Join with #…**. You pay the clan's join fee in LUNC, which goes to the clan's treasury, plus the network fee. Your penguin joins as a **Loyalist**. Each penguin can be in one clan, and

a full clan takes nobody new. If the fee changed just before, the game stops and shows the new fee, so you never pay more than you saw.

- **Leave a clan**: in **My penguins**, click **Leave…** and then **Leave** with the clan's name. Leaving is free, but joining again costs the join fee. Only Loyalists can leave; a Leader, War Chief, Lieutenant or Enforcer stays in the clan.
- **Claim rewards**: clans share out LUNC to their members' penguins, more for rarer ones. **Rewards** shows what is waiting, per wallet and clan; **Claim** sends all of it to that wallet.
- **Set the join fee**: if you hold a clan's Leader penguin, the **Leader** tab shows what joining your clan costs. Type a new fee in LUNC and click **Set fee**.

If you wear the penguin that joined or left, your clan changes right after the transaction is confirmed.

Clanmates never fight each other in the arena. If you sell the penguin you wear, it comes off and you lose its clan within ten minutes.

Aura penguins

Some LUNC Penguins glow: their body trait is the **aura**. A penguin wearing one shares part of its gear's special effects with the **clanmates** around it: precision, block, dodge, ward, bane, frost ward and fire ward, set bonuses included. The closer they stand, the more they get:

Tiles away	Share
1 (or the same tile)	25%
2	20%
3	15%
4	10%
5	5%

Only penguins of the **same clan** on the same level get it: a penguin without a clan, or of another clan, gets nothing, and neither does the aura penguin itself. The aura penguin must be on its feet; knocked out, it shares nothing. With several aura penguins nearby, each effect comes from the strongest one, so auras don't add up. Bolt (a staff's extra reach) is not shared, and what you get still counts toward the usual caps. It works everywhere on Moon Isle, in the arena too.

Your gear stats show only your own gear; the aura comes on top in the fight.

Igloo homes

The outer part of the Upper Ring is the **Igloo Terrace**, a snowy village of building lots along little streets. Holders of a **Land Deed**, an NFT on Terra Classic, can build an igloo home there: one igloo for each deed, for good.

1. Link the Terra Classic wallet that holds your deed (see Linking a wallet).
2. Click **Igloo home** in the toolbar. The window lists your Land Deeds with their rarity: the rarer the deed, the bigger the lot (4×4 up to 9×9 tiles), the room inside (10×10 up to 20×20) and the more igloo looks to choose from. The deed's resources add trims to the igloo, and a ⭐ deed's igloo sparkles and flies a flag.
3. Pick a free lot of the deed's size on the little map of the terrace, or click **Nearest to me** while you stand on the Upper Ring. Pick a look.
4. Click **Build igloo**, then **Build on lot … for good**. The lot can't be changed later, but the look can.

Inside, your igloo is a room like your rooms in the inn: furnish it, lock it, give it a password or build rights. Walk up to an igloo's door to step in. **Go home** in the Igloo home window puts a marker on your igloo's doorstep, so the arrow leads you there. Each igloo shows its name and *home of* its owner above the dome, and the map marks your own igloo with a gold house.

> **The home follows the deed**
> Your igloo belongs to whoever holds its Land Deed. If you sell or send the deed, the igloo passes on with it: your furni from it go into your cabinet, and the new holder moves into an empty igloo. The **Rooms** window lists the igloos while you are on Moon Isle or in an igloo, and the inn's rooms while you are in the inn. Land Deeds are bought and sold at the Penguin Exchange.

The daily harvest and the workshop

Each built igloo yields its deed's resources once a day: wood, stone, quartz, cotton and ore. The **Igloo home** window shows today's harvest under each deed; click **Harvest** to collect it. The rarer the deed, the more it gives, and a ⭐ deed gives one more of each. A new harvest is ready every day at midnight UTC.

Click **Open the workshop** in the Igloo home window to turn resources into **land furni**, which the shop doesn't sell. Each one costs resources and a small fee in Krill:

Furni	Made from	Fee
Settler's Log Bench	6 wood, 2 stone	10
Cotton Hammock	6 cotton, 4 wood	15
Quartz Lamp	4 quartz, 2 ore	15
Fieldstone Hearth	8 stone, 3 ore	20
Quartz Fountain	6 quartz, 6 stone	25
Pioneer Statue	8 ore, 4 stone	30


Settler's Log Bench


Cotton Hammock


Quartz Lamp


Fieldstone Hearth


Quartz Fountain


Pioneer Statue

Keep them for your igloo or sell them at the Grand Exchange (up to 2,000 Krill); the walrus dealer doesn't buy them. Spare resources sell to other penguins at the Isle Grand Exchange on the upper ring, and that's also where to buy what your deed doesn't grow. Ore also pays the blacksmith: under **Repair**, click the ore price next to a piece's Krill price to mend it with ore instead, one ore for every 10 Krill.

Tip jars and prize pots

Two pieces of shop furni only work in igloos:

- A **Tip Jar** lets visitors thank the igloo's owner. Click it and pick an amount (up to 1,000 Krill); the Krill go straight to the owner, and the jar thanks you in the room.
- A **Prize Pot** puts Krill on one of the igloo's games: the belly-slide race, a snowball fight, bowling, snooker or bingo (the igloo needs that game's furni). The owner clicks the pot, picks the game, an entry fee and their cut (up to 20% of the entry fees), and clicks **Open the pot**; they can also add Krill of their own. Visitors click the pot and **Enter** before the next round. Whoever wins that round against at least one other player takes the pot, less the owner's cut, split if there are several winners. If no entrant wins, the pot carries over to the next round. Closing or picking up the pot gives every entrant their fee back.


Tip Jar


Prize Pot

The igloo ranking

On Moon Isle the **Rooms** button opens the **Igloos** window instead, and its **Ranking** tab lists the 50 igloos with the most different visitors over the last seven days, with the Krill tipped there. Click one and a marker leads you to its door. Each visitor counts once per igloo, however often they come; owners visiting their own igloo and guests don't count.

The Land Bank and the Land Pool

1% of every fee the inn takes goes into the **Land Pool**: what you spend in the shop, cable car fares, vehicle rents, the blacksmith's repairs, workshop fees and the Grand Exchange's market fee. Each fee is shared out the moment it is paid, among the igloos on the terrace that someone lives in, more for bigger, rarer lots (a legendary igloo has ten times the share of a common one). Your igloo only shares in fees paid while you live in it: building or buying an igloo doesn't bring you a share of what came in before.

Collect your share at the **Land Bank**, the marble hall on the north side of the Upper Ring, just inside the Igloo Terrace's ring of lots. Walk up to it and click **Land Bank** in the box in the top-left corner: the window lists your igloos with what each has ready, and **Collect** pays it all into your Krill. Your share keeps adding up until you collect it. A single fee brings only a little (1% of a 10-Krill cable car ride is a tenth of a Krill, shared among the igloos), and the bank shows whole Krill: the bits are kept and show up once they make a whole one. If you sell or send your deed, what its igloo earned while it was yours stays yours: the bank lists it under *From igloos you used to live in*, and **Collect** pays it with the rest.

Kayaking and the river race

A wide river runs in a ring round the Moon Arena, under four bridges. You can't swim, but you can paddle: buy a **kayak** in the shop (in the *Decor* section) and keep it in your inventory. A kayak standing in one of your rooms stays there; only kayaks in your inventory come along.

Walk to the river bank until your penguin stands right next to open water. **Launch kayak** then shows in the box in the top-left corner. Click it, and your penguin sits in the kayak on the water.



Figure 12.11 At the water's edge with a kayak in the inventory.

While paddling, click the water to go there. A kayak is twice as fast as a waddling penguin and can glide under the bridges. Click the bank to get out there, and your penguin walks on to the spot you clicked. **Get out** in the top-left box does the same right where you are, if land is next to you. Creatures leave paddling penguins alone. Your kayak always stays yours: it goes back into your inventory when you get out, and if you leave the island while paddling, you come back on the bank you set off from.

The river race

Red and white **start buoys** with chequered flags float in the river just north of the east bridge. Paddle in between them and a panel shows up: it waits for a second kayaker, then counts down, and the race is on.

Paddle once round the ring, clockwise, under the south, west and north bridges (yellow buoys mark them), and back under the east bridge to finish. The panel tells you which bridge is next and how far round everyone is. The first three win 10, 5 and 2 Krill (up to 40 Krill a day), as long as at least two penguins raced. Click **Leave** to give up; you stay in your kayak.

