

Homework Rush

This document will help you understand the game's content better. For each level of the game, you will have a list of vocabulary and tips to help you if you struggle at any point.


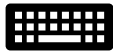





If these tips are not enough and you still feel lost, you can refer to the full game guide in the annex of this document.

Overview

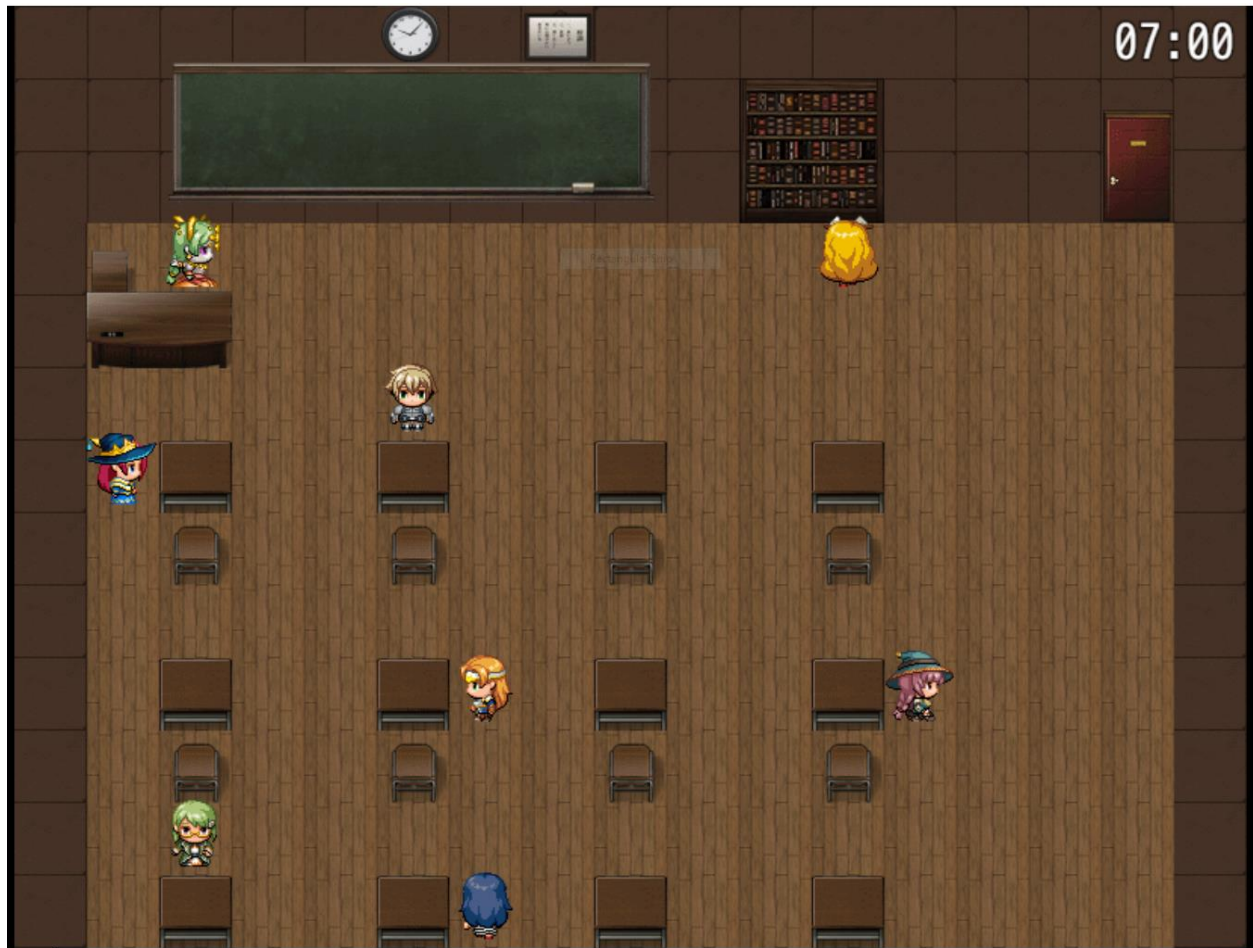
Synopsis

Sammy forgot to do homework; they have 8 minutes to ask for help and get answers from their friends. They ask for favors in return.

