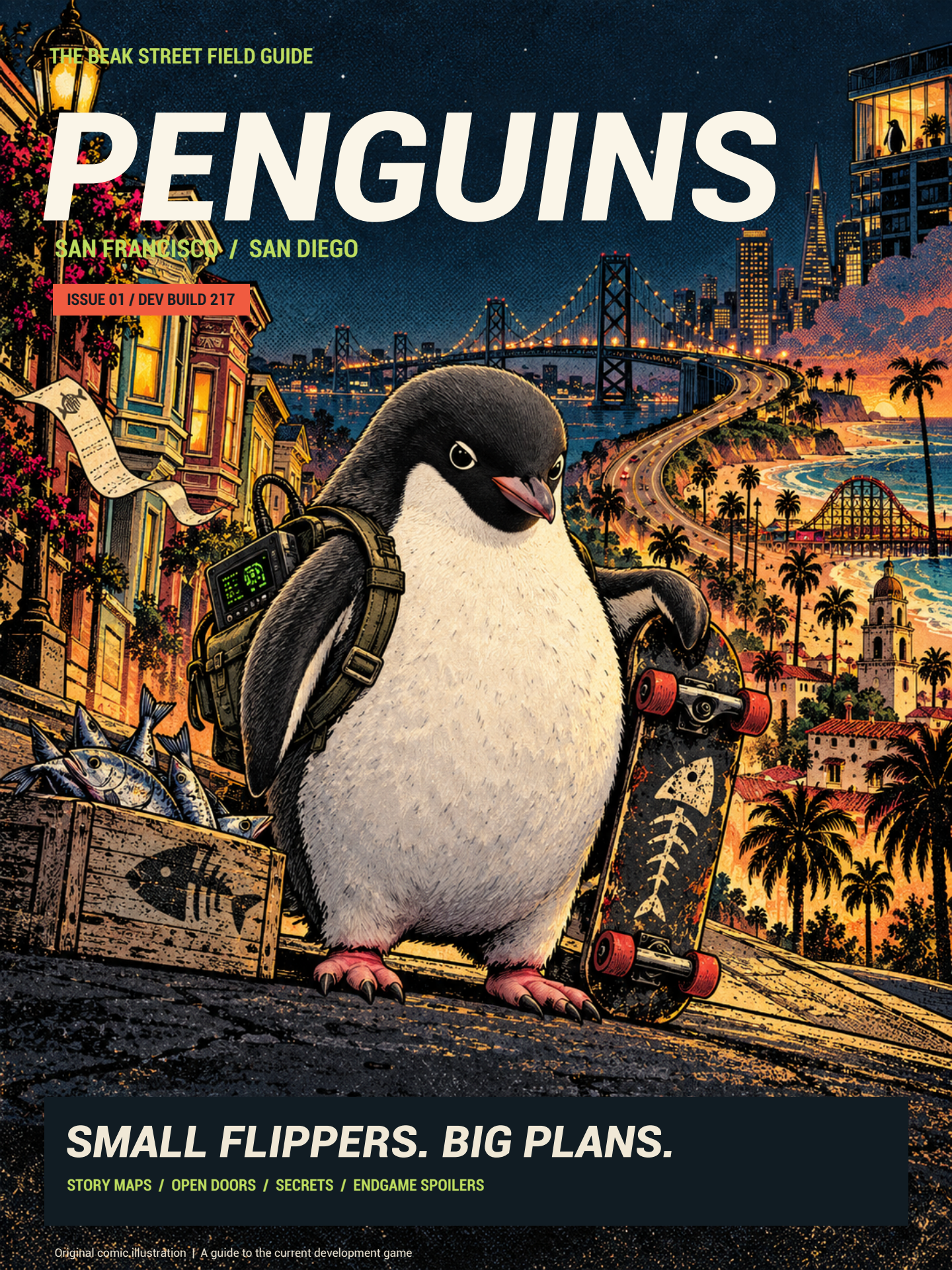

THE BEAK STREET FIELD GUIDE
PENGUINS
SAN FRANCISCO / SAN DIEGO
ISSUE 01 / DEV BUILD 217
SMALL FLIPPERS. BIG PLANS.
STORY MAPS / OPEN DOORS / SECRETS / ENDGAME SPOILERS
Original comic illustration | A guide to the current development game

READ THIS FIRST.

A pocket-sized strategy magazine for a penguin with two cities, one bag, and absolutely no business plan.

