

Liberation

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

Liberation is a role-play game created with RPG Maker for one player who follows a simple story line which develops through 3 levels, as presented below. The **general theme** of the game is based on knowledge and how to surpass one's limits for self-development.

The **main objective** of the game is to revise **WH-words** (interrogatives and relative pronouns), while assimilating the **idiomatic expressions** (phrases used in informal communication).

- **Linguistic level: B1-B2**

Controls

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

Commenté [DV2]: Also touch input 😊 You can have a look at V0c's journey's player's guides. (I'm a little bit insistent on touch input, but from our experience it's easier for school, at least in Belgium, as they sometimes have tablets, or students are allowed to use their own phones or tablets).

Level 1: In the forest

Understanding the text

Vocabulary and phrases

The first part of the quest contains colloquial language and rhymes which teach about wisdom, courage and self-development. At the same time, the player meets

several sentences with highlighted wh-words. They should give the player a hint about the grammar topic.

WH-words	
• Question words	• Relative pronouns
Who are you?	This is a place where time stops.
What is your name?	There is this scroll that I keep with me.
? Words used to begin a question.	? Words used as determiners.

IDIOMATIC EXPRESSIONS	TRANSLATION
To rain cats and dogs	
To leave a mark on	
To make out	
To get rid of	

Rhymes

If you don't know your way, you'll never get away!

A tent! One should be content!

A place of rest... in this moisty quest!

Understanding the game

What is happening?

Dor'El is a burglar who enters the forest to cover his tracks. Unfortunately, it start raining heavily, so he must find shelter. The tent he notices seems the perfect place to take shelter, not knowing that he might never leave this place.

What you should notice

The sign post nearby, informing about the fact that knowledge is very important if passers-by approach.

Tips

No use to wander around, as there is nothing else to discover. You don't need any collectibles in this game.

Level 2: In the tent

This level abounds in idiomatic expressions and humorous or encouraging rhymes (words which correspond in sound), thus imbuing the text with artistic value.

Understanding the text

Vocabulary and phrases

IDIOMATIC EXPRESSION	TRANSLATION
To walk out the door	
To find a way around something	
To fall asleep	
To take form	

Rhymes

Dor'El is the name, travelling's my game!

I am the key to setting you free.

Book: If to leave is your desire, you must take your spirit higher.

Slower minds shall stay behind.

Are you ready for the test, or maybe you want to rest?

20 answers you must give and freedom you shall receive.

Understanding the game

What is happening?

The place seems to belong to a scholar, but in reality, an illiterate old man is found here, trapped inside the tent for years because of his ignorance. The traveller discovers that time stopped in this area, and only educated people can leave this place.

Then, Dor'El initiates a conversation with the book of knowledge which challenges him to learn more by taking a test. The player should answer a set of 20 questions to leave this place and is bound to 4 mistakes. Each question appears on the screen after Left click or Enter.

What you should notice

Visiting the book on the table before talking to the old man will show blank pages. At the end of their conversation, Dor'El revisits the book which becomes animated and teaches him about the proper attitude for the test.

Tips

- At the end of the conversation, the player should pay attention to the message of the old man's scroll: **Treat the books with all due respect.**
- If you give more than 4 wrong answers, you will start the game from the beginning. Take your time so as to receive the highest score!

Level 3: A new beginning

Understanding the text

Vocabulary and phrases

IDIOMATIC EXPRESSION	TRANSLATION
To have no idea	

Stylistic device: repetition

Open doors for open mind.

Understanding the game

What is happening?

The two men leave the tent together, Dor'El promising the old man to teach him how to read. They do not recognize the new modern world. Have they been tricked by the book of wisdom?

What you should notice

Modern building, as if they have been sent into the future.

Tips

You have the key of knowledge, you are definitely **GOING TO MANAGE!**

Annex: Full game guide

Level 1: In the forest

There are no challenges to overcome at this level. The protagonist, Dor'El, arrives in a forest with the obvious wish to cover his tracks. He is an experienced burglar...