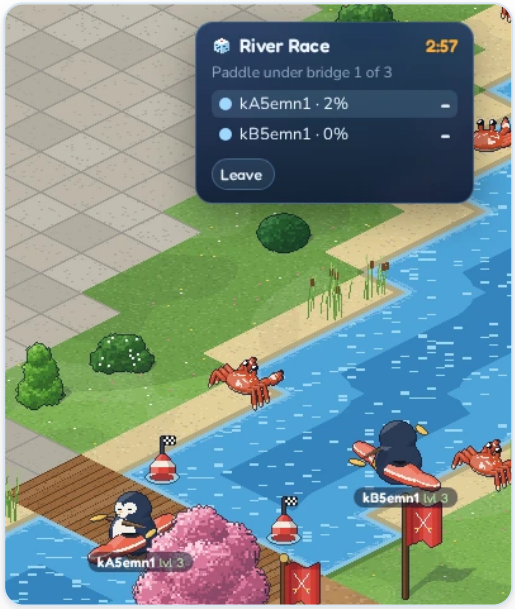


Figure 12.12 A river race just after the start.

Every finished lap counts for the **weekly board**: the five fastest racers of the week (from Monday), each with their best lap, show in the panel at the start buoys, and the result note tells you when you beat your own best.

Renting a vehicle

Why waddle when you can ride? Two shops hire out vehicles by the day, for Krill:

- **Waddle Wheels**, the red-and-white stall on the west side of the Lower Ring, has a kick scooter, a bicycle, a moped, a go-kart, a jet ski and a hover sled.

- **Frostline Rentals**, the blue-and-white stall on the Igloo Terrace south of the fountain, has a sled, skis, a snowboard, a dog sled, a quad bike and a snowmobile.

Both are marked on the map. Stand by the stall and click **Rent a vehicle** in the box in the top-left corner. The list shows what each vehicle costs a day and how fast it is on snow, on paths, on grass and on water compared with walking. Some only go on one kind of ground: skis and the snowboard need snow, the go-kart keeps to paths and bridges, the jet ski is for the water. **Rent** hires a vehicle for 24 hours; **+1 day** adds another day, and the list shows how much time is left. Wearing a LUNC Penguin, you rent for 10% less (rounded down, so 9 Krill instead of 10); the list shows the full price struck through beside yours.

Once you have hired something, **Ride** in the top-left box gets you on (with several, pick one from its list). Click where you want to go as usual. If the vehicle can't go all the way, your penguin rides as far as it can, gets off and walks the rest. **Get off** puts you back on your feet. The jet ski is launched from the bank like a kayak, and the hover sled glides straight over water. A cable car doesn't take your vehicle along: you get off to board (for the Headroom, click **Get off** first), the hire runs on, and **Ride** gets you back on after the trip.

A rental is yours alone: it can't be traded, sold or put in a room, and it never runs out of fuel or wears out. You can ride wherever you like on Moon Isle, except into the Moon Arena; you get off at its edge. You can't fight while riding, and a creature's hit knocks you off. When a rental ends, your penguin gets off and walks on.

The cable car

On the Upper Ring, by the Fountain Plaza, a red-roofed station sends cabins up a cable over the water into the Moon Penguin's head. Up there is **the Headroom**, a party lounge with a stage, a jukebox, a DJ desk, a disco floor and a bar. The cable car is the only way in: you won't find it in the room list.

The cable car is for **LUNC Penguin holders**: link the Terra wallet that holds your penguin to your account first. No penguin yet? Clicking Ride up tells you so, with a **Go to the Penguin Exchange** button: it marks the way to a portal back to the Inn, where the Penguin Exchange room's terminals sell LUNC Penguins.

Stand at the station and click **Ride up** in the box in the top-left corner. A ride up costs 10 Krill. Your penguin steps into the next cabin, and the box counts down until it leaves and until it gets to the top. You ride the whole way up over the water, and everyone around sees you in the cabin's window. At the top you walk straight into the Headroom.

To come back, click **Ride down** in the Headroom's box. The ride down is free: you wait on the top platform for the next cabin, ride it down and step off at the station.

Chatting on Moon Isle

Chatting works as in a room: type into the chat box and press `Enter`. On the island, though, only penguins near you see what you say. A shout (start your message with `!`) carries further, and whispers (`/w name message`) reach a penguin near you. Gestures such as waving and dancing work too.

Every penguin on Moon Isle wears a name tag with their combat level, so you can tell who is who even in the woods. Click a penguin to open their card, just like in a room.

Going back to the inn

Walk onto the glowing portal on either portal islet, and you are back in front of the inn. To find the nearest one, click **Back to the Inn** in the box in the top-left corner: it puts a marker on that portal, and from a ring the arrow leads you to a cable car down first.

There is no jumping home: the **Rooms** window doesn't take you off the island, and the inn's rooms only open once you have walked through a portal.

CHAPTER 13

Seasons



Now and then Waddle Inn celebrates a season. Nobody has to switch anything on: the game follows the calendar, and every penguin sees the same season at the same time.

While a season is on, the inn and Moon Isle dress up for it and the music changes with them. The Shop opens a shelf of season furni, and some creatures carry special drops that you can only find while the season lasts. Whatever you get during a season stays yours afterwards.

Your own rooms and your igloo stay as you left them: if you want them festive, buy the season's furni and place it yourself.

CHAPTER 14

Trading



Got three Ice Stools and want a Snow Globe, or a spare cutlass for a better helmet? Trade! You can swap furni, gear and Krill with any penguin in the same room. Trades are safe: nothing changes hands until both of you have looked at the final offers and confirmed them.

A brand-new account can receive in a trade from its first day, but can only give items or Krill once it is a week old. The same goes for market stalls (buying and selling), tip jars and prize pots.

Starting a trade

1. Make sure you're in the same room as the penguin you want to trade with. Any room works: a public room, an Inn room, an igloo or the Grand Exchange. Out on the open map you can't trade; meet inside first.
2. Click them to open their card.
3. Click **Trade**.

The trade window opens for both of you at once. Its title says who you're trading with, for example **Trade with Mika**.

Trading needs a wallet: guests can't trade, and you can't open a trade with a guest. See Keeping a guest penguin.

> **One trade at a time**
> You can only have one open trade, and so can your partner. If they're already busy, the inn tells you that they're *already trading*.

Building your offer

The trade window has two halves: **Your offer** on the left and what your partner **offers** on the right. Both update live as you make changes.

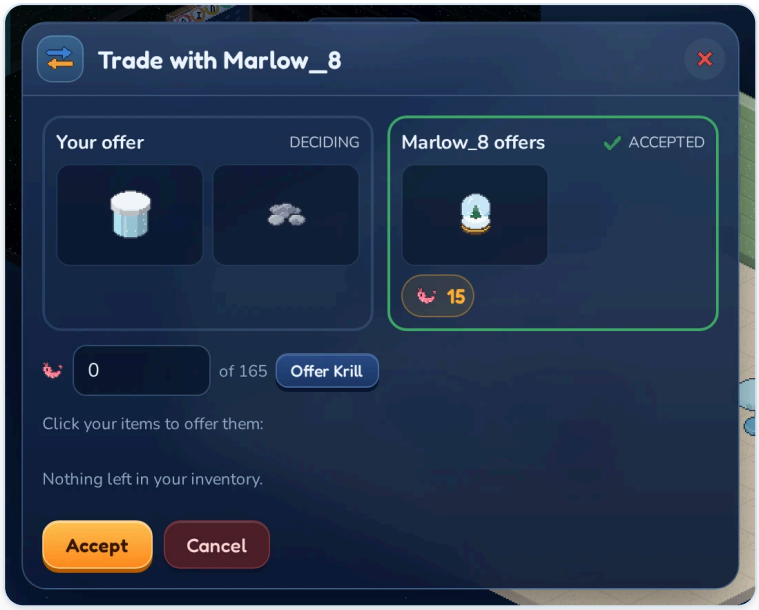


Figure 14.1 Both penguins have made an offer: two pieces of furni for a Snow Globe and 15 Krill.

- **Add items:** under *Click your items to offer them:* you see the furni and gear in your inventory. Click an item to add it to your offer.
- **Take items back:** click the item in **Your offer** to remove it again.
- **Add Krill:** type an amount into the box (it shows how much you have, *of 480* for example) and click **Offer Krill**. Set it back to 0 to take the Krill out again.

You can offer up to 20 items in one trade. Only what your penguin carries can be traded, so pick up anything you want to trade from your rooms and take it out of your cabinet first. While an item is in a trade, you can't place it in a room.

Gear trades like furni, worn or not: a piece your penguin wears comes off when the trade completes. Its wear goes with it, so check the condition before you accept. LUNC Penguin gear (the pieces that come with an NFT penguin's traits) stays with its penguin and can't be traded.

Accepting and confirming

A trade is completed in two steps, so nobody can be tricked by a last-second change.