THE DEAL

You arrive with a cooler and a borrowed room. Small favors turn into a neighborhood co-op, bigger heists, an AI company, and eventually a home above the skyline. The joke: even at the top, the crew still wants the kettle on.

HOW TO READ THE MAPS

SOLID ARROWS = MUST HAPPEN FIRST

A mission or purchase gate really blocks the next step.

SIDE BRANCHES = YOUR CHOICE

These arcs earn money and tell other stories. Some have their own required local finales.

PARALLEL STORIES, ONE ACTIVE JOB

Alternate between available arcs. Finish or cancel the current job before accepting another.

IN THIS ISSUE

03-05 Your penguin + first night
06-09 The campaign + AI archive
10-13 Friends, rides + salvage
14-18 Open doors, homes + style
19-20 Controls + practical tips
21-22 The ending [SPOILERS]
23-24 Route notebook + credits

YOUR ONLINE COMPANION

Visit penguinsthegame.com/field-guide/ for the page reader, searchable jobs and locations. Click a prerequisite to follow the chain. Read without an account, or download this guide to keep.

Story spoilers appear throughout dependency pages; the final scene is explicitly marked. Guide logic checked against build 217 sources. Catalog coverage is not a claim that every job has a bespoke movie or was freshly playtested.

PICK YOUR SMALL MENACE.

Six creator penguins. One shared world and campaign. Your chosen body and outfit become the hero; the story contacts keep their own identities.



BIG GUS

The big silhouette.



FOGGY

Compact. Unbothered.



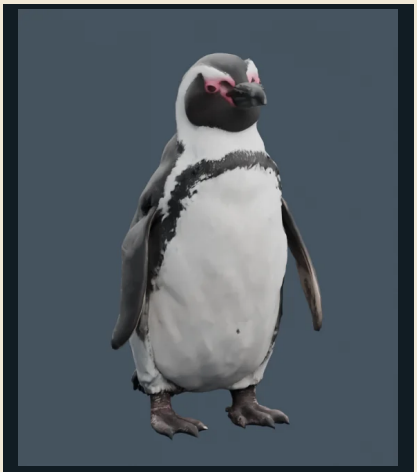
SUNNY

A crest with attitude.



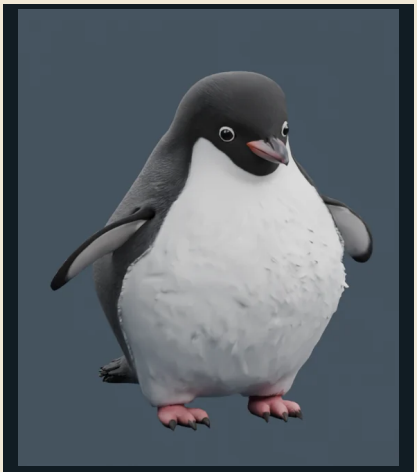
GUSTOPHER

Formalwear comes built in.



LAZLOVICH

Cool name. Correct spelling.



MAXI

Small, round, ready.

Existing Blender production renders of the game characters. The cheeky captions are zine flavor, not character-specific stats. Visit Build Your Look for fitted slots, colors and owned city finds.

ONE COOLER. TWO CITIES.



Original comic retelling of the arrival prologue. Maxi represents whichever penguin you choose; this illustration is not an in-game capture.

YOUR FIRST NIGHT.

Begin at the Borrowed Nest, 1839 Alemany Boulevard in Mission Terrace. The room is usable immediately; you do not need $900 just to sleep there.

01

COLD START

Skipper / $150

Carry out your first delivery. Earn money before you start spending it.

02

THE WHARF RUN

Big Gus / $400

Move the loaded cargo to its destination, park, get out and finish the handoff.

03

RADIO SILENCE

Moxie / $650

The orange radio kit is a distinct heist. Work its three-signal lock, escape and return.

AFTER RADIO SILENCE, THE CITY OPENS UP

The AI archive, South Bay, Waterfront and Sparks entry job become available. You can keep following the city story or take a detour. Wings & Wrecks opens one job earlier, after Wharf Run.

Save with intent. Finish or cancel active work, lose wanted stars, then sleep at home. Sleeping sets the next resume location. The $900 lease is a later ownership step.

THE CITY HAS A MEMORY.

Follow this exact order. Every chapter needs the city chapter directly above it.