Controls

			
Move	Left click	← ↑ ↓ →	 tap where you want to go
Select (talk, take objects...)	Left click	Spacebar	 tap
Menu	Right click	Esc	 or 

The School



Understanding the text

Expressions, emotions, traditions and habits

English	Translation/meaning
Joke	
This better be a joke	
Hurry	
To be willing to	
In return	
A can (of liquid)	
To make up one's mind	
To be dying to do something	
To be lying	
To deliver	
Here you go!	

Speaking of...	
While doing something	
To be down for a rematch	
To be done with something	
Sure, but...	
A wallet	
To steal	
I'll be right back	
To notice something	
Take your time	
A classroom bench (table)	

Understanding the game

What is happening?

The game is about Sammy, who forgot to do his homework and needs to complete it before the teacher asks for it. The player needs to help Sammy get everything he needs to write his homework before the time runs out.

What you should notice

The player should pay close attention because the NPCs won't repeat the quest multiple times.

Tips and help

Objective: Get the 5 answers to the homework by talking to people and helping them.



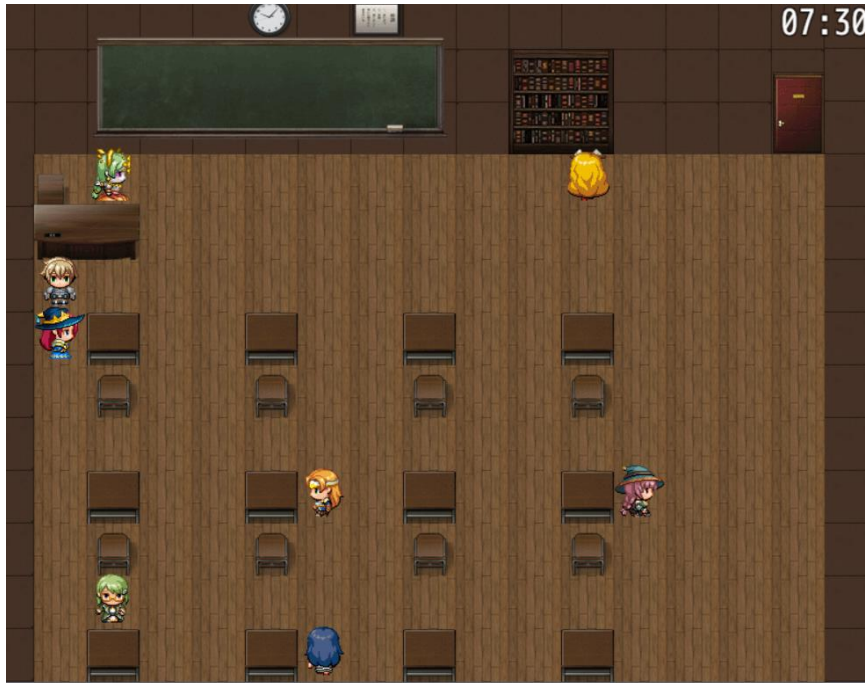
Don't hesitate to interact several times with an NPC to get more information or advance the conversation.



NPCs who don't give you general trivia are the main characters.

