

Walkthrough

The walkthrough cannot give you turn-by-turn instructions because a number of elements in the game are randomized for the sake of making it more fun to replay. Consequently, the walkthrough will describe the major sections of the game and explain how to get through them efficiently (but maybe not the most scenic route). It will also flag situations where you have a choice that will lead to one ending versus another. Below, commands that you would type in are in *italics*.



Around The Town

- The goal in the first part of the game is to gain sufficient experience to be able to enter the Nyantech Corporate Offices at the center of town. A unicorn guards the entrance and won't let you pass until you have a high enough level, an impressive amount of XP, a few gym trophies, and some medals. He will let you know how many of each when you try to enter.
- Scan the town (*scan*). X is your position, P are pogostops, G are gyms, and N is Nyantech Corporate Headquarters.
- If you have files that were distributed with the game, one should be "diagrams.pdf", which has a map of the whole town. The file can also be found online at <http://pogomango.templaro.com/resources/diagrams.pdf>.
- Navigate around using compass direction commands (*n, e, w, s*). Town is a 7 x 7 grid. If you navigate too far in any direction, you will suffer the non-fatal consequences.
- There is one location in town (the Perilous Passageway), where you will be mugged. Repeatedly. You can ignore it entirely without negative consequence. However, if you persist in visiting this location, you can eventually plunder the Baseball Cap of Pogomastery by searching the garbage can there. When worn, the cap confers advantages in capturing pogomen and in battles.
- If you see a pogoman, *capture* it by throwing a pogoball at it (*throw pogoball at...*).
- Find a location with a pogostop. To get stuff from the pogostop, *spin* it. It will yield random amounts of pogoMeth (which can be used to *heal* wounded pogomen), pogoChum (which you can *feed* or *give* to pogomen for points), pogoIncense (which you can *burn* to attract pogomen), pogoEggs (which you can *drop* to hatch pogomen), and pogoBalls (used to *capture* pogomen).
- A pogostop cannot be immediately tapped again for more goodies; some time has to elapse. Figure out a good route to mine the local pogostops repeatedly until you are satisfied with the amount of swag collected. You can carry a maximum of 100 pogo-items, which is separate from all other inventory.
- Regarding captured pogomen, you can *feed* and *evolve* them. Evolving them makes them stronger (better fighters). You can *transfer* or *drop* pogomen in stock to get rid of them. Experience points are awarded for all of these actions.
- Once you have some pogomen, when you are in a location with a gym, you can *enter the gym*. The first few times you try this, it will crash your phone. You'll

need to type *reboot* (or *r* for short). Follow the prompts and keep trying, eventually you will get into the gym. Once you do manage to get in and not have your phone crash, a fight will take place. Your best pogoman will match up against whatever the gym has to offer. If you keep trying (by entering the gym), you will eventually win and get some trophies.

- It's worth persisting about gym entry because you need a certain amount of experience to progress to the next part of the game: entering Nyantech Headquarters.
- When you go to the center of town, the Nyantech Entrance, and try to enter the building, you'll be stopped by a unicorn, which will demand proof of your experience -- a certain amount of XP, player level, gym trophies, and medals. You gain gym trophies by winning gym battles. Medals are awarded liberally for interacting with the environment; chances are that if you have all the other criteria satisfied, you will also have enough medals. Some examples of things that yield medals: taking *inventory*, examining yourself (*examine me*), examining the phone (*examine phone*), or even waiting (*wait*, or "z").

Nyantech Office Building

White Level Access

- Getting into Nyantech Headquarters is the pinnacle of your gaming career, so once you get into the building you'll want to look around. You'll notice that there are two ways of navigating between floors of the building: stairs or elevator. The stairs run up the north side of the building. The elevator can be called by typing (*press call button*) and waiting for the doors to open. Once inside the elevator, *examine panel* and *press button* of your choice.
- Security for the entire building depends on a color-coded access scheme. Initially, your badge is white, affording you access to the Ground Floor (Lobby) and top floor (Cafeteria, Beverages, Snacks, Ball Pit, and the Observation Deck). Maps of the ground and top floor are included in the "diagrams.pdf" file.
- Navigate to the Cafeteria (top) level, and then *northwest (nw)* to Beverages.
- *Drink the koolaid*. Literally. Now your badge is green.

Green Level Access

- Next stop is the Legal Department located on the level below the Lobby, and now accessible by either elevator or stairs.
- Examine the computer screen there, which invites you to become a Nyantech Beta Tester. Follow the instruction to "*touch agree*". This will open the Beta-Testing Door to the *south*.
- The room one more to the south is the Cousteau Room, and its garage-door like barrier is locked. You need a garage door remote from the desk drawer in the Legal Department. In addition to open drawer and get remote, you will need to put batteries into the remote. *Take the clock, open the panel* on its back, and *take the batteries*, then *put batteries in remote*.
- *Go south* again to stand next to the Cousteau Room door and *press button* to activate the remote. When the door retracts, walk *south* and *get the wetsuit*.
- Navigate back up to the Ball Pit on the top level (*east* from the cafeteria).

- You can *wear wetsuit* before going east from the cafeteria or walk into the pit first and then put it on. Once wearing the suit, go *down, down, down*. You will have an encounter at the bottom of the pit that will turn your badge blue.