01	**COLD START** Skipper / Carry	$150
02	**THE WHARF RUN** Big Gus / Drive	$400
03	**RADIO SILENCE** Moxie / Heist	$650
04	**GHOST IN THE QUEUE** June Bug / Carry	$750
05	**THE HEAT BUDGET** Zip / Drive	$1,000
06	**UNEXPECTED INPUT** Pebble / Escape	$1,500
07	**TWO ASSISTANTS, ONE FISH** June Bug / Investigate	$900
08	**CHIPS AHOY** Big Gus / Drive	$1,400
09	**THIS MEETING COULD BE A FISH** Rook / Repair	$1,800
10	**SELF-IMPROVEMENT SOCIETY** Zip / Investigate	$1,800
11	**RUNWAY MONEY** Sourdough / Escape	$2,400
12	**BUDGET BRAIN, PREMIUM PROBLEMS** Sunny / Repair	$1,800
13	**SMALL MODEL ENERGY** Pip / Carry	$2,000

CITY 12: A HOME UPGRADE OPENS

After Budget Brain, Premium Problems, the Hayes Victorian can be bought for $12,000 if you already own the starter lease.

THE CITY HAS A BEAK.

Continue the city chain. Chapter 26 finishes this branch; the AI archive still matters for the final ending.

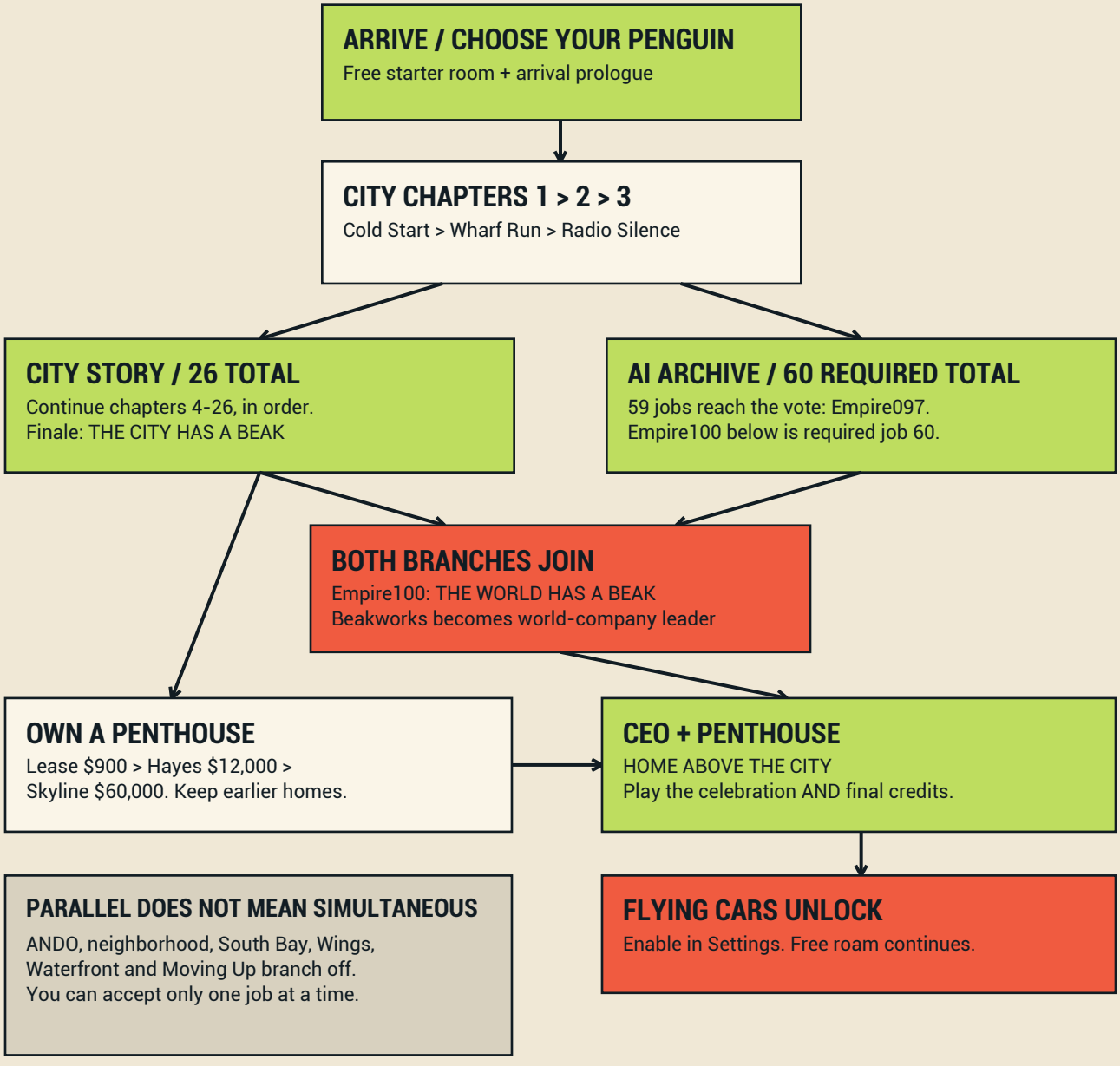
14	**A MILLION TOKENS AND NO KEYS** Foggy / Investigate	$2,800
15	**CLOUD NINE, FLOOR TWO** Big Gus / Drive	$3,600
16	**THE DESK JOB** Rook / Investigate	$3,200
17	**MACRO MESS** Domino / Repair	$4,200
18	**BACKORDER TO THE FUTURE** Moxie / Heist	$4,400
19	**SPACE RENT** Marina / Drive	$4,800
20	**AN OPTION TO BUY A DOOR** Rook / Investigate	$5,500
21	**OPEN DOOR POLICY** Trolley / Repair	$5,500
22	**I O U A NEIGHBORHOOD** June Bug / Investigate	$6,000
23	**CLOSED LOOP, OPEN TAB** Zip / Repair	$6,500
24	**COPY, PASTE, PANIC** Echo / Heist	$7,000
25	**LOCAL LEGENDS** Sunny / Repair	$9,000
26	**THE CITY HAS A BEAK** Pebble / Heist	$15,000