Step 1: Accept. When you're happy with both offers, click **Accept**. Your side is now marked *accepted* with a ✔. If you change your mind, click **Unaccept**.

If *either* of you changes the offer in any way, both accepts are cleared and you both have to accept again. That way you always accept the offers exactly as you see them.

Step 2: Confirm. As soon as you've both accepted, the window changes. The item picker disappears and the window asks you to *Check the offers once more, then confirm.*



Figure 14.2 The confirm step. Both offers are frozen; each penguin clicks Confirm trade.

- Click **Confirm trade** to seal the deal. The button then says **Waiting for partner…** until the other penguin confirms too.
- Click **Change offer** to go back to step 1.

When both of you have confirmed, the furni and Krill swap places in one go and you both see *Trade with (name) completed.*



Figure 14.3 Done! The traded furni is now in the other penguin's inventory.

Cancelling

Click **Cancel** at any time before both of you confirm, or close the trade window. Nothing is swapped and everything stays where it was. The trade also ends if one of you leaves the room.

Message	What happened
Trade with (name) completed.	Everything was swapped.
The trade was cancelled.	One of you cancelled. Nothing was swapped.
The trade ended: (name) left.	Your partner left the room. Nothing was swapped.
The trade failed. Nothing was swapped.	Something on offer was no longer there, for example the Krill had been spent.

Trading safely

> **Look before you confirm**
> The confirm step exists for a reason. Before you click **Confirm trade**, check every item and the Krill amount on **both** sides. Completed trades can't be reversed.

- A trade is all or nothing: either everything is swapped or nothing is.
- Nobody can change an offer during the confirm step without sending both of you back to step 1.
- Never agree to "give first, I'll pay you later" deals outside the trade window. Inside the window, both sides are protected; outside it, you have to rely on trust.

CHAPTER 15

Wallets and NFTs



Your penguin can have more than one wallet: one for signing in, others that hold your LUNC Penguins or Land Deeds. Everything about them lives in one window, opened with **Wallets & NFTs** in your penguin menu (click your name at the right end of the toolbar).

The window lists your **Linked wallets**, with buttons below to link more.

Linked wallets

Linked wallets lists every wallet that belongs to your penguin, with its chain (**Terra Classic**, **EVM** or **Solana**) and a shortened address. Hold your mouse over an address to see it in full.

Every linked wallet works the same way:

- **You can sign in with it.** Any of your linked wallets brings you back to the same penguin, from any browser.
- **Its NFTs count.** The inn looks for NFTs in all of your linked wallets.

You can link up to 10 wallets, on any mix of chains.

Linking a wallet

Under **Link a wallet** there are two tabs. **Browser extension** has a button for every wallet extension the inn finds in your browser, for example **MetaMask** or **Keplr**. While it's looking, the window says *Looking for wallets…*; if it finds none, it says *No wallet extension found in this browser.* and the **WalletConnect** tab opens instead.

Terra Classic phone wallets connect on the **WalletConnect** tab: **LUNCDash** and **Station Mobile** are always offered. Pick one, scan the QR code with the app (on a phone the app opens by itself) and approve there. A wallet that has never sent a transaction can't sign over WalletConnect yet: send any small transaction from it first.

1. In your wallet extension, switch to the account you want to link.
2. Click the wallet's button. The window shows *Connecting …*, then *Sign the message in your wallet…*.
3. Approve the message in your wallet. Like signing in, this only proves that the address is yours. It never sends a transaction and costs nothing.

The wallet appears in the list, and the inn checks it for NFTs straight away.

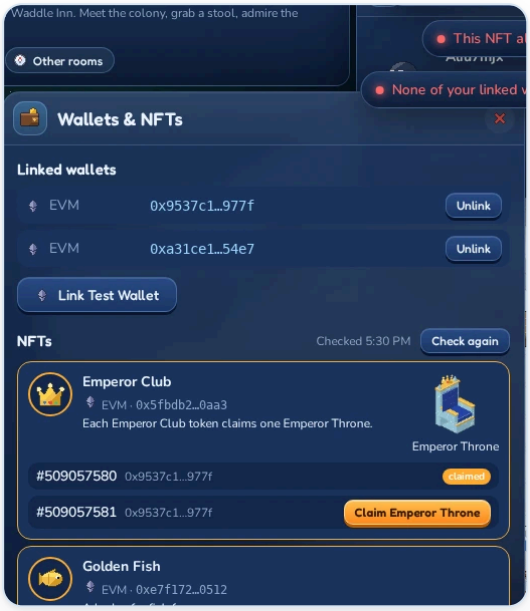


Figure 15.1 A penguin with two linked EVM wallets. Both can sign in, pay for Krill and hold NFTs.

Keeping a guest penguin

If you're playing as a guest, the window tells you: *You are playing as a guest. Link a wallet or your Google account to keep this penguin, its Krill and furni: you can then sign in with it from any browser.*

Link a wallet as described above and your guest becomes a permanent penguin, with its name, look, Krill, furni, rooms and friends. The inn confirms it with *Wallet linked: this penguin is yours to keep.* From then on, sign in with that wallet instead of **Play as guest**.

No wallet? Click **Keep with Google** under the message instead. Pick your Google account and confirm, and the inn brings you back to the same penguin, now kept for good. From then on, click **Sign in with Google** on the sign-in screen. A Google account that already has a penguin of its own can't keep a second one (*That Google account already has a penguin of its own. Sign in with it instead.*).

Signing in with Google

If you sign in with Google, the window reminds you that wearing a LUNC Penguin and claiming NFT furni need a linked wallet. Link a wallet as described above whenever you like: afterwards both Google and the wallet bring you to the same penguin. A wallet that already belongs to another penguin can't be linked, and it stays with that penguin.

> **Do it before you sign out**
> A guest penguin can't be recovered once you've signed out or cleared your browser data. If you've grown fond of yours, link a wallet first.

Unlinking a wallet

Click **Unlink** next to a wallet to remove it from your penguin. You can no longer sign in with it, pay from it, or use its NFTs. The wallet itself and everything in it stay untouched.

Your **last wallet can't be unlinked**, because you sign in with it: its **Unlink** button is greyed out (*Your last wallet stays linked: you sign in with it.*). Link another wallet first if you want to swap.

When linking fails

Message	What it means
That wallet already belongs to another penguin.	Each wallet can belong to only one penguin. If it's yours, sign in with it to play that penguin.
That wallet is already linked to your account.	It's already in your list.
You can link at most 10 wallets.	Unlink one you no longer use first.
You cancelled the request in your wallet.	You rejected the message. Click the wallet's button again and approve it.
The request expired. Try again.	You took a while to sign. Just start again.
Too many attempts. Wait a few seconds and try again.	Slow down a little.

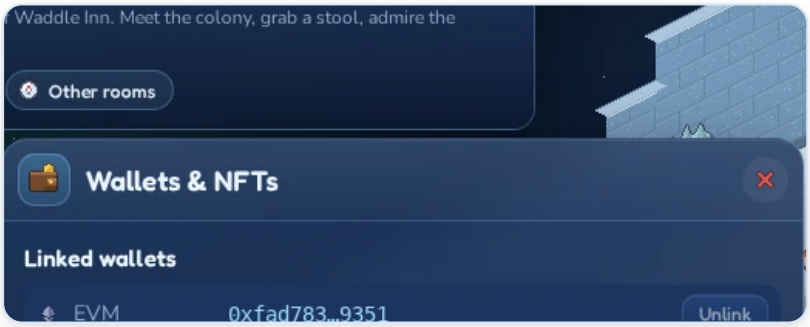


Figure 15.2 Trying to link a wallet that another penguin already uses.

Wearing a LUNC Penguin

LUNC Penguins are an NFT collection on Terra Classic. Every LUNC Penguin has its own mix of traits: a feather style, armour or clothes, a helmet, a weapon and a shield. If you hold one, your penguin can wear its **complete look** in the inn: everyone sees your penguin in that penguin's gear.



#1500 #5001 #7 #42 #333 #2048

Looks come only as a whole: you can't pick single traits, and you can only wear a LUNC Penguin that one of your linked **Terra Classic** wallets holds.

1. Open the editor: on your first visit it opens by itself, later click **Penguin** in the toolbar.
2. Click **My LUNC Penguins**. The inn looks up your linked Terra Classic wallets (*Looking for your LUNC Penguins on Terra Classic…*) and shows every LUNC Penguin they hold, with its number and rarity.
3. Click the one you want to wear. The preview shows your penguin in its look.
4. Click **Save** (or **Waddle in** on your first visit). The inn checks on the chain that you still hold it, then everyone in the room sees your new look.

