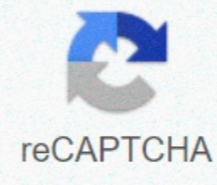




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Secret word club penguin mission 2

+100Join Yahoo Answers and received 100 points today. Terms • Privacy • AdChoices • RSS • Help About Answers • Community Guidelines • Leaderboards • Knowledge Partners • Points & Feedback Levels • G, outstanding inventor for Penguin Secret Service, needs your help with one of his latest projects. What can G do now? Mission 2 Medal. Letter from G's Secret Mission is the second PSA mission. In this mission, G needs you to test his prototype sleigh, but things don't go according to plan. You get lost in nature, trying to survive with almost no modern technology whatsoever. You'll have to do things like tame puffles, fish, create fire, etc. If you manage to do this correctly, you'll be rescued by Jet Pack Guy. Spoiler alert: Plot and/or end details follow. Instructions You start the task inside the sports store. G is standing behind the counter, and there is a mysterious object covered with a cloth next to him. Ask G for your secret mission, and he will give you a puzzle. Go to Ski Hill, where Sled Racing can be played (a live game) and read signs. There is a Tic Tac code on each point. One pointed towards Bunny Hill (a road with a rabbit in its name) reading MOGUL. That's the code you need. (Note: MOGUL may need to be typed in all lowercase letters.) Tell G the code, and he'll take the cloth off the object, reveal a sleigh. Your task is to check the sleigh and report back to him. Pick up the sleigh and put it in your inventory. Go back to Ski Hill, and get the sleigh out. Put it on the test run, and you'll be put in a mini game where you have to control your sleigh without crashing. You can't win, because the last obstacle is a giant record that forces you to crash. No matter how well you did in the mini game, you'll crash the sleigh and end up in the wilderness. The rest of the sleigh is next to you. Pick up some ropes, and Guide to Survival, and go as far as possible. Here you will find a ski. Put it in your inventory. Go left again, and you'll find some puffles. Click on them, and they will all get scared except for a black one. Go forward, and you'll end up by an O' Berry bush. Pick up some. You can only have three O' Berries at a time. While you are here, shake the tree to the right of the entrance to make the pot from autumn sleigh. Put it in your inventory. Go back to the black puffle and give him an O' Berry. He'll light the fire and quickly burn out, smile, and follow you. Walk to the right, then left, and you will end up by a river. Combine your skiing and ropes to make a fishing bridge. Put an O' on the fishing club. Click your fishing club, and click on the river. You will catch a Fluffy. While you are here, take the pot and fill it with water. Go left, and you'll find a record. Put it in your inventory. Go forward and you will end up by a cave. Push some bushes out of the way, the road, into the cave. Click on the gravel and they will make a circle. Put the log in there. Tear up your survival guide and place the scraps with wood. Feed the black puffle an O' Berry, and he'll light the fire. Boil the water, and drink it. Cook the fish, and eat it. You will fall asleep, and be awakened by something outside. Leave the cave, and you'll see Jet Pack Guy. He'll take you back to G. Tell him that the sleigh is dangerous, and G will say he'll keep working on it. He will also say that you can test a prototype of the sleigh anytime you want. He will thank you for your work, and the mission will be over. Gallery Share G's Secret Mission is the second PSA mission. In this mission, Gary the Gadget Guy needs players to test his prototype sleigh, but things don't go as planned. Instructions Click on G and ask him about new missions. He will give you a puzzle - the answer is tycoon. Now he will show you a new sleigh he is doing - you need to check driving it. Put it in your inventory. Go to Ski Hill/Mountain. Then there will be a run called Test Run - click on the sleigh on it. Try to dodge trees, logs, etc. You'll crash though. After you've crashed in The Wilderness, choose the survival guide in front of you - and pick up your left rope then follow your right path (with logs). Then follow the road to the left. Take three O' from the bushes. Then go to the right and you will see a pot in a tree - click on it a few times and put it in your inventory. Click on the path with the stumps on it, then click on the puffles. They will all flee except for a black one. Give the black-roofed fish one O'. Follow the road to the left. Add blue skiing to your inventory. Combine skiing, O'Berry, and rope to make a fishing pole. Then follow the path on the right side. Enter the right path again, then enter the path that shows the river. Collect logs and place it in