

Oops, I messed up my schedule so now I have two party reviews in a row. Oh well.

Hello penguins! Today I am going to be talking about Operation: Tri-umph, also known as Operation: Doom. I sure am late posting this, so let's get started.

First of all, I am going to talk about the rooms. During the first week, only the Snow Forts was updated. I don't think this is a good idea, nor did the community, and I know why. This room isn't very special.



The dance floor does not look okay. It has these goofy ellipses in the middle that make the floor look odd; I'm glad they haven't done it since. The satellite sticking into the ground appears like it's facing completely in the opposite direction.... for some reason. I do like how the flags have been turned into disco balls, though. That's cool.

In the second week of this event, the Town was decorated, and all sprites in that room were shrunk down. This room is better than the other one.



It has a cool little baseball diamond and a set of roads with stoplights and a nice fountain, featuring a fluffy on top. The crate looks really cool and features a set of costumes available at the party. The satellite is the same, which isn't the best, but this time it makes sense because it's facing toward the three buildings that also have shrunken sprites.

In week three, my favorite decorations were released. Those decorations were the Plaza, the Mall, and the Pizza Parlor.



I like the Plaza, but I don't know why the Pet Shop, Park, the 3 Hotel rooms, and the Underground Pool aren't in gray. Oh well. I like how the items available in this room are in a briefcase instead of a crate as the last two were.



The Mall is even better than the Plaza. It has some really nice colors and is really interesting to look at, like old movies from the 1930s. It has a nice mix of black, gray, and white, mostly darker gray.



This room has a lot of darker shades of gray, which, as I said before, looks really nice against the white. I really like the shading on the counter and the puffle pizza machine.

Now I am going to judge review the music in this party.

The first track, [1105](#), is quite obnoxious. It has a ton of screaming in the background, and it gets annoying very quickly. It is quite repetitive and repeats itself after less than a minute, 55.353 seconds to be exact. It never comes to a complete stop; it is quite definite where it begins and ends. The buildup seems to have just 5 or 6 notes used multiple times. Somewhere near the middle of the track, there is a portion that just plays twelve notes, made up of four different piano keys, while someone repeatedly presses the same button on an 808 drum really quickly, which annoys me quite a bit.

The next track, [1106](#), which was played at the Mall, is a lot nicer. It features an 808 drum, and upright bass (I love the sound of upright basses), and a nice piano melody. The drums fit nicely and don't get in the way of the melody or the bassline. The song is quite nice and doesn't annoy me one bit (probably because it doesn't have any synths).

[Track 1107](#) sounds exactly the same as the regular Pizza Parlor music. Moving on....

The Plaza's music, [1108](#), is the theme from the play Ruby and the Ruby. It has a piano, what I think is a saxophone, and as an added bonus, in the background is the quiet sound of someone making music by blowing on glass bottles with various amounts of water enclosed inside. This

song is pretty fun, and while Ruby and the Ruby might upset you for a party such as this, it fits the tone relatively well.

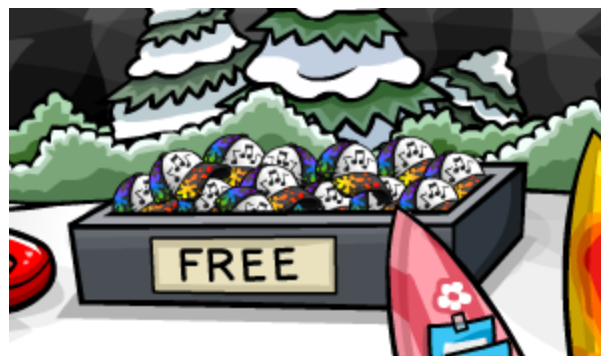
The Town Center's music, [1109](#), is a remix of [Track 297](#) from the Fall Fair parties, and is quite fitting with how much buzz the Town Center got in the second week of this party. It includes the buzzing of small vehicles in it, matching how it encourages playing around with little cars and stuff; not to mention that the most popular cars, the Wheelers, are from the Fair 2011.

And finally, the Cave Maze's music, [899](#), is welcoming and fun. It starts off in slowly, but gets better as time goes on. It begins with some odd (I think string) instrument, which plays two measures four times, but then it turns into an epic tune reminding me of the Festival of Flight for a few seconds and then encores the two measures four more times. After this portion of the track, a magnificent xylophone part is played and really reminds me of the Adventure Party 2009 and a bit of the Temple of Fruit and the Underwater Expedition from 2012. This xylophone part is definitely my favorite part of the song; I am a bit disappointed that it isn't present for longer.

The final track, which is titled [1110](#), is a direct remake of the music from the Ice Fishing pond in PSA Mission 5, Secret of the Fur. It has a sense of importance, and also has the added sound of EPF Phones being used in the background. It is a nice throwback and helps define the room as important.

The items were quite controversial for this party, and now I'll explain why.

This party has no new free items, but instead has 3 returning free items and 18 new free items for members only. They tried to boost sales for memberships, so they spent their time remaking some old free items as members only, when they should have just let them be. The worst of these is probably the Music Jam Cap (ID 1266). Said cap, which was re-released for the 10th Anniversary Party, is for all players; yet the Dance Battle Cap (ID 21077), which is completely identical, is for members only.



Besides that, a few of the items, especially in the Town Center, seem just a tad improbable. For example, a giant spoon, which will serve no purpose unless you run a blog such as mine or [PengFeed](#).



I know it's been said a bunch, but I wish they would've made at least three items for non-members.

And now, the most important factor of every party, the playability.

The first week, the Snow Forts was the only room, and it is the least fun of the three updates. All it really has is the dance floor to play with, aside from it being the Snow Forts.

The second week, we got a lot more things to do. The Town Center has a some really nice fun things to do. We get the roads and the baseball diamond.



The third week, the Plaza rooms were released, and this set was definitely the best. It had the maze returning from the Cave Maze event from May 2015. A lot of people reacted as if this was a bad or stupid thing, but I think it is quite wonderful. It gives newer players the opportunity to play a maze, and it adds to the otherwise small amount of events to do at this event. In doing this, they also give older players the chance to complete the maze, had they forgotten to log in for a few weeks in May 2015. I would say that the playability in this party is hit or miss.

The storyline for this event is simple and basic. Herbert decided that to make the penguins less of a nuisance, he would build a dance party at the Snow Forts. Second, he would use a shrinking machine to make all of the penguins really small. And third of all, he would take the color out of 2 and 1/2 rooms on the wonderful island of Club Penguin. To stop Herbert's evil scheme, the penguins had to find the main controls for the machines and shut it down. This is all well and good, except for a few questions: What would hosting a dance party do? I'm not completely sure. How would shrinking penguins make them less of a nuisance? Why didn't Herbert make any big machines like the Popcorn Bomb and the Sun Blocking Ray? This plan seems as he Herbert has stopped trying. In retrospect, this story sucks.

This party was a bit of a let-down. It had a few decent decorations, and the music was overall okay. The items weren't good, but it had a decent amount of things to do for a few days. The biggest problem was probably the story. I'd give this party a 4/10. Goodbye!