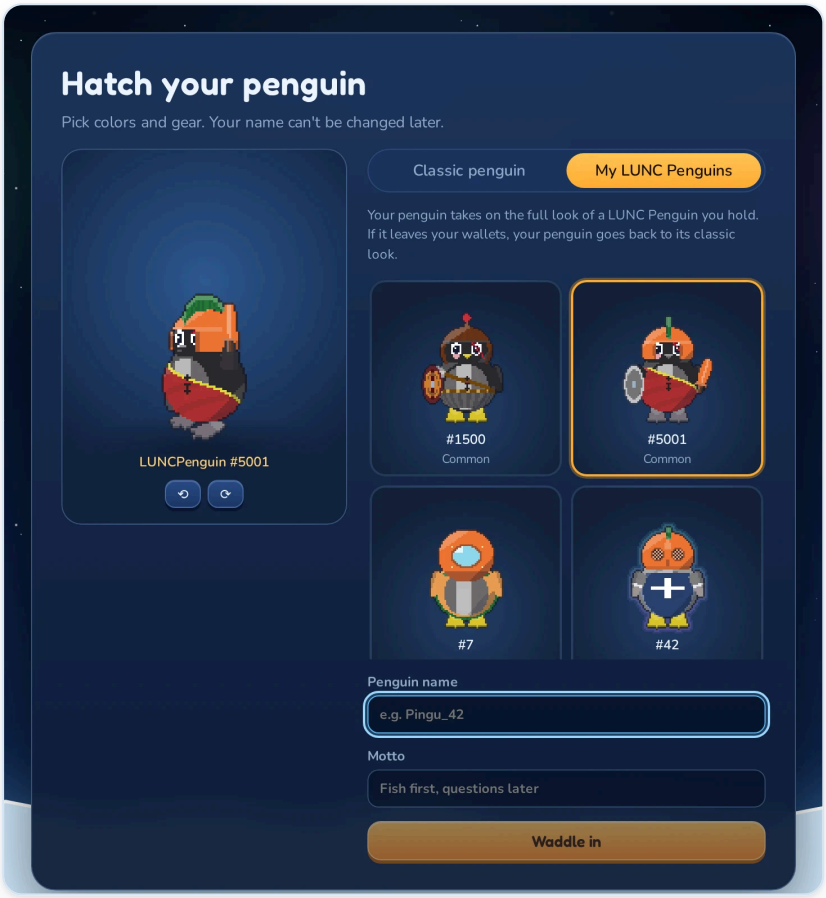


Figure 15.3 Choosing a LUNC Penguin in the editor.

To go back to your own colors and items, click **Classic penguin** and **Save**. Your classic look is kept while you wear a LUNC Penguin, so it's still there (unless you merge your Classic into it).

Each LUNC Penguin is a penguin of its own in the inn, with its own Krill and things, separate from your Classic penguin: switching changes which one you play. See Rules: selling, transferring and merging.

If the penguin you wear belongs to a clan, you also carry that clan on Moon Isle. The **Clan** tab in the same window shows your penguins' clans, and there you can join a clan, leave one or claim clan rewards (see *Clans* in the Moon Isle chapter).

> **The look follows the NFT**
> The inn checks that you still hold your LUNC Penguin when you sign in, when you link or unlink a wallet, and every half hour while you play. If none of your linked wallets holds it any more, your penguin goes back to its classic look and the inn tells you: *LUNC Penguin #1500 is no longer in a linked wallet, so you wear your own penguin again.* If the chain can't be reached, you keep the look until it can.

On Moon Isle the penguin's armour, helmet, weapon and shield are real gear, as strong as the rarity of the penguin (see Your LUNC Penguin's gear).

Guests can't wear LUNC Penguins: link the Terra Classic wallet that holds yours first (see Linking a wallet).

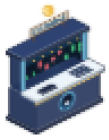
Message	What it means
None of your linked Terra wallets holds a LUNC Penguin.	Link the Terra Classic wallet that holds yours.
None of your linked Terra wallets holds this LUNC Penguin.	It has moved since the list was loaded. Pick another one.
The Terra Classic chain could not be reached. Try again in a moment.	The inn couldn't ask the blockchain. Click **Retry**, or try again later.
Pick one of your LUNC Penguins, or switch back to Classic.	You clicked **Save** in **My LUNC Penguins** without choosing one.

Trading LUNC Penguins

The **Penguin Exchange** is the inn's trading floor for LUNC Penguins. Outside the Inn, click the kiosk under the ticker board right of the path, or pick **Penguin Exchange** from the public rooms in the **Rooms** window. Click one of the **Penguin Exchange Terminals** and then **Trade penguins** (or double-click the terminal).



Figure 15.4 The Penguin Exchange: four terminals along the walls and price boards between them.



Penguin Exchange Terminal



Penguin Price Board

Every trade happens on the Terra Classic chain, through the same market contract the LUNC Penguins collection uses on its own website. **The inn never holds your penguins or your LUNC.** Each listing, purchase, offer or transfer is a transaction that your own wallet shows you and that you sign yourself; the inn only reads the chain afterwards to show what happened. You pay the usual small network fee in LUNC for each one.

> **Trading needs a Terra Classic wallet**
> To trade, link the Terra Classic wallet that holds your penguins (see Linking a wallet), and have it at hand: its browser extension (for example Keplr, Station or Leap) unlocked, or its phone app (LUNCDash, Station Mobile) to connect over WalletConnect. **Sign with** starts on Keplr when it's installed and remembers the wallet you pick. Guests can look around and browse what's for sale, but can't trade.

The exchange window

The window has three tabs:

- **My penguins**: every LUNC Penguin your linked Terra Classic wallets hold, with its price if it's for sale and the number of offers on it.
- **For sale**: every LUNC Penguin up for sale, cheapest first.
- **My offers**: the penguins you've made offers on.



Figure 15.5 The For sale tab: every LUNC Penguin on the market, cheapest first.

Click a penguin to see its page: its number, rarity and feather style, its owner, its price and the offers on it, plus what you can do with it. The ↻ button reads the chain again.



Figure 15.6 A penguin's page: owner and price. Signed in with a wallet, the buttons to buy and make offers appear below.

When you start a trade, the window first checks the penguin on the chain again (*Checking the penguin on chain…*), then asks your wallet (*Confirm the transaction in your wallet…*). After you approve it, the window waits for the next block and then confirms: *Done: LUNCPenguin #1330 is yours (300,000*

LUNC). The link next to it opens the transaction in a block explorer. Sales, new listings and offers are announced by the terminal to everyone in the room.

Selling your penguin

1. Open **My penguins** and click the penguin.
2. Type a price in LUNC under **Sell** and click **List for sale**. The window shows what you get: the collection takes a **5% royalty** and the market a **0.5% fee** from every sale.
3. Approve the transaction in your wallet.

The penguin stays in your wallet while it's for sale. To change the price, type the new one and click **Update**; **Take off sale** ends the sale.

Buying a penguin

Open **For sale**, click a penguin and click **Buy for …**. You pay exactly the price shown; if the seller changed it in the meantime, the window stops and tells you (*The price changed to … Check it and buy again.*). The penguin goes straight to your wallet, and you can wear its look right away (see Wearing a LUNC Penguin).

Offers

Too pricey? Type an amount under **Make an offer** and click **Offer**. The LUNC is locked in the market contract until the owner accepts or rejects your offer, or you click **Take back**. Offers from one wallet add up, and together they can't go above the penguin's price. You can also make offers on penguins that aren't for sale.

The owner sees all offers on the penguin's page under **Offers on your penguin**, with what they'd get after royalty and fee, and can **Accept** or **Reject** each one. Accepting sells the penguin at that price; rejecting returns the LUNC to the bidder.

Sending a penguin

To give a penguin to a friend or move it to another wallet of yours, type the `terra1…` address under **Send**, tick *I checked the address*, and click **Send**. Sending is final: there is no way to get a penguin back from a wrong address. It also ends its sale and returns every offer on it.

> **Staked penguins**
> A penguin that is staked in the LUNC Penguins staking contract shows a **staked** label. It can't be sold, sent or put up for sale until you unstake it on the collection's website.

When a trade fails

Message	What it means
You cancelled the transaction in your wallet.	You rejected the transaction in your wallet. Nothing happened.
This penguin has changed hands. / *This penguin is no longer for sale.*	Somebody was quicker. Go ← **Back** and click ↻ to see the current state.
The price changed to …	The seller changed the price since you opened the page. Check it and buy again.
Offers cannot go above the price …	Your offers together would be more than the price. Buy it instead.
This offer has changed or was withdrawn.	The bidder changed or took back the offer before you accepted it.
No Terra Classic wallet extension … was found in this browser.	Install or unlock your wallet extension, then reload.