Level 2: In the tent

PHASE 1 – The secrets of the tent

The place seems to belong to a scholar, filled with books and scrolls. Dor'El is curious to open the scrolls and look inside the empty cylinders, but there is nothing. The book has blank pages. During the conversation with the old man, Dor'El finds out the tent is a realm where time stops; it promises eternal life, at the cost of never seeing the world again unless the visitors have knowledge. The old man seems to be illiterate, therefore trapped inside this place. At the end of their conversation, an important message on the old man's scroll emerges: 'Treat the books with all due respect.'

PHASE 2 – Preparing for the test

Dor'El goes back to the book on the table, asking it to reveal its secrets. The book starts speaking words of wisdom, saying that it holds the key to freedom: 'If to leave is your desire, you must take your spirit higher'. In other words, one should not know everything, but have the willingness to improve constantly. The young man is told that he should **answer a set of 20 questions** to leave this place. A short quiz appears: if he is ready, he can proceed with the test; if not, he can wait. Here the player can have the possibility to revise wh-words before continuing with the game.

PHASE 3 - Going through the test

The player is bound to 4 mistakes out of 20 questions. Each question appears on the screen after Left click or Enter. The player will meet several humorous hints during the test, which are meant to hinder the participant, but the book (which may impersonate the teacher) is very strict.



LIBERATION TEST

1. Fill in the blanks with the correct word:

..... **opened the door?**

how	who	whose
-----	-----	-------

2. Fill in the blanks with the correct word:

..... **will he stay?**

were	who	where
------	-----	-------

3. Fill in the blanks with the correct question word:

..... **do you want to do now?**

what	what's	where
------	--------	-------

4. Fill in the blanks with the correct word:

..... **dress do you like: the red one or the black one?**

witch	the red one!	which
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5. Choose the right question for the highlighted phrase:

He passed his driving test two days ago.

What did he pass two days ago?	Where did he pass two days ago?	When did he pass his driving test?
--------------------------------	---------------------------------	------------------------------------

6. Choose the correct word:

..... **cat is this?**

hose	whose	who's
------	-------	-------

7. Find the correct word:

..... **did you meet at the party?**

what	which	whom
------	-------	------

8. Use the right word to fill in the blanks:

what's	where's	who's
--------	---------	-------

..... **your nationality?**

9. Fill in the blanks with the correct word:

how many	how much	All of it!
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..... **money do you need?**

10. Which word of the options given in brackets is not possible?

Bring me the dictionary (which / that / who) is on that shelf.

11. Which word of the options given in brackets is not possible?

The shoes (which / that / who) I bought were very comfortable.

12. Which word of the options given in brackets is not possible?

Macy is the girl (which / that / who) hopes to win the big prize.

13. Which word of the options given in brackets is not possible?

The house (which / that / who) is being built belongs to my nephew.

14. Which word of the options given in brackets is not possible?

There is somebody (which / that / who) wants to talk to you.

15. Which word of the options given in brackets is not possible?

Do you know anyone (which / that / who) can speak Chinese?

16. Which word of the options given in brackets is not possible?

He is the reporter (which / that / who) was kidnapped last week.

17. Fill in the blanks with the correct question word:

..... **did you do that?**

what	whom	why
------	------	-----

18. Match the answer with the correct question:

When does the plane leave?	How much time have we got?	What's the time?
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Only 10 minutes.

19. Choose the correct answer:

..... days a week do you train?

how often	how many	how much
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20. Choose wisely:

Are you ready to face the world out there?

Yes	No	Absolutely!
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Answers:

1. who	11. who
2. where	12. which
3. what	13. who
4. which	14. which
5. What did he pass two days ago?	15. which
6. whose	16. which
7. whom	17. why
8. what's	18. How much time have we got?
9. how much	19. how many
10. which	20. Absolutely



Level 3: A new beginning

The two men leave the tent together, Dor'El promising the old man to teach him how to read. They do not recognize the new modern world.



What can they do? Nevertheless, they have all the teachings and knowledge they need to be able to **discover new things**.

What about you? Are you ready?

Commenté [DV3]: Good idea to introduce the follow-up activity at the end of the player's guide as well 😊



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