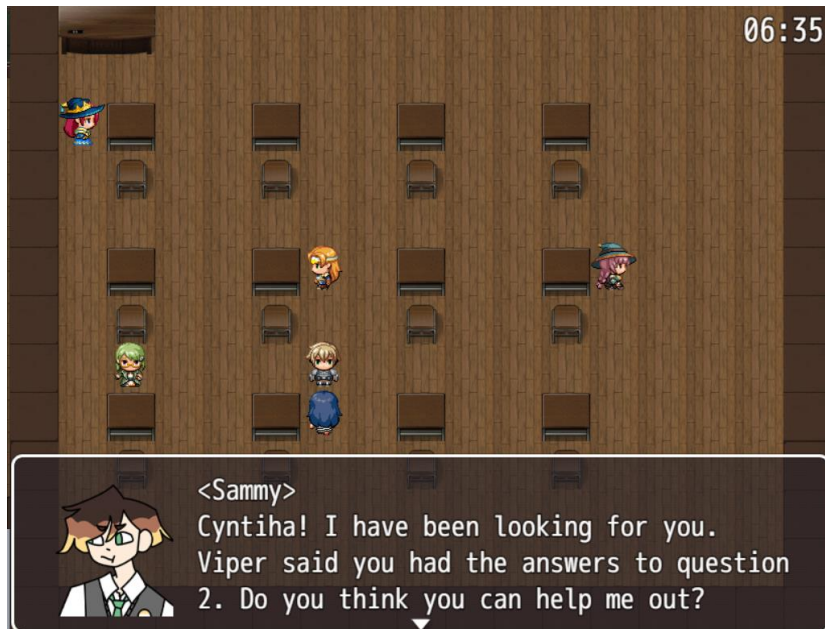
Annexe: Full game guide

Viper



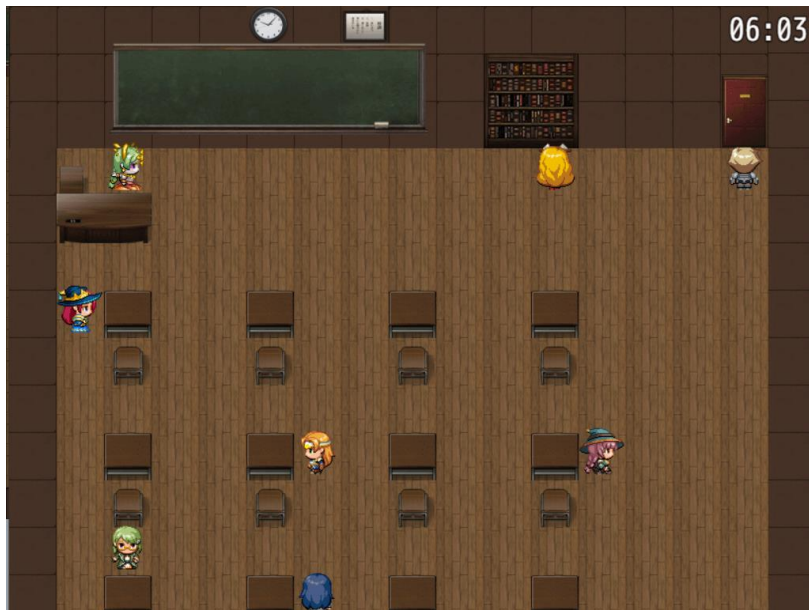
Talk to Viper twice and accept her task.

Cynthia

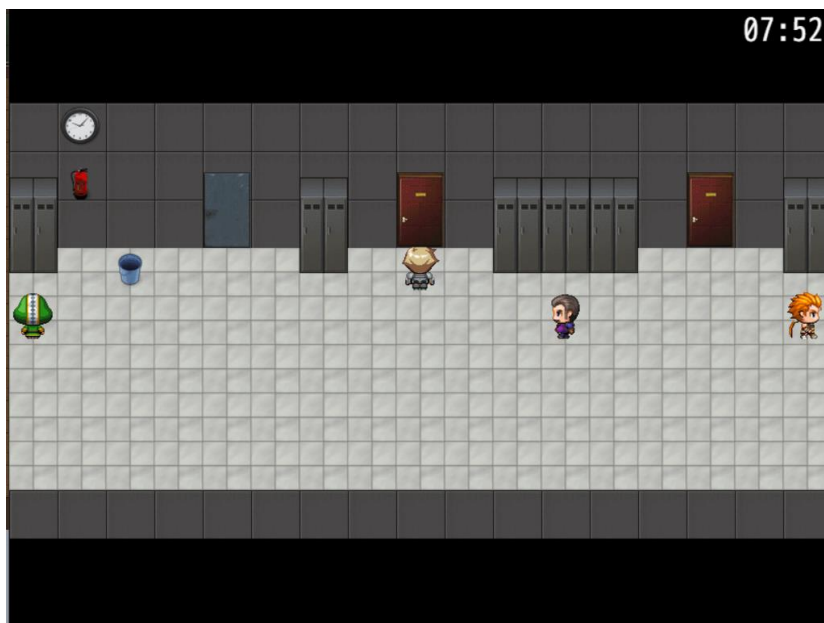


Talk to Cynthia twice and accept the task.

