

# The Bardic Tale

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.


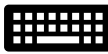
If these tips are not enough and you still feel lost, you can refer to the full game guide in annex of this document.

## Overview

### Synopsis

A barde who has buried her feelings for a long time tries to warn people about the great danger of the end of the world through her songs. As nobody wants to take action because they don't think they can change anything and it is too late, she puts the blame on their emotions that are paralysing them. She will meet a great help, or maybe it was just bad luck...

### Controls

		
Move	Left click	← ↑ ↓ →
Action button	Left click	Spacebar
Open/ close menu	Right click	Esc

# Phase A - The introduction scenes



## Understanding the text

English	Translation
"In your misery, there is one hope"	
Audience	
Audience	
Bard	
Emotional	
Enough	
Fed up	
Incoming danger	

Lack of	
Lifestyle	
Lot of	
Must	
Receptive	
Threat	
To appreciate	
To be affected	
To be aware of	
To be welcomed	
To blind	
To bore	
To cast a spell	
To convince	
To cut off from something	
To fight against	
To have trouble	
To prevent from	
To remove	
To restore	
To take action	
To try	

To warn	
Wish	

## Tips and help

**Objective:** Go talk to people and find the Firefly.

💡 If in doubt, go talk to people around you.

## Phase B - Exploring the street

To be able to see the king, you need to find a way to calm down the situation and restore emotion to people.

### B.1 Learning the first emotion



## Understanding the text

### Vocabulary and phrases

English	Translation
Bucket of water	
Burst into tears	
Crocodile tears	
Dehydrated plant	
Down	
Empty swing	
Grave	
Inspiration	
Item	
Morose	
Notebook	
Pain	
Related	
Sadness	
Scratched child	
Sorrow	
Tears	
Tears of joy	

To explore	
To gain	
To hurt	
To share	
To write something down on	
Topic	

## Understanding the game

### What is happening?

There is a man blocking the way to the castle. You need to help him and share the correct emotion with him to continue your journey.

### Tips and help

**Objective:** You need to find 5 elements in the street to learn a new emotion



Find the clickable items on the map and interact with them. Each item gives you a word.



Talk to the man who is blocking the street: he needs your help!



Find the corresponding idiomatic expression related to the correct emotion.

## B.2 Learning the second emotion



## Understanding the text

### Vocabulary and phrases

English	Translation
Anger	
As red as a beetroot	
Cracked wall	
Fury	
Inspiration	
Irritate	
Item	
Mad	

Notebook	
Rage	
Related	
Spicy dish	
Sword	
To broke	
To catch someone red-handed	
To explore	
To gain	
To go through	
To see red	
To share	
To write something down on	
Topic	
Torn clothes	
Torn paper	
Toy	
Violence	

## Understanding the game

### What is happening?

There is a King's guard blocking the way to the castle. He wants you to take care of the King's children before going to see the king.



## Tips and help

**Objective:** You need to find 5 elements in the street to learn a new emotion.

- Find the clickable items on the map and interact with them. Each item gives you a word. Find the corresponding idiomatic expression related to the correct emotion.
- Talk to the King's son next to the guard: he needs your help!
- You can go into the coffee shop (with the beer sign).

### B.3 Learning the third emotion



## Understanding the text

### Vocabulary and phrases

English	Translation
Birthday cake	
Pile of gifts	
Fruit basket	
Colorful plant	
Cheerful	
To share	
To write something down on	
Topic	
Notebook	
Related	
Glad	
Cuddly toy	
Delight	
Joyful	
Content	
To be on cloud nine	
To have one's head in the clouds	
A cloud on the horizon	

Happiness	
Guards	
To be able	
To feel in tune with	




## Understanding the game

### What is happening?

There is a birthday party going on here, but no one is enjoying it.

### Tips and help

**Objective:** You need to find 5 elements in the coffee shop to learn a new emotion.

-  Find the clickable items on the map and interact with them. Each item gives you a word. Find the corresponding idiomatic expression related to the correct emotion.
-  Talk to the King's daughter in front of the cake: she needs your help!
-  With the new emotion you learned (happiness), you can calm down the King's son.