Trading Land Deeds

The Penguin Exchange trades **Land Deeds** too, through the deeds' own market contract on Terra Classic. Switch to **Land Deeds** at the top of the exchange window: the tabs, prices, offers, sending and wallet steps work just like for penguins, and each deed shows its igloo, rarity, lot size and resources. When a deed changes hands, its igloo on the Igloo Terrace passes to the new holder right away (see Igloo homes).

What NFT holders get

Everybody can play the inn and Moon Isle without any NFT: a wallet is only needed to sign in and keep your penguin. Holding a **LUNC Penguin** or a **Land Deed** adds the perks below. Both collections live on Terra Classic, and for now that's the only chain you can buy them on: the inn is looking into other chains, but none is planned yet. Buy them at the Penguin Exchange or on the collections' own website, and link the Terra Classic wallet that holds them (see Linking a wallet).

LUNC Penguin holders

- **A penguin of its own with its full look.** Wear the token's complete look in the inn and on Moon Isle (see Wearing a LUNC Penguin). Each LUNC Penguin is its own penguin with its own Krill and things (see Rules: selling, transferring and merging).
- **500 starter Krill.** The first time a LUNC Penguin is worn in the inn, it starts with 500 Krill.

- **Real gear on Moon Isle.** The penguin's armour, helmet, weapon and shield fight as driftwood, ice, moonstone, aurora or starfall gear, by rarity, with no level needed. It wears out and is mended at the blacksmith, often for less than the matching shop piece would cost. See Your LUNC Penguin's gear.
- **Its clan.** A penguin that belongs to a clan carries it on Moon Isle, with the clan's banner, ranks and rewards (see Clans).
- **An aura, on some.** A LUNC Penguin with the aura body shares up to 25% of its gear's special effects with clanmates within 5 tiles on Moon Isle (see Aura penguins).
- **A cabinet without a limit.** A classic penguin's cabinet holds 50 things; a LUNC Penguin's has room for all of them.
- **10% off vehicle rentals** while you wear it (see Renting a vehicle).
- **The cable car to the Headroom**, the party lounge in the Moon Penguin's head: open to everyone with a LUNC Penguin in a linked Terra Classic wallet, worn or not. 10 Krill up, free down. See The cable car.
- **One merge of your Classic.** Once per account you can merge your classic penguin's Krill, things and skills into a LUNC Penguin (see Merging your Classic into a LUNC Penguin).
- **A rarity pip on your name tag.** A small dot in your penguin's rarity colour sits after your name, over your head, on your card in a room and on your profile.
- **A profile showcase.** Pick a frame (ice, aurora, coral or starfall) and a gently moving backdrop (aurora, snowfall or tide) for your penguin on its profile card, in the **Perks** tab of the Penguin window. The backdrop holds still if your device asks for reduced motion.
- **Five holder emotes.** Bow, applause, twirl, a belly laugh and the **Kipper Flipper**, where your penguin juggles two krill and a herring over its head. Pick one from the ⭐ **Holder emotes** button by the chat box, or type `:bow`, `:clap`, `:twirl`, `:lol` or `:juggle` in the chat. All five work in rooms, and the Kipper Flipper works on Moon Isle too, on foot and out of a fight. Stand still to do one; then catch your breath for 10 seconds.
- **Vehicle paint.** Choose midnight, aurora, ember or frost paint in the Perks tab, and every vehicle you rent on Moon Isle wears it. Same speed, same price.
- **Room effects.** In a room you own (an Inn room, or your igloo through its land deed) switch on ghost wisps or aurora with snowfall drifting along the walls, in the room's settings. Everyone in the room sees it. It stays if your LUNC Penguin moves on; then you can still switch it off, but not pick a new one.
- **More Exchange listings.** Up to 35 things for sale at once at the Grand Exchange instead of 20, and up to 35 resource lots at the Isle's Grand Exchange instead of 20. The fees are the same.
- **Two premium room plans.** The Aurora Terrace (35 penguins) and the Moonlit Rotunda (40 penguins) when you create a room. A room built from one is yours to keep and use, even without the NFT later.
- **A season keepsake.** During each seasonal event, claim one free keepsake for your penguin on the season shelf of the shop: a little charm floating by your head. Looks only: it cannot be sold, traded or dropped. Choose which one to show in the Perks tab.
- **They stay with the penguin.** Your showcase, paint and keepsakes belong to the LUNC Penguin, so if you sell it they all go to its next owner, and a keepsake can be claimed once per penguin per season. All these extras are looks or convenience only: no XP, drops, lower fees, speed or carrying room.

Land Deed holders

- **An igloo home on the Igloo Terrace.** Each deed builds one igloo on a free lot of the Upper Ring, for good. The rarer the deed, the bigger the lot (4×4 up to 9×9 tiles), the room inside (10×10 up to 20×20) and the more looks to choose from. The deed's resources add trims; a ⭐ deed's igloo sparkles and flies a flag. You can change the look later, but not the lot. See Igloo homes.
- **A room of your own on Moon Isle.** Furnish it, lock it, give it a password or build rights, like your rooms in the inn.
- **A daily harvest.** Each igloo yields its deed's resources once a day (more for rarer deeds, one more of each for ⭐), for the workshop's **land furni**, the blacksmith or the Isle Grand Exchange. See The daily harvest and the workshop.
- **Tips and prize pots.** Tip jars in your igloo pay you, and prize pots put Krill on your igloo's games (see Tip jars and prize pots).
- **A place in the igloo ranking** of the most visited igloos (see The igloo ranking).
- **A share of the Land Pool.** 1% of every fee the inn takes is shared among the lived-in igloos, more for bigger, rarer lots (a legendary igloo gets ten times a common one's share). Collect it at the Land Bank on the north side of the upper ring. See The Land Bank and the Land Pool.

Rules: selling, transferring and merging

Everything belongs to the penguin

Your account can have several penguins: your **Classic** penguin and every LUNC Penguin you wear. Each one keeps its own:

- Krill, and all its things: the inventory, the cabinet, what it carries and the furni it has placed in rooms
- Moon Isle progress: skills and XP, gear, resources, vehicle rentals and seasonal rares
- its Grand Exchange and Isle Grand Exchange offers, and its prize pots

Your **account** keeps your name, motto, rooms, igloos, friends, room rights and records, whichever penguin you wear. Krill and things never move between your own penguins (the one exception is merging your Classic); to share them, trade with another player.

Switching penguins

You can switch penguins (in the editor or on the **Clan** tab) only **at the Inn**: in a room, not out on Moon Isle, and not during an open trade. Leave the island or finish the trade first.

Selling or sending a LUNC Penguin

A sale or transfer moves everything. When a LUNC Penguin leaves your linked wallets, or somebody else wears it, all its Krill, things, XP, gear, resources, rentals, cooldowns and seasonal rares go with it. The next holder gets all of it when they wear the penguin.

When it leaves you:

- Its Grand Exchange offers come down: the things go back to its cabinet, the resources back to the penguin.
- Its furni placed in your rooms goes into its cabinet.
- Its prize pots close and give every entrant their fee back.
- If you were wearing it, your account goes back to your Classic penguin. If you're online, you're walked out of Moon Isle to the Inn, an open trade is cancelled, and the inn tells you why.

A **staked** LUNC Penguin stays in your wallet and still counts as yours. It just can't be sold or sent until you unstake it.

The first week of a new account

For its first week, a new account can receive in trades, but it can't give furni or Krill in trades, buy or sell at market stalls, tip, enter or add Krill to prize pots, or merge its Classic. This keeps fresh accounts from being used to pass things on (see Trading).

Selling or sending a Land Deed

The igloo follows the deed. The new holder moves into an **empty** igloo on the same lot, and the furni from the old igloo goes back to whoever owned it. What the igloo earned from the Land Pool while it was yours stays yours: collect it at the Land Bank under *From igloos you used to live in*.

Merging your Classic into a LUNC Penguin

Once per account, you can merge your classic penguin into a LUNC Penguin:

1. Go to the Inn (not Moon Isle) and open the **Penguin** editor.
2. Under **My LUNC Penguins**, put on the penguin you want and click **Save**. The window closes.
3. Open the **Penguin** editor again, go to **My LUNC Penguins**, click **Merge my Classic into #...**, read what happens and confirm.

You need a linked Terra Classic wallet that holds the penguin, and your account must be at least a week old.

A LUNC Penguin that has already taken a merge shows a **Combined** label in the editor, on its profile card and at the Penguin Exchange, so a buyer knows before buying.

Into a penguin that was never combined:

- Your Classic's Krill is added to the LUNC Penguin's.
- Its inventory, cabinet and carried things go into the LUNC Penguin's cabinet; furni it placed in rooms stays where it is.

- Its Grand Exchange offers, prize pots, resources and vehicle rentals move over (of two rentals of the same vehicle, the later end counts). Its seasonal rares come along with its other things.
- For each skill, the higher XP counts.

