



Player's guide

# Literator

This document will help you understand the game's content better. For each level of the game, you will find 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

Book characters have taken form in the material world! Armed with a magic book that can attract and repulse them, you must put every character at rest. This game contains no physical violence, your knowledge of literature is your only weapon.

### Controls

		
Absorb	Left click (hold)	
Repulse	Right click	
Pause		Esc

Dash/Dodge		Spacebar
Interact (read, talk,...)		E
Move		←: Q , ↑:Z , S:↓ , D:→  or ←: A , ↑:W , S:↓ , D:→  or Arrow keys

## Level 0: Introduction

### Understanding the text

#### Vocabulary and phrases

English	Definition
Belief	Something that you believe
Beware	Watch out
Catharsis	The purification of a spectator after watching a tragedy; comes from ancient Greek
Doom	Catastrophe
Fellows	
Ghostly	
Harmful	
Harsh	Difficult
Headquarters	

Literary works	Art using words such as books or poems
Miserable	
Parcel	
Record	
Rent	
Roof	
To Embark	
To perpetuate	
Uni	University
Unleash	
Verve	
Waste	
What the hell!	

## Important points of grammar

### Superlatives/ comparatives

Harsh -> harsher

## Understanding the game

### What is happening?

The main character comes back from Uni. He learns that a company is launching a new device that interacts with people's minds. As soon as it is launched, it paralyses its users and materialises the content of their minds in reality.

Gilgamesh appears and teaches the hero how to use his book.

The hero decides to follow his father's bad thought and find FAGMA's headquarters, as it is his only lead.

### What you should notice

## Tips and help

This section is a tutorial, so you should follow what happens without fearing to lose. You can take your time.

# Level 1: Edgar Alan Poe's The Raven

## Understanding the text

### Vocabulary and phrases

English	Translation
Among	
Inspired	
Repulse	
Swing	
Unnatural	
While	

### Inspirational words you can find at this level:

English	Translation
Antenna	
Bench	
Bush	
Entrance	
Roof	
Slide	
Street Lamp	
Swing	
Tree	

## Translations

**Haha! Gotcha birdie!**

**And the Raven, never flitting, still is sitting, still is sitting ;**

**On the pallid bust of Pallas just above my chamber door.**

**Leave my loneliness unbroken!—quit the bust above my door!**

**Take thy beak from out my heart, and take thy form from off my door!”**

**Quoth the Raven “Nevermore.” :**

## Understanding the game

### What is happening?

The main character gets out of his apartment and is attacked by birds. He needs to defeat them before moving on!

### What you should notice

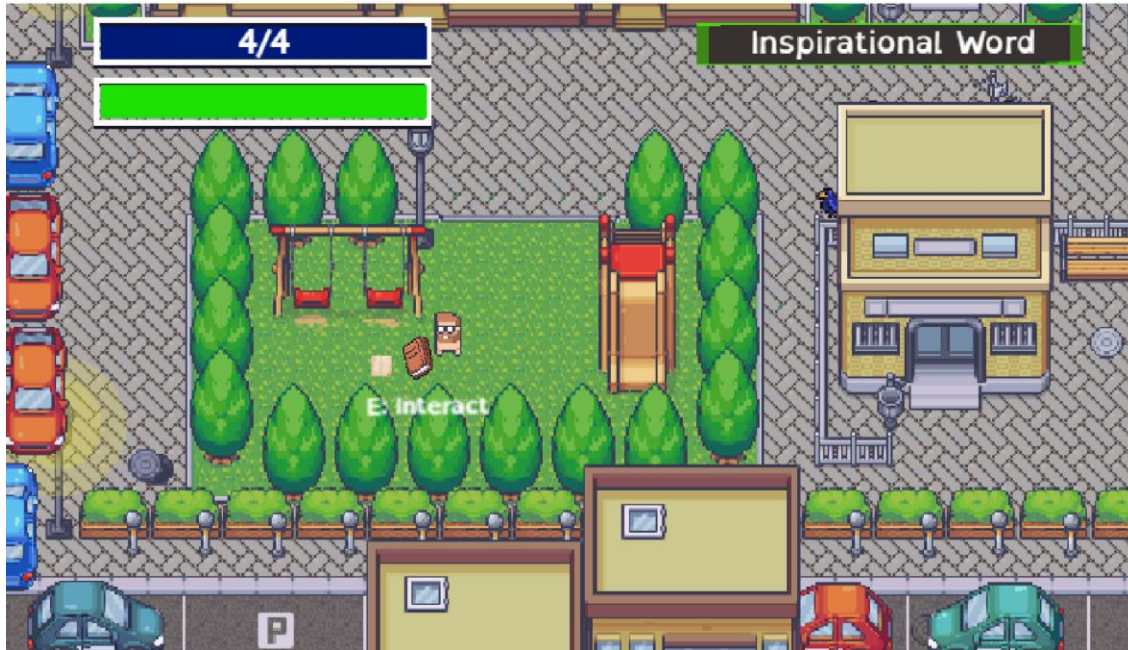
The hero mentions that he recently read “The Raven” by Edgar Allan Poe, on a swing. Reading the book might help uncover clues to defeat the birds!

