GAMER GUIDE

Two Point Museum Edition

Become the best curator in Two Point County,
and let your inner design-osaurs roar.



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WHAT IS TWO POINT MUSEUM?

Two Point Museum is arguably the most incredible creation in the history of Two Point Studios, the same developers that brought you Two Point Hospital and Two Point Campus. Set in the fictional world of Two Point County, players are thrown into the semi-expert shoes of fledgling curators to build their museums.

At its core, Two Point Museum is a management/building simulator, seeped in silly humour, oddities, and fun activities. The game keeps players on the edge of their seats, as there's always something new to discover while building museums, designing rooms, dealing with guests, training staff, or sending experts off on crazy expeditions to collect more items for your exhibits!

Let's dust off that old tome to discover a world of knowledge. This comprehensive guide will explain all the essential Two Point Museum aspects, from the areas to explore, to staff, expeditions, exhibits, currencies, and guests. To satisfy your ever-growing curiosity for knowledge, we've also got expert tips to share so you can become the best curator in Two Point County.



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MUSEUM LOCATIONS

There are five museum locations in the fictional region of Two Point County, each with its own speciality. You'll unlock and explore these locations, building incredible exhibits and managing your staff. At the heart of each museum location is a dedicated theme, connected to goals you must achieve as a curator in the game's campaign.

MEMENTO MILE

The first museum you'll manage, serving as a tutorial for all the game's mechanics. It has a Prehistoric theme, with cavemen, dinosaurs, fossils, bones, and much more. Memento Mile gives gamers access to the Bone Belt expedition location.

PASSWATER COVE

Bordering Two Point Sea, the Passwater Cove location features the Marine Life theme. You'll get to go on Sea expeditions, and Marine Enthusiast guests will visit your museum as you eventually start building aquariums.

WAILON LODGE

Featuring the supernatural museum, you'll build all kinds of creepy stuff in this location in the northernmost region of Two Point County. You'll start going on Netherworld expeditions, and even train specialised staff to capture ghosts.





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MUSEUM LOCATIONS

BUNGLE WASTELAND

After reaching Curator Class III, players will get to build up the Science theme museum in the abandoned Bungle Technologies facility. You'll send staff on Bungle Burrows expeditions to uncover high-tech secrets.

PEBBERLEY HEIGHTS

Located on Pebberley Island's Overgrowth Jungle, this location is perfect for the Space museum theme, as you'll investigate a piece of alien technology to start your journey. You can send staff on the Known Universe expedition and uncover sci-fi mysteries. Remember...the truth...is out there!

There are also a few pop-up museums featured in their own game mode, oftentimes with more minor, unique scenarios players can complete.

- County Archives
- Remote Rock
- Elementary Shoal
- Plywood Island (Explorer Pack DLC required)



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MANAGING YOUR STAFF

The heart of your operation is the staff. Players can hire new staff members as the game progresses, assign them to specific jobs based on traits and skills, fire or train them further, or even force them to take a break.

Managing your staff is a huge part of the fun. You take their job satisfaction and overall mood (happiness level) into consideration, customise their clothing, and much more. As staff level up, they gain qualification slots, boosting their overall performance.

LEVEL	EXPERT	ASSISTANT	JANITOR	SECURITY GUARD
1	Junior Expert	Junior Assistant	Junior Janitor	Junior Guard
5	Expert	Assistant	Janitor	Guard
10	Senior Expert	Senior Assistant	Technician	Security Officer
15	Leading Expert	Lead Assistant	Senior Technician	Security Warden
20	World-Class Expert	Head Assistant	Head Technician	Security Chief

PRO TIP:

Pay close attention to applicant traits during the hiring process, and use the application inspector to hone in on any issues before you hire someone. For example, a Janitor with the Toilet Terror trait might not be the best candidate for cleaning bathrooms.

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GOING ON EXPEDITIONS

A core gameplay mechanic in Two Point Museum is expeditions. After all, that’s how you unlock more exhibits and get items with a lot of Buzz, attracting more visitors to your museum.

To start sending your staff on expeditions, you must use the Helipad’s expedition button, select a map (Bone Belt, Two Point Sea, Netherworld, Bungle Burrows or Known Universe), and then select which Point Of Interest (POI) you want to send staff to.

You can only start an expedition if a list of requirements is met, including having an undamaged helipad, enough money, and enough qualified staff—for example, an expert at level 15 in a specific field, and sometimes, equipment. Last, you must decide if the expedition is Speedy, Safe or Detailed, with outlined in-game positives and negatives to consider.