# Phase C – The castle

## C.1 – Meeting the King



## Understanding the text

### Vocabulary and phrases

English	Translation
To meet	
To trust someone's feelings	
To disappoint	
To amplify	
To think straight	
To unite	
To cooperate	

Doomed	
Overwhelmed	
Wisely	
Special	

## Understanding the game

### What is happening?

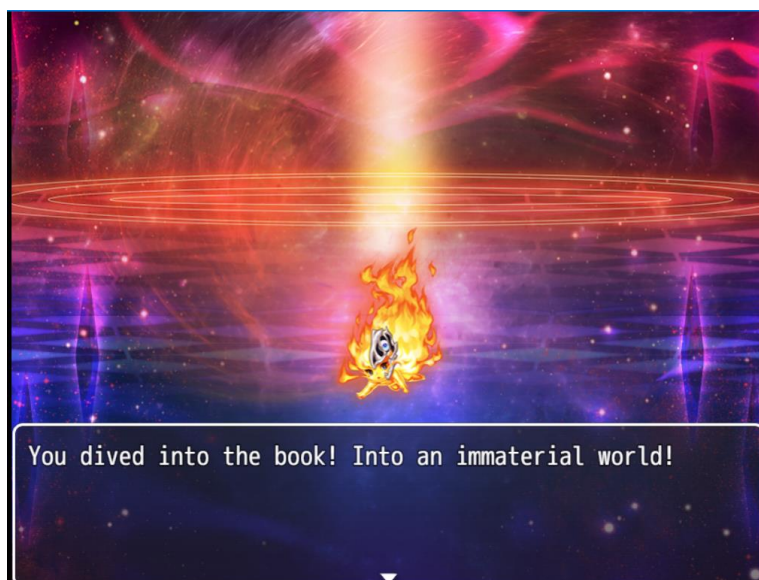
You meet the King in his castle. You need to ask him for help.

### Tips and help

**Objective:** to restore the king's emotion.

💡 Talk to the King.

### C.2 – Learning to manage emotions



## Understanding the text

### Vocabulary and phrases

English	Translation
To dive into	
Immaterial world	
Fight	
Run away	
Fireballs	
Tornado	
Arrows	
Acceptation	
To struggle	
Poison	
Thunder	
Sword	
Assent	
To succeed	
To master	
To obtain	

Philosopher's stone	
In peace with	
Explosion	

## Understanding the game

### What is happening?

The King gives you his special book, as he is too overwhelmed to think correctly.

### Tips and help

**Objective:** Win the fight against the 2 monsters.

💡 Maybe you don't need violence to win the combats. Try to accept or assent your emotions.

💡 Go to your inventory (touch escape) to see the philosopher's stone and use it.



### C.3 – Helping the King to save the world



## Understanding the text

### Vocabulary and phrases

English	Translation
To cooperate	
Destiny	
To stop	
Make a speech	
Go away	
Metaphors	
Adventure	
During	
Skills	



Understanding	
Managing	
To believe	
To destroy	
Naturally	
He cannot stand	

## Understanding the game

### What is happening?

The King made a speech to motivate his kingdom, but no one wants to take action. What will you do?

## Tips and help

**Objective:** Motivate people to take action and fight the end of the world.

💡 If you go away, you lose the game...

# Annex: Full game guide

## Roadmap and solutions

### Phase A – Player's exposition of the story and controls

The game starts with a cutscene and a dialogue introducing the character and the plot. The barde asks to sing in a bar, but the barman rejects her. The player has to understand the situation by talking to different people and finding their companion in the game (Firefly).

#### A.1. The introduction scene

- **Goal:** Understand the situation by talking to people

In the bar, the player needs to talk to the barman. After the conversation, the player can leave the bar, there is nothing left to do.

Outside the bar, in the street, the player can talk to the people. To move forward in the game, they have to talk to the man with a sorcerer hat. To facilitate the understanding of the game, there is a little animation explaining what happened. The player can both listen or/and read the explanations.

After talking to the Dark Lord, the Firefly appears in the bottom left of the screen game. The player needs to talk to her. She will propose her help and transport the player to the following map.

### Phase B – The Barde learns to share emotions

#### B.1 – The emotion of sadness

In the street, the player needs to talk to the man blocking the path. He lost his dog and doesn't know what to feel. The player needs to help him feel the right emotion to make him take action and go find his dog.

- **Goal:** find the correct emotion to share with the man blocking the road and help him know how to react.

The player must explore the map and find 5 elements that will provide them with specific words, all related to one lexical field: the emotion of sadness. The five elements to find are:

- A dehydrated plant which gives the word “morose”
- An empty swing which gives the word “down”
- A grave which gives the word “sorrow”
- A scratched child, which gives the word “pain”
- A bucket of water which gives the word “tears”

After the player finds these 5 words, the Firefly asks what idiomatic expression the words make the player think of. The player must choose between three idiomatic expressions representing emotions to unblock the poem to share sadness:

- Tears of joy,
- Crocodile tears,
- Burst into tears

The correct one is “Burst into tears”, as it is related to the emotion of sadness.

After correctly answering, the player gains a new competence: sadness.

Then, the player can talk again to the man blocking the path and teach him sadness. He will realise that he needs to look for his dog and leave. The player can leave the map.