CITY 26 IS A MILESTONE, NOT THE FINAL CREDITS

This clears the city gate for Empire100 and the $60,000 Skyline Nest purchase. Finish the AI archive too; page 22 shows the ending checklist.

WHAT UNLOCKS WHAT?

The important split: the city campaign and Beakworks archive can advance side by side, then meet at the world-company finale.



Optional on-ramps and equipment gates: pages 11-16. This is a dependency map, not a street map.

Orange = major convergence or reward. The property route is a separate cash + progression requirement. Larger printable version: Penguins-Story-Map.pdf.

THE BOX LEARNS TO TALK.

A dated story archive inside today's explorable cities. This is the game's authored retelling, with fictional penguin capers, not a historical city time machine.

01	NOV 2022	**The Night the Box Talked** Borrowed desktop > Beakworks begins.
02	FEB-MAR 2023	**Every Cafe Is a Startup** First demos. First team.
03	MAR-MAY 2023	**Please Hold My Context** Receipts, couriers, real rent.
04	JUL 2023	**Weights and Measures** A community lab takes shape.
05	NOV-DEC 2023	**Three Launches and a Kettle** Many models. One city.
06	FEB-MAR 2024	**A Million Things to Forget** The company gets a studio.
07	MAY-JUN 2024	**Look Who Is Talking** Voice, credit and accessibility.
08	SEP-DEC 2024	**The Cursor Has Legs** Permissions and a trusted network.
09	JAN-MAR 2025	**The Price of Thinking** Costs, routes, across the water.
10	MAY 2025-2026	**The World Has a Beak** Fictional finale: partners choose you.

THE SIX-STEP PATTERN

Within each ten-job era: **1 > 2 > 4 > 5 > 7 > 10** are required. Jobs 3, 6, 8 and 9 are optional. The next era follows job 10. Example: Empire001 > 002 > 004 > 005 > 007 > 010.

KEEP YOUR CREW CLOSE.

The player changes outfits. The crew keeps showing up. These are story roles, not separate playable campaigns.

SKIPPER

THE INTRODUCTION

Your first contact and the keeper of the original cooler. He brings the ending back down to street level.

BIG GUS

THE HEAVY LIFTING

Fish runs, computer moves and strong opinions about the kettle. He appears in city, archive and Moving Up work.

MOXIE

THE HEIST BRAIN

Radio Silence opens the bigger game. Later PIVOT jobs keep the pressure on the fictional broker racket.

JUNE BUG

THE RECEIPTS

Tracks evidence, credit and who gets left out. Two Assistants, One Fish is city chapter seven.

ZIP

THE FIXER

Cooling, cables, permissions and practical tech. Beakworks is built by making things actually work.

PEBBLE

THE LONG VIEW

Co-op contracts, money, partner votes and the final charter. Your city finale and company finale both return here.

And the network grows: Rook, Sunny, Foggy, Pip, Sourdough, Domino, Marina, Trolley and Echo enter the city chain. ANDO, Derek, Babe, Mateo, Sparks and the southern crew have their own branches.

