



Tales of Babelithia

Welcome to “Tales of Babelithia”, a fun and educational game designed to help you practice reading and learn new words and content. This document will help you understand the game’s content better, walking you through the game, its objectives and providing tips for a successful game experience.

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

You have just arrived in a fantasy world called Babelithia that is characterised by various biomes and where you will meet various characters. At the crossroads of these diverse biomes lies Kasòra, a village founded by a group of pioneers seeking refuge from the dangers of Babelithia. The villagers are a hardworking and resilient community, skilled in various crafts and magic. The village is protected by an ancient shield, a barrier of magical energy disguised as a common-looking forest, that keeps most monsters at bay. However, the barrier weakens over time, requiring the villagers to periodically embark on quests to gather magical artifacts in order to strengthen it or to fight the monster that may arrive.


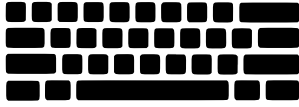
Your goal is to **explore the world surrounding you** and **give your help** to whoever may need it.

When the game opens, you are requested to select the difficulty: the harder you will go, the least time you will have to complete the game.

The action takes place in a natural setting; following the path, you'll meet several characters whose instructions will lead you through the game solution.

- **Linguistic level: B1**

- **Controls**

		
Move		W, A, S, D.
Continue	Left click	
Select answer	Left click	

Phase A: The exploration

Understanding the text

Vocabulary and quizzes

Words and phrases	Translation
Begin, began, begun	
Come, came, come	
Write, wrote, written	
Sword	
Magic word	

Objective

- Understanding the text
- Finding the cave and exploring it: interact with the characters you meet and try to get the magic sword, for which you will have to reach the second forest

Phase B: The second forest and the magic sword

Understanding the text

Vocabulary and quizzes

Words and phrases	Translation
(to) mention	
Lawyer	
(to) earn	

Objective

- Getting the secret word
- Going back to the cave and get the magic sword

Phase C: The village

Understanding the text

Vocabulary and quizzes

Words and phrases	Translation
Anything	
(to) go - went - gone	
Rock	

(to) throw – threw - thrown	
(to) break – broke – broken	
(to) drink – drank – drunk	
(to) make – made – made	
(to) watch – reg. verb	
Can – could – been able to	

Objective

- Exploring the village
- Helping the villagers defeat their enemies
- Going back to the cave and get the magic sword

Annex: Full game guide

Phase A: The Exploration

When the game begins, you are requested to select the difficulty level: remember, the harder it is, the faster you will need to be!

you start your exploration of the world; the first characters you meet is ELYRAE, who simply invites you to feel at ease exploring the world. The you meet QUANDAVIOUS IV: he points out you are in the front of the cave and suggests exploring it!

As soon as you enter the cave, you meet ARTORIAS: he tells you that you will have to **get the magic sword**, for which you have to **find the secret word**. Only after having discovered the secret word, you will be able to come back to him and be allowed to get it. Anyway, before beginning your quest, you must review 3 irregular

conjugations: only after that you will be permitted to begin the exploring of the cave which will lead you outside, to the second forest, where you will find the secret word.

Phase B: The second forest and the magic sword

As soon as you exit the cave, you are in the second forest, where you meet THANYSSA who informs you someone needs your help. But your way is blocked, so ELVA proposes you to asks some quizzes to go on.

Solutions:

1. When DID YOU ARRIVE?
2. He DIDN'T speak English, so it was difficult to understand him.
3. The concert was CANCELLED because of the bad weather.

But you soon find another obstacle on your way: HALDIR.

Solutions:

1. Tomorrow I'll text you as soon as I WAKE UP.
2. This is the famous wine which is PRODUCED in this region.

You then meet SYLSHIA, who promises to finally give you something if you help her.

Solutions:

1. I STOPPED at the newsagent's on my way from school yesterday morning.
2. Those people never MENTIONED the bad weather.
3. Thai cuisine has BECOME famous for being delicious but very spicy.
4. I DIDN'T GET a good impression of her: she was always gossiping about other people!
5. My uncle was a well-known lawyer who EARNED a lot of money!

In the end, she gives you the secret word: VARIABLE.

Moving away you will find yourself back in the cave where ARTORIAS will give you the magic sword.

TIP: write the magic word in CAPITAL LETTERS, then head to the sword and get it.

Phase C: The Village

Continuing on along the path, you will find yourself in the village where you can explore a house or interact with ARCHER. He will explain that the village is under attack, so they need your help

Solutions:

1. I DIDN'T SEE anything when I ENTERED the room.
2. There WEREN'T many tourists in the streets on the day we WENT there.
3. They THREW a rock out of the window and BROKE the glass.
4. How long DID YOU LIVE in New York? I LIVED there for almost five years.
5. We ARRIVED last Tuesday, so we'VE BEEN here for over a week now.
6. I never HAVE coffee during the day, but I DRANK one in the morning.
7. They explained that driving too fast MADE them lose control of the car.
8. Yesterday I **watched** a film.
9. I **could** have done better than that.

The game finishes with Archer thanking you for your precious help.



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