

Erasmus Integration

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.

Level 1: Meeting with Ulf

Understanding the text

Vocabulary and phrases

Mate: A good friend, a pal

Shallow: Not very deep

To ace something: To succeed brilliantly, on the first attempt

To be in a hurry: To be in a rush because you are late for something

To dive right in: To address the main issue immediately

To look tense: To look stressed

To move a lot: To change houses often

To waste: To use something in an inefficient way

Tons of something: a lot of something

Understanding the game

What is happening?

The game begins with a meeting with Ulf.

Ulf is not very friendly and obsessed with work.

He rejects you as a partner when he learns you have dyslexia.

What you should notice

Pick the following **answers** to discover more things:

A: "You're going straight to the point, aren't you?"

U: "Well, I'm Ulf, from Germany. There isn't much to say about me. I work a lot. I really need to ace my exams, sorry."

Ulf is really concerned with his results.

A: "Well, I see you are in a hurry. Maybe we can talk tonight at the welcome party?"

U: "I'm too concerned with my studies to waste time at parties. I don't want to become an alcoholic or to be distracted from my work, like this guy Vicente."

Ulf thinks Vicente drinks too much and isn't serious.

A: "There won't only be shallow people."

U: "Yeah, there is this girl Marta, she works hard, I respect that. But I don't understand why she wastes money and time on these parties."

Ulf thinks Marta is a hard worker, yet she goes to parties.

Ulf mentions that he does what his parents say: "focus on your future".

Tips

This first level is an introduction and cannot produce a game over if you make a wrong choice. However, good choices can make you learn more information.

Level 2: The party

Understanding the text

Vocabulary and phrases

An assignment: a task

Fashionably late: to be late so that people notice your arrival

How dare you: when you want someone never to do/say something again

Indeed: exactly

It's my trademark: this is what I'm famous for

Kind of: a bit like something

Nevermind: forget about it

Pair-up: find someone else for a group work

Party beast: someone who goes to as many parties as they can

Sibling: brother or sister

Take it from someone (who has been down that road): take my advice

The straw that breaks the camel's back: the last of many offences (= the straw) that made someone (= the camel) angry

To be concerned about something: to be worried about something

To be in the clouds: to daydream

To break with: to stop a tradition, **to break up:** to put an end to a romantic relationship

To get someone's back: to help someone

To grab: to catch, to take

To loosen someone's tongue: to make someone speak

To over-share: to say too much about yourself

To resent someone: to be angry at someone

To sort things out: to solve a problem

To sound/look mean: when people believe you are mean

To split: to break into two halves

To spur: to stimulate

Upset: frustrated

Understanding the game

What is happening?

Alex goes to the party to get his head off the clash with Ulf. They also need to find a new working pair. They will realize it's too late and have to work with Ulf. But before confronting him, they will learn more about him.

By meeting other students at the party Alex will realize they experienced similar situations with Ulf.

You will discover the different opinions that people have about Ulf and untangle the relations between all characters.

By learning about Ulf and understanding his motivations, you'll be able to turn him back into a friend at the end of the game using what you learned.

What you should notice

Lamine

Lamine tells you that it's too late to change partners, you'll have to sort things out with Ulf!

Lamine can help you kickstart your "investigation". Apparently, Laura and Vicente have difficulties in their relationships.

Vicente might be drinking too much.

Marta had a similar issue to Alex with Ulf.

If you answer: "I told him I was dyslexic, and he decided I wasn't worth working with." You can learn that Ulf has trouble changing his beliefs and relies too much on his parents' stereotypes.

If you answer: "I think he puts massive pressure on his shoulders. It was the straw that broke the camel's back, I guess." You can learn that Ulf suffers from the comparison to his siblings and his parents' obsession with merit.

Laura

She is very concerned about what people think of her.

She is also concerned about Vicente's way of partying too much. Ulf said something about it, and it made her mad.

She talked about it with Marta, so you can probably learn more by talking to her.

Marta

If you talk to her about Vicente and say: "I was wondering... Maybe he drinks a little too much, doesn't he? I tried to talk to Laura about it, but she got upset. "

You'll learn that Vicente parties hard because he's afraid to lose Laura.

Tips

You can explore conversations several times.

Some answers will cause your conversation partner to stop the conversation.

Some will cause a game over and force you to restart the scene.

Conversation killers:

Laura

"It's great, but I need to find a partner for the English essay. Can you help me?"

"Yeah, you're right. Let's have fun!"

"Yeah, probably."

"Is it about your English level?"

Marta

"Well, I'm trying to find a new partner for English."

"Is it really that hard?"

"Apparently, you said something about him to Laura, and it upset her."

Vicente

"That's stupid indeed."

"Well, I think that's quite the opposite. I think she would like you to slow down."

Game over Answers:

Saying "Well, I think you drink too much Vicente." to Vicente.

Annex: Full game guide

Level 1: Meeting with Ulf

The best dialogue choices are:

A: "You're going straight to the point, aren't you?"

A: "Well, I see you are in a hurry. Maybe we can talk tonight at the welcome party? I'm not sure I'm going, because I'm shy. But it can be a good moment to talk more!

A: "There won't only be shallow people."

Level 2: The party

You can talk freely to people. Only avoid the conversation-stopping answers and the game-over answers (see the "tips" section).

Your goal is to talk to Vicente about his partying habit in a subtle way: tell him to discuss it with his girlfriend instead of moralizing him or being judgmental.



**Funded by
the European Union**

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

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/>).