SMALL FEET. BIG DESCENTS.



Native development gameplay capture, October 1 showcase.

ANDO / FTC

24 jobs. Buy the $100 board.
First Push leads through grip-tape diplomacy, Dolores hangouts, pool at Kilowatt and a Delirium toast. Later routes branch into hills, deliveries and a $1,200 crew finale.

MATEO / VALENCIA CYCLERY

18 jobs. Buy the $450 BMX.
Learn the marked course, clear real gaps, race riders and buy upgrades. Pedals $180; grip tires $140; hop kit $220. Valencia Has a Champion pays $1,400.

BOARD TIP

Hold Shift to push with the left foot. Release to coast, carve with A/D, brake with S and ollie with Space. Hills build speed; an active push is your extra effort.

Both branches are optional for the CEO ending. Buying a ride opens its first job; later jobs still need the listed prerequisites. Mount or stow through the bag.

THE NEIGHBORHOOD IS HOME.

These branches make the city personal. Pick a hangout, work a shift, earn a room, and still have time to do absolutely nothing in the park.

DEREK / 8 JOBS

1825 Haight: Welcome to Haight House pays $120 and grants your room key. Laundry pays $240: sort, load, start, wait, fold. Later: Gestalt shifts and a crew bus trip.

BABE / 6 JOBS

Meet her beside 535 Dolores. The first meeting unlocks companion follow. A blanket, dinner and a record become a relationship. The rear studio is a separate purchase.

DOLORES / 8 JOBS

Luis, Ricky and Round are the regulars; Marina and June Bug join in. Lunch, conversation, people-watching and pool. You can sit and talk without taking a job.

MAVEN / 10 JOBS

Match the drink tickets and handle neighborhood deliveries. Clock In, Cash Out repeats after the first shift: five orders, $240. A dependable way to refill the wallet.

THIRTEEN HOUSEMATES. ONE CHORE CHART.

Derek, John, Mikey, Sam, Kindle, Haidar, Chance, Davey, Doug, Loren, Abair, Evan and Kelly. Your room makes fourteen. Earn the key, then go through the front door and meet the flat from inside.

Molotovs is a social and pool destination used by other arcs, with Jason and Stephanie at the bar. It does not currently have its own separate multi-job series.

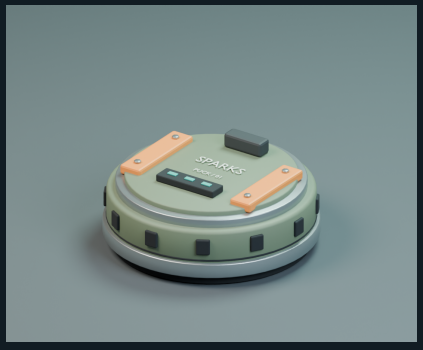
SCRAP HAPPENS.

Meet Sparks, the salvage inventor. Ten authored demolition jobs, local breakable targets, and an extremely short warranty.

GATE: FINISH THE FIRST 3 CITY JOBS

DO THE DEMO. OPEN THE STOCK.

Accept **Scrap Happens**, use the supplied mission loaners, finish the test and return. You earn **$400** and purchase access to all four gadgets.



SCRAP PUCK

$85

Attachable game gadget.



RATTLECAN

$60

A compact thrown gadget.



BOOM BOX

$95

A delayed speaker surprise.

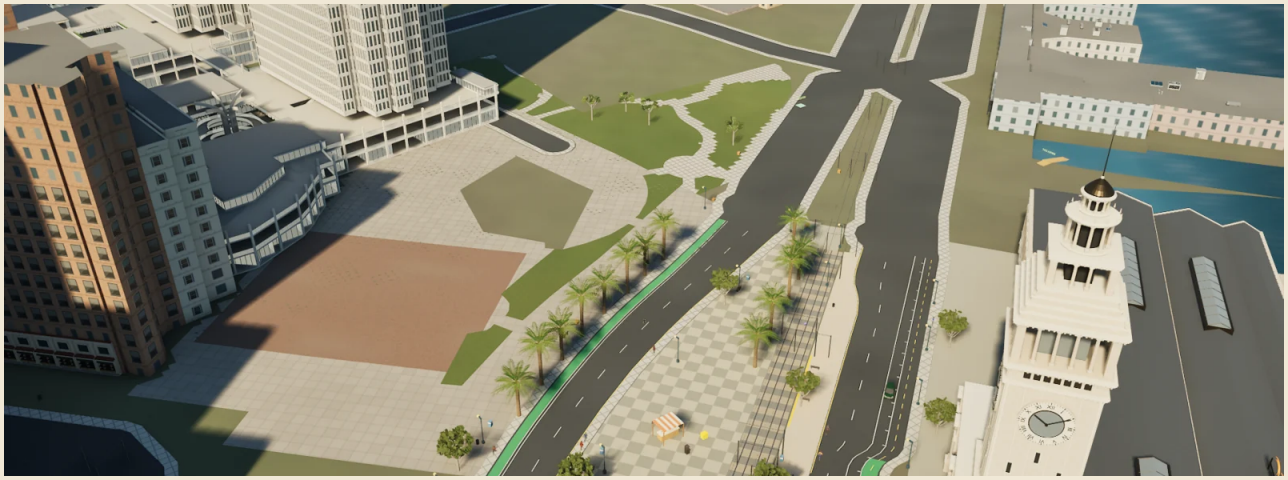
Existing Blender prop renders from the game production files.