## B.2 – Learning anger

The player needs to talk to the King's guard. He doesn't want to let the player go to the castle because the King's children are not well.

The player needs to talk to the King's son (the boy next to the guard). His brother broke his toy, and he doesn't know what to feel. The player must explore the map and find 5 elements that will provide them with specific words, all related to one lexical field: the emotion of anger. The five elements to find are:

- A sword which gives the word "violence"
- A cracked wall which gives the word "fury"
- A spicy dish gives the word "irritate"
- Torn clothes, which give the word "rage"
- A torn paper which gives the word "mad"

After the player finds these 5 words, the Firefly asks to what idiomatic expression the words make the player think of. The player must choose between three idiomatic expressions representing emotions to deblock the poem to share anger:

- To see red,
- To catch someone red-handed,
- As red as a beetroot

The correct one is "To see red", as it is related to the emotion of anger.

After correctly answering, the player gains a new competence: anger.

The player must teach the emotion of anger to the King's son. If they teach him the emotion of sadness, he will cry, and the guard is not happy. If they teach him the emotion of anger, he will be very angry, but the guard is not happy as well.

The player needs to go to the coffee shop (building with the beer sign on it).

### B.3 – The emotion of happiness

In the coffee shop, the player needs to talk to the daughter of the king. She is having a birthday party but cannot continue as she doesn't feel anything. The player needs to teach her and the people around her to feel the right emotion to make him take action and continue their party. Helping the daughter allows the player to go to see the king, as the birthday girl will tell the guards of the king to let the barde go to the castle.

- **Goal:** find the emotion of happiness to share with the people at the birthday party so that the daughter of the king asks the guards to let you go to the castle.

The player must explore the map and find 5 elements that will provide them with specific words, all related to one lexical field: the emotion of happiness. The five elements to find are:

- A birthday cake which gives the word "glad"
- A fruit basket which gives the word "cheerful"
- A pile of gifts which gives the word "content"
- A cuddly toy, which gives the word "delight"
- A colorful plant which gives the word "joyful"

After the player finds these 5 words, the Firefly asks what idiomatic expression the words make the player think of. The player must choose between three idiomatic expressions representing emotions to deblock the poem to share happiness:

- To be on cloud nine,
- To have one's head in the clouds,
- A cloud on the horizon.

The correct one is "To be on cloud nine" as it is related to the emotion of happiness.

After correctly answering, the player gains a new competence: happiness.

The player needs to share the emotion of happiness with the King's daughter, but also with King's son outside of the coffee shop. Once they did it, the guard will disappear and the player can go to the next map.

## **Phase C – Asking for help from the King**

The player is in the castle.

### **C.1 – Meeting the King**

The player needs to talk to the King and teach him all the emotions she learned.

The King's Joker is the Dark Lord, who is dressed. As he is unhappy with the barde's behaviour, he gives back emotions but amplifies them to show how bad emotions really are. As a consequence, everyone is overwhelmed and panicked.

### **C.2 – Learning to manage emotions**

After speaking to the King a second time, he confesses that emotions normally help him to make great decisions. But being overwhelmed, he cannot think straight. He gives the player a special book. The player needs to combat 2 monsters representing two emotions.

For each fight, the player can choose between four spells. The only ones that work for each fight are "acceptance" for the first one and "assent" for the second one. Otherwise, the other spells cause the player to lose some life points. Once the player wins the fight, they gain one precious stone that they have to use to calm down everyone's emotions.

To use the philosopher's stone, the player needs to go to their inventory (touch escape) and go to the objects section. Here, they can select the philosopher's stone.

### C.3 - Helping the King to save the world

The King makes a speech to his kingdom to motivate them to cooperate and fight the threat. Unfortunately, it has no effect, and people are still sceptical. The King seems lost, and the player asks for help.

They have three possibilities of action (before giving these choices, the player is asked to backup their game on a file to be able to return to this scene in case they make the wrong choice):

- Make a speech
- Go away and don't help
- Sing to the kingdom

To motivate and give hope to the kingdom, the player needs to choose to sing.

There is one alternative end: if the player chooses to go away, the game warns them that it will be the end of the world as no one would have tried anything, and it will end the game here. It will ask the player if they want to come back and choose another proposal. If the player agrees to stop here, it is the end of the world, and the game is ended. To restart and return to the choice, they have to click "Continue" on the main menu of the beginning game and select the file where they saved their game.



## Co-funded by the European Union

This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

**Project code:** 2021-1-BE01-KA220-SCH-000027783

This work is licensed under the Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License (<http://creativecommons.org/licenses/by-nc-sa/4.0/>).

**Learn more about D-ESL at:** <https://www.d-esl.eu>