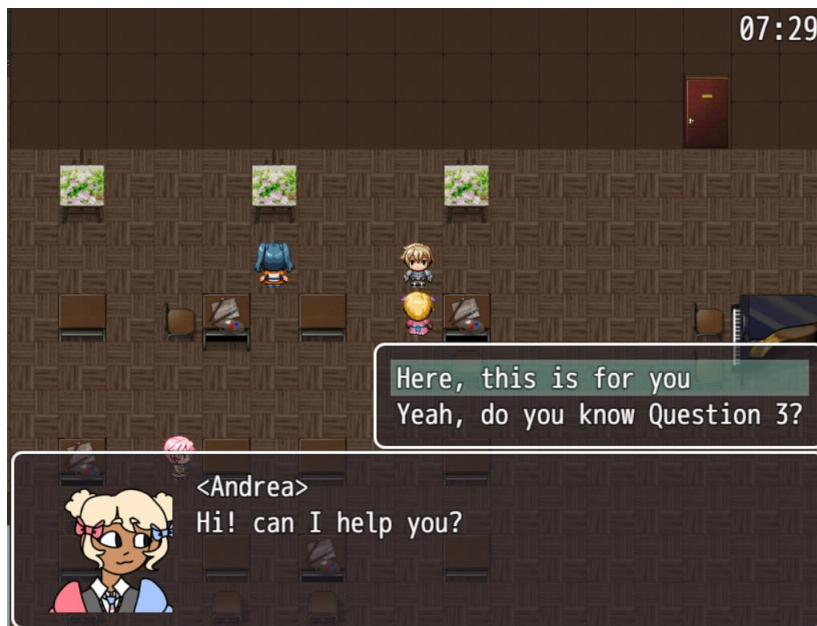
Andrea



Get out of the classroom



Go to classroom B

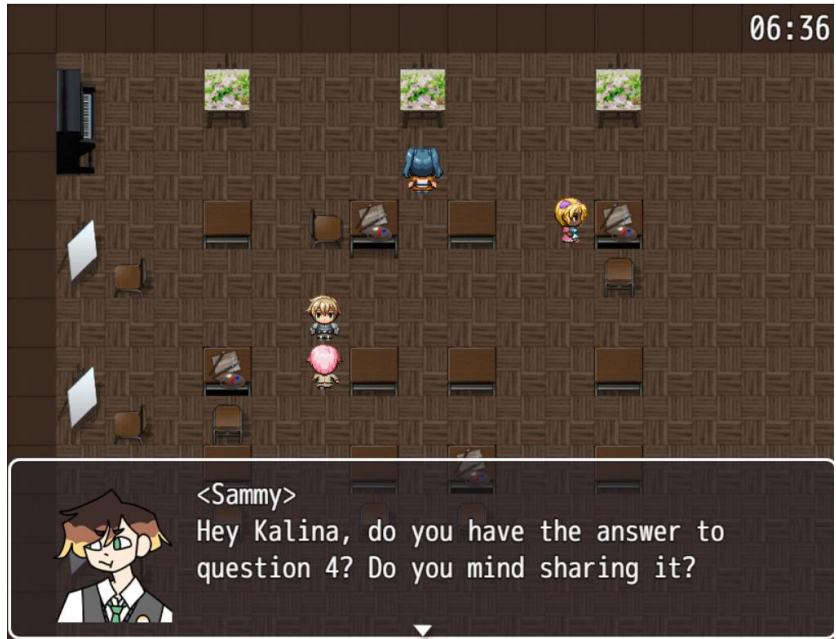


Talk to Andrea.

Give her the letter.

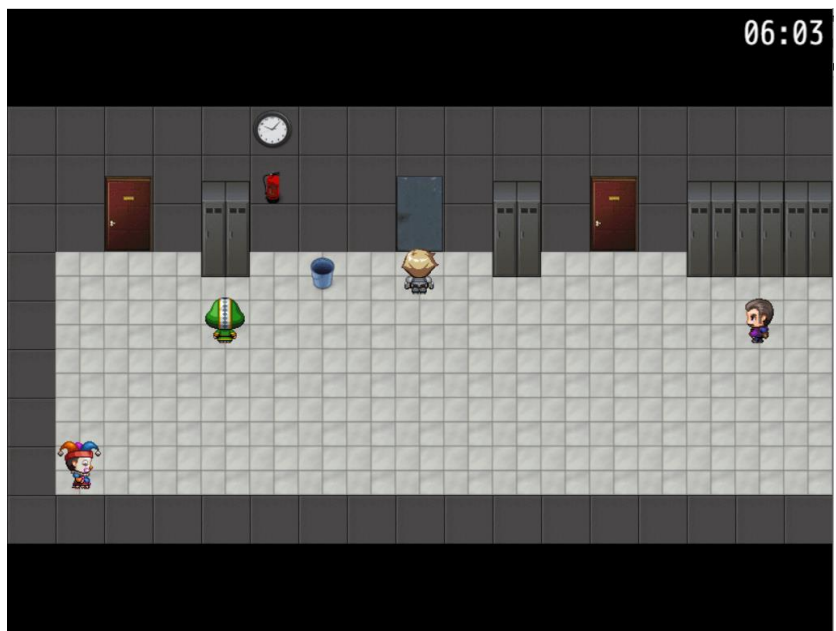
Then, ask her about question 3 and pick "rock".