PRO TIP:

As of the free Two Point Museum Update 3.0 patch, if you miss some staff members who went MIA during dangerous Expeditions, you can honour them by building an MIA Staff Exhibit in your museum.

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GOING ON EXPEDITIONS

On an expedition, one of 12 general event types can occur. Each event type has subcategories, creating hundreds of possibilities depending on the map and chosen POI.
Check out the 12 baseline event types.

- Curse
- Illness
- Trait
- Perk
- XP
- Money
- Change Traits
- Exhibit Quality
- Expedition Time
- Helicopter Damage
- Injury
- MIA

Once you send off staff members on an expedition, they'll be unavailable in their current museum jobs. The Helipad is unavailable until an expedition is completed. When the expedition ends, your helicopter will return and drop off surviving staff members, who'll earn experience.

You'll receive an exhibit, items, perks, resources or reward experience. However, you'll mostly use expeditions to farm for new exhibits and rare items.



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TYPES OF EXHIBITS

The main attractions of any museum are its unique and beautiful exhibits, placed carefully in beautifully decorated rooms. Without exhibits, your museum would not exist. They draw in visitors who purchase tickets when there are high-buzz items or exquisite-quality exhibits.

There are roughly 300 exhibits to uncover and build in Two Point Museum, leaving players spoiled for choice. Check out the exhibit themes and main categories for a solid overview of what you can expect to unlock throughout your curation journey.

PREHISTORY

Dinosaur Bones, Fossils, Ancient Inventions, Preserved History, Frozen Finds, Prehistory Mysteries, Interactive Displays

BOTANY

Man-Eating Plants, Edible Plants, Mountainous Plants, Tropical Plants, Foreign Flora, Interactive Display

MARINE LIFE

Coldwater Fish, Temperate Fish, Tropical Fish, Sea Monsters, Wetlantean Artefacts, Wetlantean Ruins, Interactive Displays



PRO TIP:

Open your Sticker Book or inspect an exhibit directly to learn more about each one, including precisely which map and POI it comes from.

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TYPES OF EXHIBITS

SUPERNATURAL

Cursed Objects, Ghost Dusting Equipment, Famous Spirits, Industrial Age Spirits, Natural Spirits, Dark Age Spirits, Sunken Spirits, Interactive Displays

SCIENCE

Custom Contraptions, Classic Contraptions

SPACE

Astral Anomalies, Cheese-Moonger Artefacts, Frogborne Artefacts, Space Gibbon Artefacts, Space Junk, Interactive Displays

GENERAL

Showcase Exhibit, Interactive Display, Reward Exhibit, General



PRO TIP:

Open your Sticker Book or inspect an exhibit directly to learn more about each one, including precisely which map and POI it comes from.

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THE MUSEUM GUESTS

Guests and their overflowing wallets are the lifeblood of your operations. They fuel what curators can do by spending money on tickets, exhibits, the gift shop, and more.

Many different types of guests will frequent your museum, from those who focus on specific museum types, such as Goths who love horror, to Space Enthusiasts, and even those meddling kids! There are 18 guest archetypes that may visit your museum.

ALL GUEST ARCHETYPES

Botany Enthusiast	Professor	Goth
Cave-Person	Science Enthusiast	Vampire
Cheese-Moonger	Space Enthusiast	Normal Guest
Child	Space Gibbon	Wetlantean
Clown	Supernatural Enthusiast	Marine Life Enthusiast
Frogborne	Tourist	Yeti

Players must cater to the different guest types to keep them happy, as they explore and find their favourite exhibits. A happy guest results in longer visiting times, bigger donations, and positive reviews!

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SPECIAL VISITS

As your museum expands and your reputation as a top-tier curator grows throughout Two Point County, events called Special Visits will occur. There are four main types of Special Visits.

COLLECTORS

A collector might visit your museum and find a particular exhibit intoxicating. They could make you an offer (roughly x2 to x3 the market value), and you can accept or deny it.

VIPs

You'll want to impress VIPs when they come to visit. These are celebrity NPCs from across Two Point County, who have very high standards in all respects, from exhibit quality to decorations, cleanliness and much more. If you manage to impress a VIP, you'll receive huge donations or even some personalised gifts. For example, Jasmine Odyssey will give you her Jasmine Album if she loves your decorations, Exhibit quality and the buzz surrounding top items.

SCHOOL VISITS

Prepare for many children running around your museum, and possibly touching stuff they are not supposed to. Each of the several schools in Two Point County has its own preferences, and what they want to achieve with a trip. If you impress during School Visit, you might get a boost to your rating.