Blue Level Access:

- Take the stairs to one floor below Legal Department. The “*diagram.pdf*” will show the full layout of the building. You can now *go south* through the blue door to the Rick Astley Memorial Shrine.
- *Get walkman*.
- Navigate *up* to the Lobby.
- *Wear walkman* will drown out subsonic noise that repels people from the LAN Closet. You are now immune, so *go east* into the LAN Closet. *Turn off the phonograph* or *break the record* so you don’t have to keep listening to Rick Astley music.
- Your goal is to get to the Nyantech Cat, which orbits the building. To do so, you need to immobilize the cat on the south side of the building. *Examine cat control* to see the cat’s current position, then *pull plunger* to halt its rotation. The cat has momentum, so you need to wait until the indicator shows “N” and then pull the plunger, in order for it come to rest in the “S” position.
- Now navigate to the top level, out to the observation deck, and around to the southern side of the deck.
- *Unclip chain* from the railing. Then, either *go south* or *jump*. Either way, you’ll end up on top of the giant mechanical cat.
- On the cat, use “*fore*” (*f*) and “*aft*” (*a*) directions to navigate.
- *Go aft* to the Maintenance Hatch, then *down* to the Captain’s Cabin. Finally, go *fore* to the cockpit (Cat’s Head). Your badge should turn red.

Red Level Access:

- You can’t jump back up to the observation level, so you need to go out the support boom. *Go aft* as far as you can to the Gantry Chamber and then *outside* to the Gearing Assembly part of the building.
- Now, go *down* as far as possible, eventually crashing through the ceiling of the LAN Closet.
- Go west to the Lobby and then take the stairs to the bottom. From there, through the red door.
- *Drink or drop champagne* as you like, or *examine the dais* to advance the scene.
- Follow Elon Musk *down* to the MuskPod Station.
- Now *enter the muskPod*. To get it moving, *touch or examine the display*.

Pogoland

There is a major paradigm shift in Pogoland -- Pogoman GO! is less a game, and more a fight to survive. You may be hunting pogomen, but they are hunting you. There is a way out of Pogoland, if you survive long enough to accomplish it. However, several other ends are also possible. First, let's cover some pointers about how to survive, then an escape plan, and finally how to deal with various things that could happen to you.

Surviving In Pogoland

- Superficially, Pogoland is like the town where you began. You can use your scanner (*scan*) to see the town. It is smaller (5 x 5) and has pogostops but not gyms -- because fighting now takes place in the streets.
- As you notice when you arrive in Pogoland, if you *drop* a pogoman from your stock, it will stand guard, protecting an area. These defending pogomen are loyal to your team.
- If you move around (*n*, *e*, *w*, *s*), eventually you will encounter enemy pogomen who will attack you. You have five health levels (healthy, bruised, moderately wounded, near death, and dead). If you die, either at the hands of an enemy pogoman or by going too far over a town border, you will resurrect at the local hospital.
- You can *eat pogometh* to heal yourself, but it will scramble your senses for a few turns.
- If you are in a location where there is a defending pogoman and an attacking pogoman arrives, it will first battle the defender, buying you some time. Your defender may win or lose, but even if it wins, it will be wounded, and you may want to *heal* it.
- If you are facing an attacker, your defensive choices include *drop* a defender (one per location), *hit* the attacker, *capture* the attacker (who then becomes loyal), or just *go* in another direction; chances are the attacker will not pursue. You can also avail yourself of your *special attack*, which does a lot of damage but consumes XP.

Escaping Pogoland

- There is a motorboat below the Wharf (see "diagram.pdf") on the eastern side of town. To escape by boat, *get the watering can* from the Botanical Garden, *dump the watering can*, and *fill the watering can at the Service Station*.
- Navigate back to the Wharf, *down* to the fishing boat, *push the motor* (which was tilted up out of the water), *open the gas tank*, *fill the gas tank*, *tighten the gas cap*, *engage the choke*, and *pull the cord*. This leads to one possible ending of the story.

Being Captured By A Pogoman

- Eventually, pogomen start throwing pogoballs at you. If you are lucky, you might be able to *hit pogoball* to bust out.
- If you can't escape a pogoball, you will end up in a gym pitted against an extra-strong opponent. Your options here are the same as on the street, but you can also escape the gym by *climb rope*. If you are killed by the opponent (somewhat sublethally as it turns out), you will be scooped back up in a pogoball and

dropped off in the PogoChum Processing part of Nyantech Headquarters. If you manage to defeat the opponent, the only way out of the gym is to climb the rope.

- Given long enough, you will be captured by a pogoman and not succeed in escaping from the ball. In that case, you will be “transferred to the Professor”, again ending up on the PogoChum Processing floor of Nyantech HQ.

Processing: The Boss Battle

- Soon after arrival in PogoChum Processing, you are assaulted by Elon Musk. There’s nowhere to run -- with your access level, you can’t operate the purple-level elevator and there are no stairs.
- There is a way out, though: meat hooks travel along a track in the ceiling. If you jump, you can ride one right out of that part of the building, and Musk will not be able to follow. However, if he is alive, he will keep attacking you, so you will probably need to have enough pogoMeth on hand to keep healing yourself until you clear the area.
- Violence is an acceptable answer at this point. You have all your options including *drop* to deploy a defending pogoman to help, *attack Elon Musk*, or *special attack Elon Musk*.
- Aside from fighting, you may also be able to dispose of Elon Musk by capturing him in a pogoBall.
- This fight is for realies. If Musk kills you, it’s Game Over.
- If you win the fight, you can *take golden badge*, which is clipped to his lab coat. You now have access to every floor on the elevator, and each leads to an ending.
- *Undo* is not disabled, so you could check out other endings (although some depend on choices made earlier in the story and may not be reachable from this point).
- There are two possible endings from a short scene in Legal Department if you choose that level.
- After every ending (some more successful than others), you can check out some game statistics and trivia by typing “*amusing*”.