PLUS: FOG TIN / $45 / A thrown smoke gadget for an escape opening.

Then keep going: Planned Obsolescence, Fog of Warranty, Hostile Takeover and Sunset Clause build into a bigger workshop story. Sunset Clause pays $5,000.

These are fictional game items. Stock is consumable and bought with game cash after the demo. The destruction is authored and local; whole-city demolition is not a promised feature.

OPEN DOORS / SAN FRANCISCO



Native development gameplay, October 1. Locations below are in-game representations.

HAIGHT / LOWER HAIGHT	FTC: boards + parachute; Haight House: earned room; Maven: shifts; Molotovs: drinks + pool; Toronado: counter.
MISSION / VALENCIA	Valencia Cyclery: BMX; Kilowatt: pool; Delirium: toast; La Cumbre + Pakwan: food; Gestalt: shifts.
STYLE + SALVAGE	Soft Landing Ink + Fogline Tattoo: apply owned ink at the counter. Treats: mopeds. Sparks: gear after the demo.
THE SHOP CIRCUIT	Firebird Yarns, Ceiba Records, Piedmont Boutique and Halos & Horns Tattoo each have a named contact and a three-job storefront route.

FIND THE ACTUAL COUNTER

Bag > Stores > PIN STORE sets directions. Walk inside and interact on foot, on the correct floor. Pinning a store is not a remote purchase. Use the reader's Places tab for the larger location list.

OPEN DOORS / SAN DIEGO



Belmont Park in native development gameplay, October 1.

SIX PLACES WITH THREE-JOB SHOP ARCS

PLACE	CONTACT	HUNT KEEPSAKE
Hotel del Coronado	Crumb	Tiny Concierge Bell
Gaylord Pacific	Patch	Expo Badge for a Fish
Westfield Plaza Bonita	Checkout	Mall keepsake medal
Verbatim Books / North Park	Footnote	First Edition of Lunch
Comic-Con Museum / Balboa	Panel	Zero-Issue Penguin Comic
Corvette Diner / Liberty Station	Chrome	Chrome Milkshake Spoon

The broader city-shop catalog contains **103 San Diego-region stops**. That does not mean every hotel room or mall tenant has an interior. The six hubs above have authored shop jobs; other stops offer their own catalog stock and exploration finds.

THE SOUTH HAS CONNECTIONS.

Radio Silence > Southbound and Downloaded opens the southern network. These adventures are optional for the CEO ending, but they have their own dependencies.

SOUTH BAY / 24 CHAPTERS

BERT / BALBOA

6 opening network jobs

SouthCoast01-06

JOEY / IMPERIAL BEACH

8 opening odd-haul jobs

SouthCoast13-20

OLLIE / MISSION BEACH

3 boardwalk jobs

SouthCoast24-26

SOUTH COAST / 36 CHAPTERS

GRANNY / NATIONAL CITY

6 opening computer jobs

SouthCoast07-12

TESSA / PACIFIC BEACH

3 beach-desk jobs

SouthCoast21-23

RITA / BELMONT PARK

4 initial repair jobs

SouthCoast27-30

THE CREWS CONVERGE

The Invoice Heist > Granny's Eleven > The Getaway Has Cupholders > Hostile Takeover, Friendly WiFi. The Center Street housewarming delivery also feeds the local finale.

SMALL ROOM, BIG NETWORK

All previous 35 South Coast jobs feed this local ending.