DEPARTMENT OF CULTURE

You'll get an in-game notification explaining that a representative from the Department of Culture will visit your museum. These visitors are inspectors for specific aspects, such as Security, Health, or main museum types such as Science, Prehistory and more. Based on their experiences, you'll receive a rating, tied to various rewards.



EARNING KUDOSH & MONEY

As a management SIM, Two Point Museum has two main currencies: Kudosh and Money. Earning and managing these currencies opens up new possibilities for expansion, creativity, and prosperity.

KUDOSH

If you want to unlock most of Two Point Museum's customisation options, including hundreds of cosmetics, staff items and even some features, you'll need to earn Kudosh.
This is the game's secondary currency, which you can primarily earn by completing objectives from your Sticker Book.

Objectives include adding exhibits, completing guest requests, or adding features to your museum. As you progress through the game's main story, earning curator stars for completing specific locations or objectives, you'll earn a bunch of Kudosh, which you can then spend on unlocking items to purchase with in-game money.



MONEY

In Two Point Museum, earning money and spending it wisely is paramount.
You can use money to hire new staff, purchase more land, decorations, and almost everything else in the game.

Players can earn money through various means, including—but not limited to—selling exhibits to collectors, guided tours, tickets, guest donations, selling food/drink, items at the Gift Shop, and Sponsorship Agreements.



PRO TIP:

Only take out a loan as a last resort. Spend the loan money wisely, specifically on items or features that can make a profit, such as more vending machines if guests are going hungry, or donation stations.

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TIPS TO BECOME THE BEST CURATOR

Becoming the best curator you can be requires practice, trial and error, patience, and vigour! Learning the ropes is part of the Two Point Museum experience. However, we want to share some tips to help set you on the right path.

PICKING STAFF

Using the application inspector, you should always look for the best staff from the available pool. Avoid some Traits that go against your objectives or a specific job requirement. For example, you might discard a job applicant for a Security Guard position if they have the Sluggish trait, since they won't be able to catch up to criminals.

ALWAYS USE EXPEDITIONS

Whenever possible, you should have an expedition running. After all, expeditions fuel your museum, unlocking new exhibits and finding Buzz-worthy items. When you have enough cash, we suggest building a second Helipad. It's expensive, but worth it, especially since your Helicopter could get damaged, resulting in repair delays to get another expedition up and running.

LET YOUR CREATIVITY FLOW

When it comes to cosmetic items, from plants to paintings, colour schemes and much more, just let your creativity flow. Two Point Museum is all about creating your own experiences. Never be afraid to experiment; most importantly, create the museum you'd like to visit.

GUESTS KNOW BEST

Pay close attention to your guests' needs. While some specialised guests have specific requirements, for example, a Goth might like haunted items, most guests have the same basic needs. Have refreshment options available, enough toilets, and gift shop items, and keep your museum clean at all times!

SECURE YOUR EXHIBITS

At the start of a game, you might not think security is needed. However, as your exhibits grow in value, so do the chances of pesky thieves ruining your day. Always hire enough security guards and keep these employees happy. Place items such as the free-standing 360 camera strategically to deter potential criminals, and always ramp up your security measures at your most valuable exhibits.



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IS EXPLORER PACK WORTH IT?

If you already own Two Point Museum and have noticed an Explorer Pack upgrade, or you plan to pick up this fantastic management sim and are now left with the choice between the Explorer Edition and the Standard Edition, we've got you covered.

Inside the Explorer Pack, you'll find a whopping 5,000 Kudosh, and most importantly, an exclusive pop-up challenge museum called Plywood Island, alongside a unique exhibit and a new map location to explore.

- 5000 Kudosh!
- Exclusive Map Location to explore for a unique exhibit.
- Exclusive pop-up challenge museum.
- Prestige Package - start your museum with a rare, high buzz level item
- Explorer staff outfit.
- Additional interactive display.
- Decorative archway.
- x2 decorative items.
- Explorer ticket desk theme.
- Explorer helicopter skin.
- x3 unique statues.
- x3 floor decorations, x3 wallpapers.
- x3 bench styles.
- Staff Replenishment Trunk, which provides additional bonuses after a perilous expedition!

The only other gameplay advantage with the Explorer Pack is a Prestige Package, and Staff Replenishment Trunk, which isn't a big deal at all.

So is the Explorer Pack worth it? If you love Two Point Museum and want to experience everything, it might be worth opening your wallet. It's up to every player to decide if the primarily cosmetic content warrants the asking price.

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THANK YOU

The best page