## Tips and help

**Objective:** find out how to defeat the Raven (finding it among the birds) and leave the area.



You can find a swing and the book by going to the park in front of the apartment.



Try to notice words or concepts that are mentioned several times in the book extract. How could that help you detect the bird? Try to pay attention to their movement pattern.



Have you noticed the cars that prevent you from leaving this level? Maybe you'll be able to overcome this obstacle after defeating the Raven!

## Level 2: Frankenstein and The Reaper

### Understanding the text

#### Vocabulary and phrases

English	Translation
To advertise	
All around the world	
Although	
Backyard sale	
To Chase	
Exhaustion	
Expect	
Fearful	
Flyer	
To go further	
To hunt	
Mourning	
Pyre	
Rescue	
Underneath	
Weird	

**Inspirational words you can find in this level:**

English	Translation
Building under construction	
Mobile toilets	
Generator	
Dumpster	
Wood planks	
Pipes	
Steel bars	
Breeze Blocks	
Bus stop	
Flowerbed	
Grave	
Graveyard	
Music Store	
Pedestrian crossing	
Picnic table	
Small pier	
Traffic sign	

## **Important points of grammar**

To be able to + inf

To be about to + inf

... before trying to ...

Used to + inf

### **Irregular verb:**

Break broke broken

Flee fled fled

## **Translations**

**Since people are hooked on FAGMA's anxiety-provoking news, ... :**

**Let's stay on our guards:**

**Hold on tight to that book:**

**Consumed by hatred**

**As he was about to catch him**

**To meet his end**

**Something at play**

**It did the trick**

**We paused before a House that seemed**

**A Swelling of the Ground –**

**The Roof was scarcely visible –**

**The Cornice – in the Ground –**

## **Understanding the game**

### **What is happening?**

The main character follows the track of the bad belief towards the east on his way to FAGMA headquarters. However, a barrier prevents him from going further. He needs to beat more literary characters in this area to become stronger.

### **What you should notice**

When you start the level, a flyer is lifted by the wind and comes in your direction. It says that there is a backyard sale south of your position.

There is a Graveyard north.

There is a Backyard sale and a house in ruin south.

## Tips and help

**Objective:** become stronger to be able to cross the eastern energy barrier. To do so, you must defeat literature creatures in this area.



To help you defeat the creatures, you need to be cultivated! Try to find books.



One of the extracts is a description of a house. Can you find a place in the area that could match it? Maybe The Reaper would be sensitive to it.



One of the extracts explains how some characters died. Maybe you can use this information to your advantage? Maybe the literature creatures would be sensitive to things that evoke their deaths in the book?

## Level 2: final boss

### Understanding the text

#### Vocabulary and phrases

English	Translation
Dull	
Efficient	
To marvel at something	
To meet	
Scary	

#### Inspirational words you can find in this level:

Same as the previous section.

#### Important points of grammar

#### Translations

### Understanding the game

#### What is happening?

As the main character defeats the last literature creature, he is attacked by his father's harmful belief. You must defeat him!

## What you should notice

The boss is convinced that the world is dull and art useless. Prove him wrong!

## Tips and help

**Objective:** defeat the boss by getting inspired by the environment.



What can get you inspired by your surroundings? Something could probably hurt the boss.



The boss doesn't move. Keep calm and stay hidden to give you time to analyse your surroundings!

# Annex: Full game guide

## Level 1: Edgar Allan Poe's The Raven



Outside Wesley's house, a group of birds start attacking him. He must absorb the correct bird. Each time he tries to absorb a bird, they fire a projectile (harmful thought) at him. Instead of randomly absorbing birds, the player must read the book in the park.

The book extract mentions a door many times, and the Raven is above a door.

The correct bird to aim at in the level is the one that lands only above doors.

Once the Raven is absorbed, the character gets a new ability: repulsion. They can use it to move the cars that block the way in the borders to reach the next level.



## Level 2: The Reaper and Frankenstein.



The book about Frankenstein is located south, in front of a house in ruins.



The doctor and creature are located north:



To defeat the doctor, you must tire him. When you get close to the doctor, he runs away, consuming his health. However, the creature chases you anytime you get close and tries to attack you. It attacks in a large area around itself (don't let it reach you!).

In the book, the doctor almost dies of drowning. To tire him faster, you can push him into the water in the southeast or into the fountain.

The creature has a lot of health. To defeat it, you should replicate what happens in the book: beat the doctor first. It is also quite efficient to push it into the fire!

The Reaper:

The Reaper starts the level in the graveyard. It moves really slowly, but it can go through walls and will relentlessly follow you. Once it reaches you, it also deals a lot of damage.



There is an open book on the bench in the graveyard.

This extract depicts a house in a terrible state.

To defeat the Reaper in the game, you must walk it in front of the ruined house south of the level.



## Level 2: The final boss

It cannot be harmed directly. In its introductory dialogue, we can see that it originates from a lack of wonder when looking at everyday things. To make it disappear, you must use your inspiration (by absorbing objects from the environment that match the “inspirational word”). Doing so hurts the boss.





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