Kalina



Talk to Kalina

Accept to help her find her wallet



Go to the breakroom



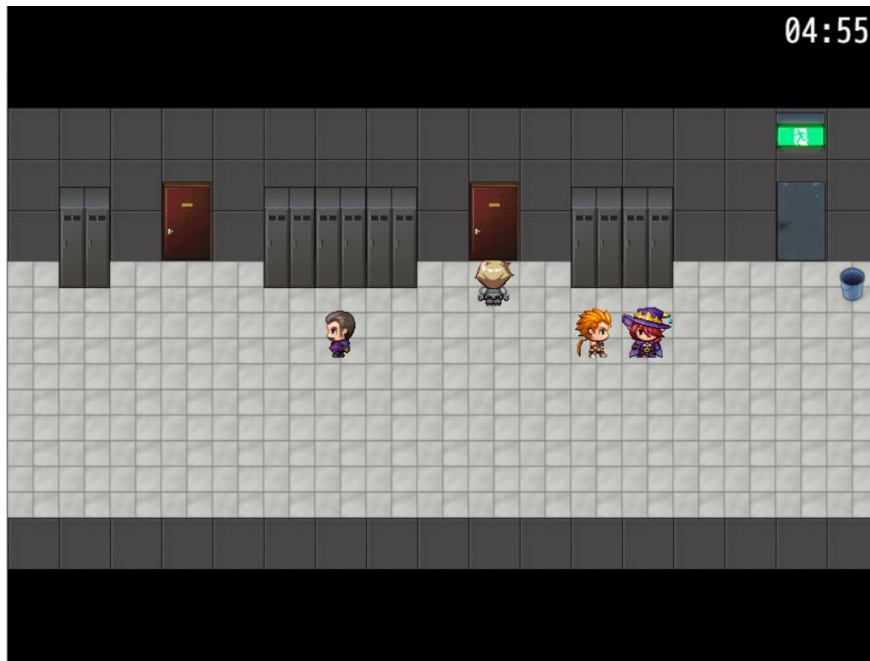
Buy a cherry cola



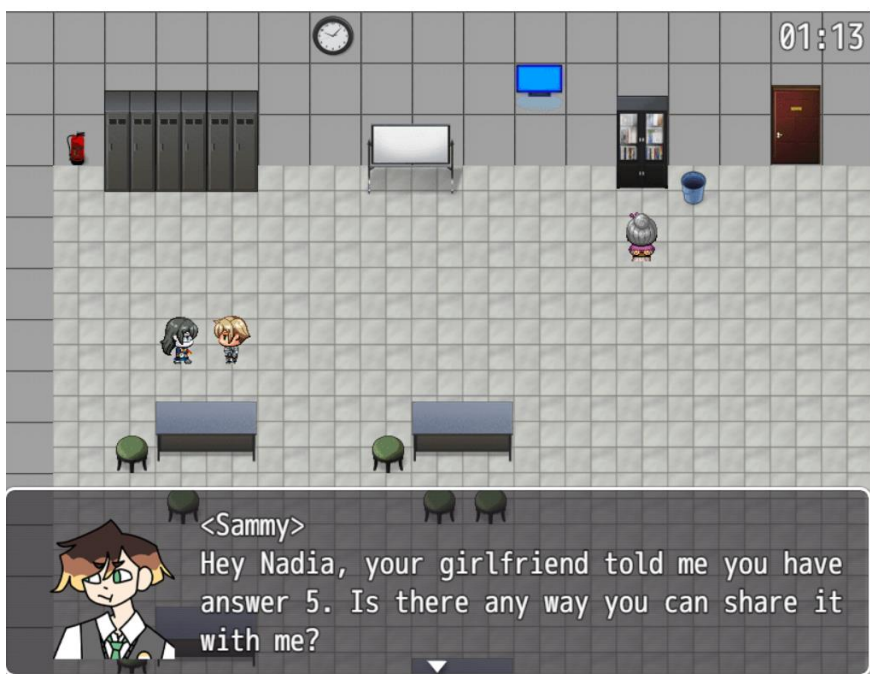
Search the dustbin for Kalina's wallet.

Bring it back to her. Talk to her again and she sends you to Nadia.