Into a penguin that is already Combined:

The editor warns you first. Only **higher skills** merge. Your Classic's **Krill and things are lost**, along with its offers, resources and rentals, and its prize pots close and refund their entrants.

Either way, your Classic and its look are gone for good, and the LUNC Penguin is now **Combined**. If you later take the LUNC Penguin off, or it leaves your wallets, you get a **new, empty Classic**: default look, starting skills (combat level 3), 0 Krill, no starter Krill, and no second merge.

CHAPTER 16

Staying safe



Waddle Inn is meant to be a friendly place. Most of the time it is, but when someone spoils the fun you have tools to deal with it: ignore them, report them, and, in your own rooms, kick, mute or ban them.

The word filter

The inn hides rude words in chat by itself. A blocked word is replaced by stars, one per letter, in every chat bubble, shout and whisper, so *what the heck* might arrive as *what the* ****. Ordinary words that just happen to contain a rude one, like *Scunthorpe* or *cockpit*, are left alone.



Figure 16.1 A filtered chat line.

The filter is automatic and catches the obvious cases. For anything it misses, use **Ignore** and **Report**.

Ignoring a penguin

If a penguin annoys you, you can stop hearing them:

1. Click the penguin to open their card (or open their profile).
2. Click the **Ignore** button.

From now on you don't see their chat bubbles or whispers, anywhere at the inn. They aren't told about it, and they can still see what you say. The button stays highlighted while you ignore someone; hold your mouse over it and it says **Stop ignoring**. Click it again to hear them again.



Figure 16.2 A penguin's card: Profile, Trade, Ignore and Report in the top row.

Your ignore list is kept with your account, so it still applies the next time you sign in, whichever penguin you wear. You can ignore up to 100 penguins. Moderators and admins can't be ignored, so the button doesn't appear on their cards.

Reporting a penguin

When someone breaks the rules, for example by spamming, harassing others or trying to scam you, report them to the inn's staff:

1. Open the penguin's card or profile and click **Report**.
2. Under **What happened?**, pick what fits best: **Spam**, **Harassment**, **Inappropriate**, **Scam** or **Other**.
3. If you like, describe what happened under **Details (optional)** (up to 200 characters).
4. Click **Send report**. The button only works once you've picked a reason.



Figure 16.3 The report window.

The inn thanks you: *Thanks! Your report about … was sent to the staff.* Moderators see your report together with the recent chat of the room you were in, so they can see for themselves what was said. That's also why you should report while you're still in the room where it happened.

> **Report problems, not arguments**
> Use reports for real problems. A difference of opinion isn't against the rules; for that, **Ignore** is the better tool. You can report the same penguin only once while your report is open, and only a few reports per minute.

Reporting a room

There is no separate button for rooms. If a room itself is the problem (its name, its description, or what is built in it), stand in the room, open the card of its owner and report them, and explain in **Details** what's wrong with the room. The report records which room you were in.

Moderating your own rooms

In rooms you own, you're in charge. Click a visitor to open their card: as the owner, it has a **Moderate** button. Click it to open the moderation menu.

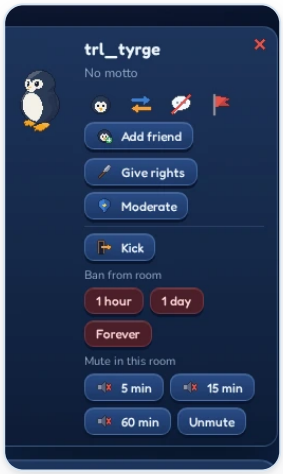


Figure 16.4 The card of a visitor in your room with the Moderate menu open.

Kick	Sends the penguin out of the room. They're told *You were kicked from the room.* and can come back right away, so a kick is a friendly warning.
Ban from room (1 hour, 1 day or Forever)	Sends the penguin out and keeps them out for that long. If they try to come back, they're told *You are banned from that room.*
Mute in this room (5 min, 15 min or 60 min)	The penguin stays, but can't chat in this room for that long. They see *You were muted for 5 minutes in ….* Click **Unmute** to let them talk again early.



Figure 16.5 After each action a message confirms what you did, here for a room ban.

These tools only work in your own rooms, and only on penguins who are there with you. They don't work on moderators and admins, so the **Moderate** button doesn't appear on their cards.

Lifting a room ban

Open ⚙ **Room settings**. Under **Banned penguins** you see everyone who's banned from the room and until when. Click **Unban** to let someone back in early. If nobody is banned, it says *Nobody is banned from this room.*

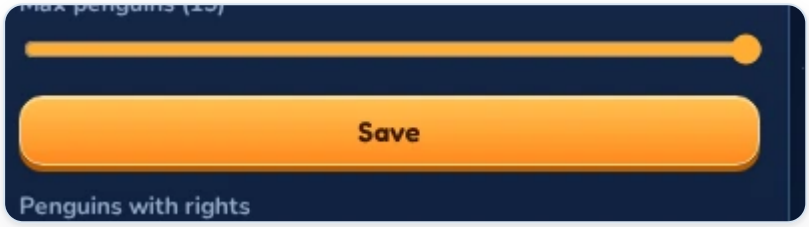


Figure 16.6 The bans list in Room settings.

> **Rights and moderation are separate**
> Giving a penguin rights lets them build in your room (see Rights: building together). It doesn't let them kick, mute or ban; only you and the inn's staff can do that. To take building away from a troublemaker, click **Remove rights** on their card.

If you are muted

If you try to chat while muted, the inn tells you how long it lasts: *you are muted in this room until 15:04 UTC* for a room mute, or *you are muted until Jan 2, 15:04 UTC* if the inn's staff muted you everywhere. You can still walk around, use furni and trade. A room mute only covers chatting in that room; a mute from the staff also stops your private messages. When the mute ends, you can simply chat again.

If your account is banned

Staff can ban an account from the whole inn for breaking the rules. A banned penguin is sent back to the sign-in screen, and signing in again shows why and for how long, for example *Your account is banned until Oct 13, 2026, 11:26 PM. Reason: …*, or *Your account is banned permanently.*

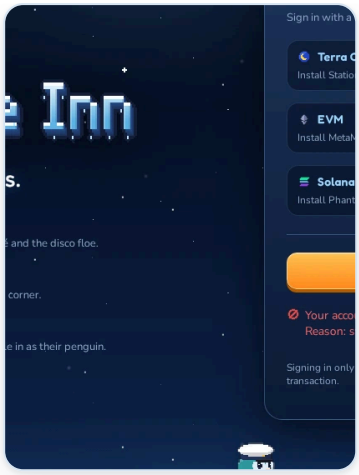


Figure 16.7 The sign-in screen of a banned penguin.

A temporary ban ends by itself: sign in again after the time shown. If you think a ban is a mistake, contact the people who run the inn.

The inn's staff

Some penguins are **moderators** or **admins**: people who look after the inn. You can recognise them by the **Mod** or **Admin** tag next to their name on their card and profile.

Staff read reports, can look at the recent chat of a room, and can mute or ban accounts across the whole inn. They use a **Mod tools** button in the toolbar that ordinary penguins don't have. Staff can't be ignored, kicked or banned from rooms, so that they can always help.

> **Staff never ask for your wallet**
> Nobody from the inn will ever ask for your seed phrase, your private key, or for coins to be sent to them. Anyone who does is a scammer: report them with the reason **Scam**.

CHAPTER 17

Tips and troubleshooting



Something not working the way you expected? This chapter collects the most common questions and messages, and a few tips from regulars at the inn.

Connection

“Reconnecting…”

If your connection to the inn drops for a moment, a **Reconnecting…** sign appears at the top of the screen. The game tries again by itself; you don’t need to do anything. Once the connection is back the sign disappears and you return to your room.

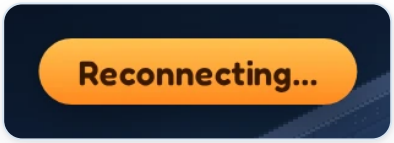


Figure 17.1 The Reconnecting sign.

If the sign doesn’t go away after a minute, check your internet connection and reload the page.

“Server unreachable. Retrying…”

The inn can’t be reached at all right now. It keeps trying on its own. If this lasts a long time, the inn may be down for maintenance; try again later.

“You signed in somewhere else, so this window was disconnected.”

You can only be at the inn once at a time. If you open the game in a second browser tab or on another computer with the same penguin, the older window is disconnected and shows this message. Just carry on in the newer window.

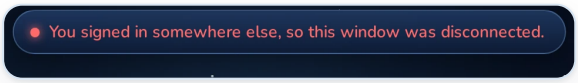


Figure 17.2 The message in the older window.

