



D-ESL
Player's guide

Particle








Overview

Synopsis

Wishing to connect to the prior knowledge of the ancestors, Lucius visits the temple in order to perfect his training, this time being the ARTICLE. Unfortunately, this piece of information written on a parchment was scattered by the wind. The two halves of the document refer to the **definite and indefinite article**. Lucius and Guidance, the fairy, have little time to recollect the **zero article** wandering through the forest for clues. The achievement test takes place on a subterranean river, where he will be able to surmount the obstacles after offering correct answers to the river's fairy. On the surface, Lucius witnesses a true *coupe de grâce*, as the characters accidentally reveal their dissimulated identities.

- **English level: B1-B2**

Controls

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

Level 1: The floating temple

Understanding the text

Vocabulary and phrases

- Grammar: Tenses
- Vocabulary: lexical items, idioms, rhymes

| Vocabulary | Example | Definition | Translation |
|---------------------|------------------------|--------------------------------------------|-------------|
| Lexical item | Buffoon | joker | |
| Idiom | To set things straight | To put everything in its proper place | |
| Lexical item | To undergo | To experience or be subjected to | |
| Idiom: | To boast about | To speak too proudly or happily about what | |

| | | | |
|--------------|-------------------------------------------|---------------------------------------------|--|
| | | you have done or what you own | |
| Idiom | To jump straight into (in a conversation) | To move suddenly between different topics | |
| Rhyme | Step inside and die with pride | Face one's worries | |
| Idiom | To nose around | To make observations or look through things | |
| Idiom | To keep a sharp eye on | To watch (someone or something) carefully | |

Understanding the game

What is happening?

Lucius flies his air balloon to arrive at the temple of knowledge. A witty conversational exchange takes place with the temple guard, a wise man who allows him to explore the temple forest.



What you should notice

The conversational intelligence between the two interlocutors.

Tips

There are none at this level.

Level 2: A wise forest

Understanding the text

Vocabulary and phrases

- Level: B1
- Grammar: the Article (definite, indefinite, zero)
- Vocabulary: lexical items, idiomatic expressions, play on words

| THE ARTICLE IN ENGLISH (theoretical aspects) | |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| THE (definite article) | |
| <ul style="list-style-type: none">• We use the definite article in front of a noun when we believe the listener/reader knows exactly what we are referring to. | |
| A, AN (indefinite article) | |
| <ul style="list-style-type: none">• We use the indefinite article (a, an) before a noun that is general or when its identity is not known. | |
| ZERO (no article) | |
| <ul style="list-style-type: none">• We don't use an article before nouns when we are talking about things in a general sense. | |
| Example: the floating temple, the challenge, a buffoon, a speech particle, X pride | |

| Vocabulary | Example | Definition | Translation |
|-----------------------------------|-----------------------------------|-------------------------------------------------------------------------------------------------------|-------------|
| Idiom | To make someone's acquaintance | To meet someone for the first time | |
| Idiom | To be into something | To be interested in something | |
| Phrasal verb | To run out of | To finish, use, or sell all of something, so that there is none left | |
| Idiom | To have the memory of a goldfish. | To have a very poor memory and forget quickly | |
| Lexical item | Crate | An open box typically of wooden slats or latticed plastic and used for transporting and storing goods | |
| Lexical item | Stench | A strong and very unpleasant smell | |
| Lexical item (informal) | To reckon | To think or believe | |
| Lexical item | Inconsiderate | Thoughtlessly causing hurt or inconvenience to others | |

| | | | |
|----------------------|---------------------------|-----|--|
| Play on words | A crane landed on a crate | n/a | |
|----------------------|---------------------------|-----|--|

Informal note: a crate can be also a cage with a bed that a dog, especially a puppy, sleeps in and stays in when its owners are away from home.

Understanding the game

What is happening?

As soon as Lucius enters the temple's forest, a fairy named Guidance appears. She informs him on the knowledge parchment which was broken into pieces, which they need to find in the forest. Lucius starts with the chest, where he finds information about the **indefinite article**. Too bad! Their way is blocked by a bat and he cannot go further! He must dump into a hole a crate of carrots, and... surprise! The second piece of the document is revealed with the **definite article**. This is the moment the fairy explains that her beloved one, John, left her for another fairy. Heading north, Lucius confronts a slime to have access to the underworld.



What you should notice

Log in the forest with the carved names of two lovers: John ❤️ Joanna

Tips

- First stop: the chest in the middle of the map (first half of the parchment).
- Second stop: downright hole; after accessing it, a crater with carrots comes up (second half of the parchment).
- Going out of the forest: through the fountain, after accepting slime battle.

Level 3: The world beneath

Understanding the text

Vocabulary and phrases

- Level: B1
- Grammar: practise the Article uses in different forms (definite, indefinite, zero) and constructions
- Vocabulary: lexical items, idiomatic expressions

| Vocabulary | Example | Definition | Translation |
|---------------------|------------------------|-------------------------------------------------------------------------|-------------|
| Idiom | To cut something short | To end something unexpectedly or abruptly before its planned conclusion | |
| Lexical item | To overcome | To defeat or succeed in controlling or dealing with something | |

Understanding the game

What is happening?

The subterranean river resembles an underground maze, and Lucius sees the river fairy in the middle. She tells him to answer her test questions to be freed and gain knowledge. Lucius answers 10 questions based on the uses of the **article (definite,**

indefinite, zero). He is congratulated on his success and is allowed to safely reach the surface.



What you should notice

The boat is needed to sail down the river maze.

Tips

The obstacles are the water lily leaves which can disappear only after a correct answer. No limited number of answers.

Level 4: Back to the temple

Understanding the text

Vocabulary and phrases

- Level: B2
- Grammar: Tenses
- Vocabulary: idiomatic rhetorical question, idiomatic expression

| Vocabulary | Example | Definition | Translation |
|--------------|-------------------|---------------------------------------------------------------------|-------------|
| Idiom | What on earth...? | Expression used for showing surprise | |
| Idiom | To be played | To take advantage of someone who plays with your trust and emotions | |

Understanding the game

What is happening?

He meets the old wise man again and the forest fairy unexpectedly appears in the middle of their conversation. Their true names seem to be Joanna and John Guidance. The temple is their family business, and Lucius was supposed to pay for his knowledge adventure, but as he is the luckiest 1000th client, he benefits for free of this experience. What an unexpected **coup de grâce**! The young adventurer is kindly asked not to reveal their secret. He promises not to, especially because it seems he finally enjoyed the adventure and the Guidances' **charade**.



What you should notice

The temple window, to come down through it and talk to the wise man.

Tips

None at this level

Annex: Full game guide

Level 1: The floating temple

Lucius flies his air balloon to arrive at the temple of knowledge. A witty conversational exchange takes place with the temple guard, who allows him to explore the temple forest to search for knowledge.

Goal: convince the old wise man that you are prepared to enlarge your knowledge.

Level 2: A wise forest

Lucius is accompanied by Guidance, a forest fairy, who helps him look for the scattered pieces of the parchment and gather information on the ARTICLE.

Goal: find the pieces of the document and practise the article uses with the fairy.

Level 3: The world beneath

Lucius goes under the ground to pass the water fairy's test. There are 10 questions hidden under the water lily leaves based on article forms.

Goal: pass the test for knowledge accomplishment and personal satisfaction.

Level 4: Back to the temple

The player is amazed at the final stage of the game, when he hears about the wise man (John) and the forest fairy (Joanna) having a love affair and running this business together. Lucius admits having been deceived by the innocence of the two characters and promises to keep the secret.

Goal: return home with the Guidance family's secret and proud of your wisdom.



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