THEN: 8 ROBOTICS JOBS / SMALL FLEET, BIG BEAK

Some branches cross early: Granny 12 also needs Bert 06; Ollie 26 needs Tessa 23; Rita 30 needs Ollie 26. Follow exact prerequisites in the online job atlas. Waterfront is a separate six-job branch after Radio Silence.

KEYS TO THE CITY.

Use the starter room free. Buying its lease starts the required ownership ladder. Earlier homes stay yours after an upgrade.

BORROWED NEST 3 city chapters / lease	**$900**
HAYES VICTORIAN 12 city chapters + starter lease	**$12,000**
SKYLINE NEST 26 city chapters + Hayes	**$60,000**
BAYLIGHT LOFT 40 story jobs + Skyline	**$90,000**
CROWN OBSERVATORY 65 story jobs + Baylight	**$160,000**

MINIMUM PENTHOUSE LADDER: $72,900

Haight House	Free room after Derek01
Dolores Garden Studio	$2,400 / 3 city chapters
Tidepool Studio / Imperial Beach	$3,800 / 6 story jobs
Cypress Cabin / Coastlink	$5,200 / 8 story jobs
Third Avenue Flat / Chula Vista	$6,800 / 10 story jobs
Sunset Room / Coastlink	$8,500 / 12 story jobs
376 Center Street / Chula Vista	$9,500 / 12 story jobs
Workshop Loft / National City	$10,500 / 14 story jobs
Bridgekeeper Cabin / Marin	$18,000 / 20 story jobs

"Story jobs" means the broader StoryManager count; ordinary ANDO/neighborhood work pays cash but does not increment that property counter. Skyline, Baylight and Crown qualify for the ending; the others do not.

BUILD YOUR LOOK.

Most designs are free from the start. The twelve city-find designs unlock through a free gold parcel or an in-game-money purchase at the matching shop.



Build 203 wardrobe capture: older interface, existing game image.

CITY-FIND DESIGN	PARCEL SHOP / STREET
Tiny Head Chef	G & Y Bakery / 881 Clay
Steep Ambition	Tad's / 38-44 Ellis
Monocle of Means	Milano Gallery / 565 Grant
Portable Ecosystem	Flower Cart / 2 Montgomery
Cone of Authority	Cole Hardware / 956 Cole
Pocket Quarter Arcade	Anastasias / 1672 Haight
Bubblegum Moon Boots	Aqua Surf Shop / 3847 Judah
Ramen Royalty	Noodlepanda / 1055 Taraval
Crabby Kitchen Apron	Tennessee Grill / 1128 Taraval
Star Witness	Thepointeshop / 545 Golden Gate
Tourist Mode	G & H Liquors / 201 Jones
Fix-It Flippers	Ocean Cyclery / 1935 Ocean

Two different treasure loops: a gold parcel gives the first shop stamp and $20; special parcels also grant a design. Shop-job hunts use three fish clues and a return to the contact, earning a different keepsake. Color choices are included; preview, then save your outfit.

MOVE LIKE YOU MEAN IT.



Native development gameplay, October 1. Own a parachute before planning this exit.

ON FOOT	WASD move / mouse look / Space jump / Shift sprint
INTERACT / BAG	E interact / I or B bag / V cyberdeck / J jobs
GROUND CAR	W/S accelerate, brake, reverse / A/D steer / Space handbrake
CONTROLLER CAR	R2 forward / L2 brake-reverse / left stick steer
BIKE + BOARD	Board: Shift push. BMX: W pedal, Shift boost. Both: Space jump.
BAIL OUT / CANOPY	E exits the vehicle. In freefall: E, F or Space opens canopy.
DROP / REOPEN	F releases the canopy; deploy again with enough safe height.
UNDER CANOPY	WASD steer / S brakes. Reusable canopy repacks on landing.

MAKE DRIVING EASIER

Settings > Controls > Driving camera > Easy Follow keeps the camera behind the car. Free Look remains available. Use Controls to inspect or remap your controller bindings.

JOBS WITHOUT THE HEADACHE.

A marker, a briefing and an accepted job are three different things. The useful habit: accept, follow the active objective, do the action, then collect the result.

01 / PIN, DON'T PANIC

Open Jobs with J. Check the prerequisite and pin the current objective. Map is M or Tab; V opens penguinOS. A map pin itself does not accept work.

02 / ONE JOB AT A TIME

Finish or cancel the active job before starting a different branch. Story intros lead into the accepted mission; use replay to revisit a story deliberately.