Signing in

My wallet doesn't show up. Make sure the wallet extension is installed, enabled and unlocked, then reload the page. While the inn is looking, each section says *Looking for wallets…*. If a section still only shows an *Install …* hint, the browser isn't offering any wallet of that kind to web pages. Some wallets have a setting to allow connections from websites.

"Signature request was cancelled." You (or your wallet) rejected the request to sign. Click your wallet's button again and approve the message this time.

Will signing in cost me anything? No. Signing in only signs a message and never sends a transaction. See Signing in.

My guest penguin is gone. Guest penguins belong to the browser they were made in. After signing out or clearing your browser data, the guest can't be recovered. Next time, link a wallet in **Wallets & NFTs** to keep it; see Keeping a guest penguin.

"Your account is banned …" The inn's staff have banned your account, for the time and reason shown. A temporary ban ends by itself. See If your account is banned.

Wallets

"That wallet already belongs to another penguin." Each wallet can belong to only one penguin. Sign in with that wallet to play the other penguin, or link a different wallet.

"That Google account already has a penguin of its own." Each Google account can belong to only one penguin. Click **Sign in with Google** on the sign-in screen to play that penguin.

"Google sign-in expired or was started in another tab." Start Google sign-in again from the same tab and finish it there.

I can't unlink my wallet. Your last wallet always stays linked, because you sign in with it. Link another wallet first.

My LUNC Penguin doesn't show up. Make sure the Terra Classic wallet that holds it is linked in **Wallets & NFTs**, then click **My LUNC Penguins** in the **Penguin** window again: it looks the chain up each time.

Your penguin

"Name: 3–16 letters, digits, _ . or -" The name you typed is too short, too long or contains other characters such as spaces. Try something like `Pingu_42`.

The editor says the name is taken. Somebody already has that name. Add a number or try a variation.

Can I change my name? No. Your name is fixed once you've waddled in. You can change your look and motto at any time with **Penguin**.

Chatting

"slow down" You did a lot of things very quickly, such as sending many messages in a row. Wait a few seconds and try again.

"you are muted ..." You've been muted, either in this room by its owner or across the inn by the staff. The message tells you until when. See If you are muted.

Someone keeps bothering me. Click them and use **Ignore** to hide their chat, and **Report** if they break the rules. See Staying safe.

My whisper didn't arrive. Whispers only reach a penguin in the same room, or one you can see on Moon Isle, and the name must be spelled right (capitals don't matter). Check the spelling, or send a private message if they're your friend.

Rooms

"this room is locked" The owner has locked the room. Only they and penguins with rights can enter.

"this room is full" The room has reached its size limit. Try again later.

"You are banned from that room." The room's owner has banned you from this room, for an hour, a day or for good. Other rooms aren't affected.

"wrong password" Check the password with the room's owner. Passwords are case-sensitive.

I can't create another room. You can own up to 25 rooms (your igloo doesn't count), and the **New room** button is greyed out once you have that many. Delete a room you no longer use to make space.

Furni and building

Place in room is greyed out. You can only place furni in your own rooms and in rooms where the owner has given you rights. Public rooms never allow it for players.

"pick up the furni on top first" Something is standing on the item you want to pick up. Pick that up first.

I can't pick up an item in a friend's room. In someone else's room you can only pick up furni that you placed. The owner can pick up anything; your furni then goes into your cabinet.

My lamp won't switch on. Double-clicking only works in rooms where you can build, or in public rooms when you're signed in with a wallet. In a room of your own, try selecting it and clicking **Use**. Game furni, such as fishing holes and snow piles, is the exception: anyone can play it, see Mini-games.

"stand on a team pad to join a team first" In a snowball fight, walk onto a red or blue Team Pad before grabbing snow.

"that is too far to throw" Snowballs fly up to seven tiles. Walk closer to your target.

The game pays no Krill. Prizes are only paid in the Inn's public rooms (fish pay wherever you catch them), and each game has a daily limit. See Mini-games.

"that item is offered in your trade" Finish or cancel your open trade before you place that item.

Sound

I hear nothing. Click anywhere in the inn once: browsers only allow sound after you interact with the page. Then check **Sound** in the toolbar (sound on, volumes up) and that the browser tab isn't muted.

The jukebox won't change songs. Choosing songs needs build rights in the room, except in public rooms when you're signed in with a wallet. Without them you can see what is playing but not pick.

Performance

The inn runs in your browser and uses your graphics card to draw the rooms. If things feel slow:

- close other heavy tabs and programs;
- make sure hardware acceleration is turned on in your browser's settings;
- switch back to the normal view if you're zoomed in.

Tips from the regulars

Little things that help

- Hold your mouse over any toolbar button to see its name.
- Type `o/` in the chat box for a quick wave.
- While placing furni, `R` turns it and `Esc` cancels.
- Drag the room with the mouse to look into corners hidden behind walls.
- Windows can be moved by dragging their title bar, so you can keep the Messenger open while you explore.
- Use the **Popular** tab in the Navigator to find where other penguins are hanging out.

REFERENCE

Controls at a glance



Everything you can click, type and press, on one page.

Mouse

Action	How
Walk	Click the floor.
Sit down	Click a seat.
Stand up	Click the floor next to your seat.
See who someone is	Click their penguin.
Look at a piece of furni	Click it.
Use furni (lamps, chests, radios …)	Double-click it. Needs build rights, except in public rooms when you're signed in with a wallet.
Play game furni (fishing holes, snow piles, dice …)	Double-click it, or click it and then its play button. Works for everyone.
Throw a snowball	In a snowball fight, click a penguin of the other team.
Move the view	Drag the room with the mouse.
Zoom in and out	Mouse wheel over the room, or the **+** / **–** button in the top-right corner.
Fullscreen	The ⛶ button in the top-right corner (not on iPhones, whose browser can't).
See a piece of gear's card	Point at it in the stats card, your inventory or your cabinet. On a touch screen, press and hold it; tap anywhere to put the card away.
Put on or take off gear	On Moon Isle, open the stats box in the top-left corner: click a piece under **Bag** to wear it, a slot under **Gear** to take it off.
See which gear needs mending	On Moon Isle, point at ⚠ **Gear** in the stats box; click it to open the stats card.

Action	How
Find the blacksmith	Click **Show the smith** on a gear warning: the map opens with the forge marked.
Move a window	Drag it by its title bar.
Close a window or card	Click ❌ in its corner.

Keyboard

Key	When	Does
`Enter`	In the chat box	Sends your message
`R`	Placing or moving furni	Turns the item
`Esc`	Placing or moving furni	Cancels
`Space`	Fishing	Reels in
`M`	On Moon Isle	Opens or closes the map

Chat commands

Type these into the chat box and press `Enter`.

Type	Does
message	Say it to the room
`!` *message*	Shout it
`/w` *name message*	Whisper it to one penguin in the room, or nearby on Moon Isle
`/c` *message*	On Moon Isle: say it to your clan, wherever its members are
`:wave` or `o/`	Wave
`:dance`	Start or stop dancing
`:bow`, `:clap`, `:twirl`, `:lol`, `:juggle`	Wearing a LUNC Penguin: a holder emote. On Moon Isle only `:juggle`, the Kipper Flipper

Toolbar

Button	Opens or does
Rooms	The Rooms window (Navigator): public rooms, popular rooms, your rooms and search. On Moon Isle: the Igloos window
Shop	Buy furni with Krill
Inventory	What your penguin carries: furni and gear that isn't placed or in your cabinet
Penguin	Your profile card, your look and motto, and your clan
Friends	Friends list and requests
Chats	The Messenger: private messages
Wave	Wave once
Dance	Start or stop dancing
Igloo home	Your igloo on Moon Isle (not for guests)
Sound	Sound on or off, music and effects volume
Your name	Your penguin menu, see below
Mod tools	Staff only: reports, chat logs and account actions

A toolbar button lights up while its window is open. Click it again to close the window.

Your penguin menu

Click your name at the right end of the toolbar.

Entry	Opens or does
Wallets & NFTs	Link and unlink wallets
Sign out	Leave the inn

Click anywhere else or press `Esc` to close the menu.

Room card

The card in the top-left corner of the room.