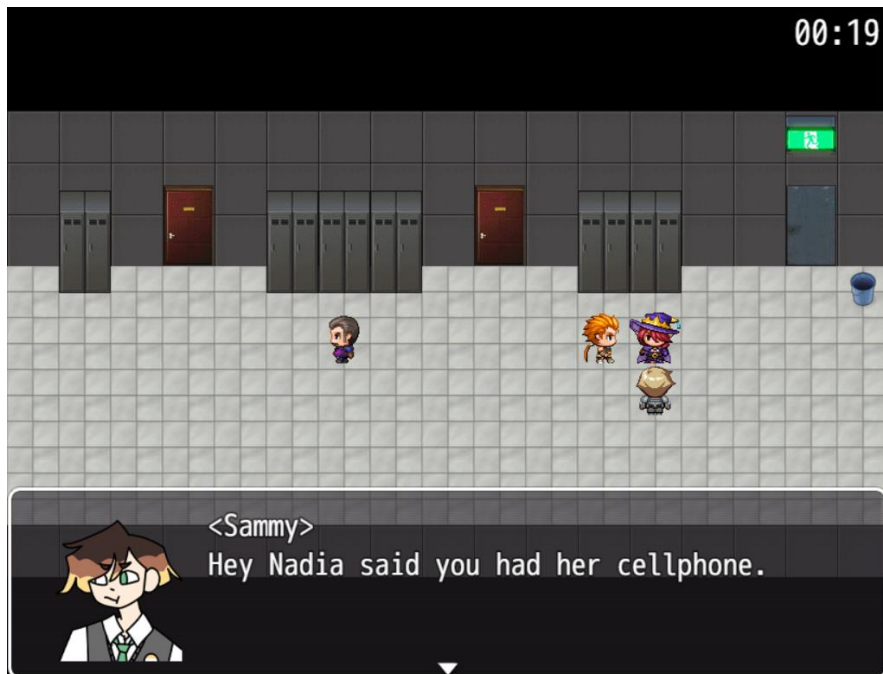
Nadia



Go to classroom C



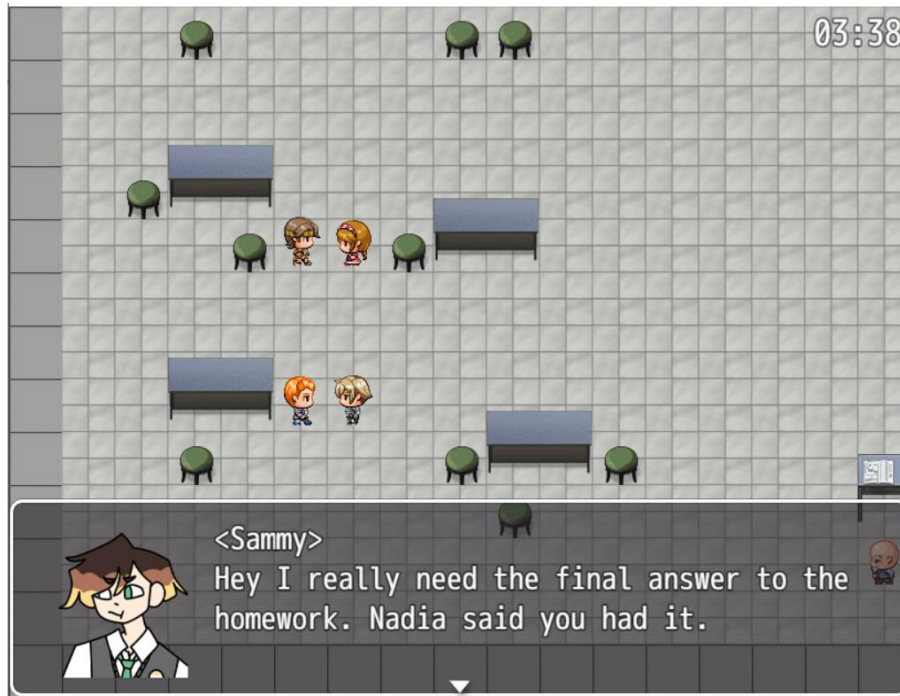
Talk to Nadia



Get Nadia's phone by Wanda.

Bring it back to Nadia and talk to her, she advises you to talk to Ethan.

Ethan



Talk to Ethan



Get the homework in classroom A: second row, first table.

The End



Talk to the teacher and tell her you finished the homework.



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