your inventory. Next, go all the way to the left, put the fishing poles in the water and you'll catch a fish - put them both in your inventory. Take the pot from your inventory and fill it with water - and then put it back. Take the path of showing the cave, and go into the cave. Click the small rocks to make a circle for your campfire - put the logs on the rocks - then place the survival guide on the rocks. Give the black puffle an O'berry - then he will start the fire. Cook the fish, then eat it and boil the water to drink it. Then you will fall asleep and be awakened by an external noise. Go out meet Jet Pack Guy. He'll take you back to G. Congratulations! You have completed Mission 2! Request messages and resolve yours! The only way to enter the test run is by playing this mission. This mission marks the first appearance of Jet Pack Guy. It ticks the appearance of The Wilderness. Gallery See also Names in other languages Portuguese language name A Missão Secreta do G France La Mission Secrète de G Spain La misión secreta del agente G German Die geheime Mission von G Russia Секретное задание ареа Г. SWF Mission PSA Mission 2: G's Secret Mission Rooms Minigame Misc Community content available under CC-BY-SA Talk to Gary the Gadget Guy. Puzzle. 2. Use your spy phone, or map in the top left corner, to go to Ski Mountain. 3. Click on the mountain post sign. All the signs have an agent code on them. 4. Decipher the right sign, for Bunny Hill. It says: mogul (Other signs say slides, tubes, and hills, but you don't need to use those. If you want to decrypt them, use the translator in the bottom right corner.) 5. Go back to the Sports Store, and talk to G. 6. Type the mogul and then click Here's the word! G now tell you your mission is to test his new prototype sleigh driver. 7. Put the sleigh in your inventory. 8. Go to Ski Mountain. 9. Take the sleigh out of your inventory, and click on the TEST Run sign. 10. Click Yes, I'd check out G's sleigh right now if you want to check out G.11's sleigh. Steer the sleigh with your mouse. Don't worry if you hit things and can't steer very well. You should have collapsed! You wake up in the outback Club Penguin, behind the mountain. 12. Put survival guidelines in your inventory. 13. Move to the left, and place ropes in your inventory. You can read the Survival Guide if you want to see how to complete the task. Click the Survival Guide in the top left corner to read it. 14. Move back to the right, and then move forward to the berry O bush. 15. Put three O's in your inventory. You can place all three O's in the same inventory slot. 16. Move a little to the right of the berry O bush, to the tree with a pot in its branches. 17. Shake the trunk three times. The pot fell off. 18. Put the pot in your inventory. 19. Move back to the left a little until you see the stump. 20. Move forward to stump. You see five puffles. 21. Click on one of the puffles. The green, purple, pink, and blue puffles run away. 22. From your inventory, give an O berry to black puffle. He's your friend now. 23. Move left until you see the log. 24. Move to the log. 25. Put skiing in the left bush in your inventory. 26. Now back to the O berry bush. 27. When you are next to the O berry bush, go left until you see the stream. 28. Move to the stream. 29. At the stream, go left. 30. In your inventory, put rope on skiing. 31. Now put take an O berry from your inventory and place it on your new fishing pole. 32. Take the pole out of your inventory, and click the line. You caught a fish! 33. Place fishing sentences in your inventory. 34. Put fish in your inventory. 35. Take the pot out of your inventory. 36. Click the pot on the line. Scoop up some water. 37. Put the pot filled with water back in your inventory. 38. Go right until you see the cave. On the right is the diary. 39. Put logs in your inventory. 40. Move to the cave. 41. Click on the bushes, and then walk into the cave. 42. In the cave, move to the right. 43. Click on a stone to make a ring of fire. 44. Take the log from your inventory, and put it within fire. 45. Get the Survival Guide from your inventory, and put it on the log. The tour guide was torn apart and placed around the log. 46. Take the last O fruit from your inventory, and give it to the puffle. Puffle lit the fire. 47. Take the fish from your inventory, and set it on fire. 48. Click on the fish to eat it. 49. Take the pot of water from your inventory, and set it on fire. 50. Click on the pot of water to drink. You fall asleep, and then wake up. 51. Move left to leave the cave. Outside, an agent (Jet Pack Guy) flies in with a jet pack and talks to you. 52. Tell him what happened. He took you back to G. 53. Go back to G's office, tell G what happened. 54. Be sure to collect your medals and letters. Message.

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