Button	Does
Inn	Steps outside, in front of the Inn
Outside	In an igloo: steps back out onto the Igloo Terrace
Ride down	In the Headroom: takes the cable car back down to the Upper Ring
Lobby	Takes you back to the Iceberg Lobby (not shown while you're in it or in an igloo)
Other rooms	Opens the Rooms window (in an igloo: **Other igloos**)
Settings	Owners only: the room's settings

Buttons on cards and panels

Icon	Name	Where	Does
	Profile	Penguin card, friends list	Opens the profile
	Trade	Penguin card	Starts a trade
	Add friend	Penguin card, Requests tab	Sends a friend request
	Ignore / Stop ignoring	Penguin card, profile	Hides or shows their chat
	Report	Penguin card, profile	Reports them to the staff
	Give rights	Penguin card in your room	Lets them build in your room
	Moderate	Penguin card in your room	Kick, ban from room, mute in this room
	Kick	Moderate menu	Sends them out of your room
	Mute	Moderate menu	Stops them chatting in your room for a while
	Message	Friends list	Opens the Messenger
	Follow	Friends list	Takes you to their room. For an igloo, or an Inn room while you're on Moon Isle, a marker shows the way instead
	Accept	Requests tab	Accepts a friend request

Icon	Name	Where	Does
	Rotate	Furni panel	Turns the item
	Move	Furni panel	Moves the item
	Use	Furni panel	Switches the item's state
	Pick up	Furni panel	Puts your own item back in your inventory; anyone else's goes into its owner's cabinet
	Room settings	Room name, My rooms	Opens your room's settings
	Unban	Room settings	Lets a banned penguin back into your room
	Link …	Wallets & NFTs	Links another wallet to your penguin
	Unlink	Wallets & NFTs	Removes a wallet (not your last one)

Numbers worth knowing

Starting Krill	500
Daily bonus	25 Krill, once per day (UTC)
Penguin name	3–16 characters: letters, digits, `_` `.` `-`
Motto	up to 60 characters
Chat message	up to 100 characters
Private message	up to 200 characters
Rooms you can own	25, not counting your igloo
Room name	3–30 characters
Room description	up to 120 characters
Room password	3–32 characters
Furni per room	300
Furni bought at once	1–10
Friends	200, including requests you've sent
Furni per trade	20 per side
Linked wallets	up to 10
Ignored penguins	up to 100

Report details	up to 200 characters
Room mute	5, 15 or 60 minutes
Room ban	1 hour, 1 day or forever

REFERENCE

Glossary



The words you'll hear around the inn, from A to Z.

Accept	The first of the two steps that complete a trade. Both penguins accept the offers; any change clears both accepts. See Trading.
Badge	A small emblem on a penguin's profile, earned automatically, for example for owning a room or completing a trade. See Badges.
Ban	Being kept out. A room's owner can ban a penguin from that room for an hour, a day or for good; the inn's staff can ban a whole account. See Staying safe.
Grand Exchange	The public room where penguins sell furni they no longer need, to the walrus dealer or to each other at the market stalls. See The Grand Exchange.
Bingo	A game for a room full of penguins: the board draws numbers, and the first to fill a line on their card and call *BINGO!* wins. See Bingo.
Blacksmith	The smith at the forge on Moon Isle's Lower Ring who sells gear and mends worn or broken pieces. See Wear and the blacksmith.
Build rights	See *Rights*.
Card	The little panel that opens when you click a penguin, with their name, motto and buttons.
Condition	How much wear a piece of gear has left, from 100% down to *Broken*. It shows as a thin bar, green, then amber, then red. See Wear and the blacksmith.
Confirm	The second and final step of a trade. Only when both penguins confirm do the offers swap.
Daily bonus	25 Krill paid once per day (UTC) when you sign in. See Krill.
Door	The tile where penguins enter a room. Nothing may be placed on it. The **Door** setting of a room decides who may come in: **Open**, **Locked** or **Password**.
Fee	The 10% of the price the Grand Exchange keeps when your furni sells at a market stall. See Selling at a market stall.
Fish log	The row of fish on your profile card: every kind you've caught, how many and your heaviest. See Ice fishing.

Follow	Jump into the room a friend is in, from your friends list. A friend out on Moon Isle shows no **Follow**; if they're somewhere you can't jump to, the inn marks where they are instead.
Furni	Short for furniture. Everything you can buy in the Shop and place in a room: seats, tables, lamps, rugs, plants and more.
Game furni	Furni from the Games tab of the Shop that anyone can play with, such as fishing holes, snow piles and the ice die. See Mini-games.
Guest	A penguin played without a wallet. Guests are tied to the browser they were made in and are lost when you sign out, unless you link a wallet to keep them. See Keeping a guest penguin.
Ignore	Hiding a penguin's chat and whispers from yourself. See Ignoring a penguin.
Ice staff	A two-handed weapon from the magician on the Lower Ring that hits creatures from a few steps away. See The magician's ice staffs.
Inn	Waddle Inn seen from outside, where a visit starts (if you left off on Moon Isle, you come back out there instead). Each door and window is a public room, and so are the market stall by the jetty (the Grand Exchange), the cellar stairs (the Krill Bowl) and the kiosk right of the path (the Penguin Exchange); the guest wing holds the player rooms.
Isle Grand Exchange	The second Grand Exchange, on the east side of Moon Isle's upper ring, where penguins trade gear and the resources their igloos harvest. Its walrus buys gear only. See The Isle Grand Exchange on Moon Isle.
Inventory	Everything your penguin carries: furni and gear that isn't placed in a room or put away in your cabinet.
Kick	Sending a penguin out of your room. They can come back right away.
Krill	The currency of Waddle Inn. You start with 500 if you sign in with a wallet, or 100 as a guest or with Google.
Krill hunt	A small pile of Krill that now and then appears on the floor of a public room. The first penguin to step on it gets it. See The krill hunt.
Land Bank	The marble hall on the north side of Moon Isle's upper ring, where igloo owners collect their share of the Land Pool, 1% of the fees the inn takes. See The Land Bank and the Land Pool.
Land Deed	An NFT on Terra Classic that builds an igloo home on Moon Isle's Igloo Terrace. Its igloo yields a daily harvest of resources for the workshop. See Igloo homes.
Land furni	Furni made at the workshop from a deed's resources, not sold in the shop. See The daily harvest and the workshop.
Layout	The shape and size of a player room, chosen when the room is created.

Linked wallet	A wallet that belongs to your penguin. You can sign in and pay with any of them, and their NFTs count. See Wallets and NFTs.
Listing	A piece of furni you've put up for sale at a market stall. It waits on the **Your listings** tab until someone buys it or you take it back.
Lobby	The Iceberg Lobby, the Inn's main hall, behind its main door.
LUNC Penguin	An NFT on Terra Classic whose complete look your penguin can wear while one of your linked wallets holds it. See Wearing a LUNC Penguin.
Penguin Exchange	The public room where LUNC Penguins and Land Deeds are bought, sold, offered on and sent, each trade signed in your own Terra Classic wallet. See Trading LUNC Penguins.
Messenger	Private conversations with your friends, including friends who are offline.
Mini-game	Ice fishing, snowball fights, belly-slide races, bowling, snooker, the quiz, bingo, the ice die and the fish machine. See Mini-games.
Moderator	A member of the inn's staff, marked **Mod** (or **Admin**) next to their name. Staff handle reports and can mute or ban accounts.
Motto	A short line about yourself that others see on your card and profile.
Mute	Being unable to chat for a while. Room owners can mute a penguin in their room; staff can mute an account everywhere.
Neighbours	The rooms you can see behind the walls of the room you're in. Click one to go there.
Navigator	The **Rooms** window for finding and entering rooms. Opened with **Rooms** in the toolbar or **Other rooms** on the room card.
NFT	A token on a blockchain. LUNC Penguins and Land Deeds are NFTs on Terra Classic; see Wallets and NFTs.
Owner	The account that created a room. A room stays yours whichever penguin you wear. Only the owner can change its settings, give rights and kick, mute or ban visitors.
Prize pot	Krill on one of an igloo's games, from visitors' entry fees and anything the owner adds; whoever wins the round against at least one other player takes it, less the owner's cut. See Tip jars and prize pots.
Public room	A room run by the Inn, open to everyone. Players can't build in it.
Report	Telling the inn's staff about a penguin who breaks the rules. See Reporting a penguin.
Rights	Permission from a room's owner to build in their room: place, move, turn and use furni.

Set bonus	An extra bonus for wearing several pieces of the same gear set, such as all-driftwood or Camp Runner gear. See Gear sets.
Shout	A chat message that starts with `!` and appears in a bold bubble.
Splat	In a snowball fight, being hit three times. A splatted penguin slides back to their team pad and the other team scores.
Staff	The moderators and admins who look after the inn.
Wallet	A browser extension such as Keplr, MetaMask or Phantom that holds your crypto addresses. You sign in with it, pay for Krill with it and hold NFTs in it.
Walrus dealer	The walrus at the Grand Exchange who buys Shop furni for half its Shop price and loot gear for a fifth of its worth, on the spot, but pays nothing for furni that fell in a fight. See Selling to the walrus dealer.
Whisper	A private chat message to one penguin in the same room, or nearby on Moon Isle: `/w name message`.
Word filter	The inn's automatic filter that replaces rude words in chat with stars.