03 / GET OUT FOR THE HANDOFF

Park, leave the ride, then interact on foot. Joey's marked-car orders require the actual customer vehicle, not a substitute. Follow each job's cargo instructions.

04 / LET THE ROOM DO ITS JOB

Derek's laundry happens inside Haight House: sort > load > start > wait 12 seconds > fold. Follow the indoor marker instead of circling the block.

05 / COLLECT, THEN RESET

Completion shows the money earned with a short sting; the receipt clears. Map teleport can interrupt active story work. Sleep/save between jobs, with wanted stars cleared.

06 / A BAD LANDING IS A SCENE

Fatal crashes have a short physical aftermath. When recovery becomes available, use Enter. Police recovery returns you through 850 Bryant; fatal recovery uses SF General.

Recovery uses Enter in this build; an older Help line still says R. Gamepad bindings can be customized. The guide is not a certification of every Bluetooth controller.

SAME CREW. BIGGER WINDOWS.



Original comic interpretation of HOME ABOVE THE CITY. Character appearances are illustrative; the game uses your selected penguin and outfit.

THE KETTLE SURVIVED THE PITCH DECK.

The crew reaches an earned suite above the city. Skipper still wants his cooler. Gus refuses a subscription kettle. Pebble questions the fish expenses. The robot gets nominated to run meetings.

"Same crew. Bigger windows. All right. Put the kettle on."

HOW THE STORY ENDS.

Becoming the world-company leader and owning a penthouse are separate achievements. Bring both together to unlock the celebration.

1

FINISH THE CITY

All 26 chapters, ending with The City Has a Beak.

2

FINISH THE REQUIRED ARCHIVE

60 required jobs across ten eras. Empire100 needs Empire097 and the city finale. Its reward is $14,280.

3

BUY A QUALIFYING PENTHOUSE

Own Skyline Nest, Baylight Loft or Crown Observatory. No mission automatically gives away the deed.

4

PLAY HOME ABOVE THE CITY

Use Jobs or the home desk. Clear wanted stars and active work. Babe joins the balcony scene if you completed Meet Babe; otherwise Skipper has that line.

5

LET THE FINAL CREDITS FINISH

The completed ending credits grant the flying-car entitlement. Skipping the scene or opening generic Credits does not. Replay if you skipped.

6

TURN FLIGHT ON WHEN YOU WANT

Enable Flying Cars in Settings. Keep exploring both cities, collecting outfits and finishing optional stories.

THE MONEY IS IN THE WORK

The 86 required jobs pay $185,850 gross before purchases. The minimum home ladder is $72,900. Optional jobs can rebuild your funds if the wardrobe gets there first.

YOUR NEXT GREAT AFTERNOON.

Suggested routes, not extra prerequisites. Pick a mood and take the next available job in that branch.

01

THE FIRST-NIGHT LOOP

Arrival > Cold Start > Wharf Run > Radio Silence > sleep at the Borrowed Nest. Decide whether the next day is city story or the archive.

02

THE NEIGHBORHOOD LOOP

Derek's welcome > laundry > buy the FTC board > ANDO's first push > Dolores with the crew. Meet Babe whenever you want the city to feel smaller.

03

THE SOUTHERN LOOP

Southbound and Downloaded > choose Bert, Granny, Joey or the beach contacts > follow their dependencies into the network finale > Robotics.

04

THE PENTHOUSE FUND

After Desk Job, the twelve Moving Up jobs pay $109,500 in total. Keep that money for the ownership ladder, or accept the consequences of excellent hats.

MY NEXT THREE THINGS

- [ ] _____
- [ ] _____
- [ ] _____

The online atlas contains 484 cataloged job rows: 26 city, 100 archive, 94 other story entries, 24 ANDO and 240 neighborhood/storefront jobs. Counts describe catalog scope, not 484 unique movies.

SEE YOU OUT THERE.



Existing Blender cinematic frame using game assets; not a gameplay screenshot.

FROM ONE BORROWED ROOM TO A CITY FULL OF STORIES.

A game by Lalo Adrian Morales. This zine maps the current development campaign, its parallel adventures and the places worth finding. Built for reading, scribbling on and sharing with the next playtester.

EDITION NOTES

Runtime facts: build 217 source audit, October 5, 2026. Older captures are labeled. Three new comic illustrations made with built-in image generation. Story fiction is not an independent AI-news report or a claim of business endorsement. Read the interactive edition at penguinsthegame.com/field-guide/.

Map data: OpenStreetMap contributors / DataSF / USGS. Roboto: Apache 2.0.