



Player's guide

The Shipwreck

Welcome to “The Shipwreck”, 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


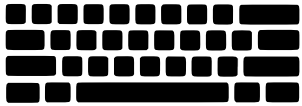

You happen to be in a very unusual situation: are stranded on a deserted island! What will you do? Of course, your first aim is to survive, so you need to **explore the world surrounding you** looking for food and/or objects and materials and **gather them** to **build yourself a shelter**: you don’t know the place, it could be inhabited by savages or wild creatures, so you need protection.

After having built the house, your new life on the island begins. But hope for rescue never abandons you, of course! This requires a clear mind, so you have an idea to keep it working: **a diary!**

Only after having completed it, a ship will come for your final rescue. But life is never easy, so you have to deserve your rescue ... Good luck!

When the game opens, you will read a brief introduction that helps you dive into the situation and move on.

- **Linguistic level: A2/B1**
- **Controls**

		
Move		
Continue		E
Select answer	Left click	

Phase A: The exploration

Understanding the text

Vocabulary and quizzes

Words and phrases	Translation
(to) be stranded	
Shipwreck	
(to) survive	
(to) rescue	
A way off	

Wooden planks	
Bunch of apples	
Foundation	
Nails	
Canned soup	

Objective

- Gathering 10 object – keep an eye on the counter on the right top-hand corner!
The letter E appearing on the screen informs you that there’s something you can gather.

Phase B: Writing a diary

Understanding the text

Vocabulary and quizzes

Words and phrases	Translation
Refuge	
Gentle wind	
Seagulls	
(to) crash	
Shore	
Due to	
Peaceful	

(to) bloom	
Berry	
Nut	
Stream	
(to) spot	
(to) improve	
(to) take breaks	
(to) wave	
Joy of nature	
(to) get used to	
(to) give up	

Objective

- Select the right option to complete the diary

Phase C: The final rescue

Understanding the text

Vocabulary and quizzes

Words and phrases	Translation
(to) search for	
(to) stay up	
(to) build out of	

Rainwater	
(to) yell	
Crew	
Rough	
(to) supplement	
(to) drop	
(to) linger	

Objective

- Answer the captain's quizzes to earn you rescue!

Annex: Full game guide

Phase A: The Exploration

When the game begins, you are given a brief introduction to the situation.

You start the game exploring the world around you; you are looking for food to survive and any kind of object that can help you build a shelter. On the top right-hand corner you have a counter helping you monitor the results of your search. When the letter "E" appears, it means you have found something; with the same letter "E", you can collect what you have just found. When your collection is complete (10 items), you'll pass on to the second phase.

Phase B: Writing a diary

Here you have found a pastime to help keep your mind clear! You have decided to write a diary: in this way, you have "someone" to speak to and you don't lose

control of the situation. Select the right answer, considering what you know about how to use the “present simple” and “present continuous”. The following table may help you.

Present Simple & Present Continuous

Present Simple		Present Continuous	
S + verb		S + am/is/are (not) + V-ing	
Express general truths		Describe actions happening now	
E.g: It rarely rains in the desert.		E.g: She is reading a newspaper upstairs.	
Indicate present habits		Express annoying habits (+ always)	
E.g: The birds return to the island every morning.		E.g: You're always forgetting to pay the bills.	
Express timetable events		Describe future arrangements	
E.g: The plane to London takes off at 6:30 a.m.		E.g: She's getting married on 3 November.	
Indicate permanent states		Express temporary states	
 E.g: I like the new James Bond film.		E.g: She's working at the museum until the end of this month.	

Solutions:

1. am
2. am gathering
3. hope
4. wake
5. are
6. survive

7. to eat
8. swimming
9. gathering
10. improving
11. waving
12. getting
13. give

Tip: always keep an eye on the life-bar on your left: you can make max 3 mistakes!

Phase C: The final rescue

After having completed the diary, luck seems to land on the island onboard a ship, at last! But nothing is easy, so the captain wants to check the shipwreck's skills ... he must deserve to be an English citizen! Help him answer the quizzes selecting the right option.

Solutions:

1. are searching
2. are crashing
3. go
4. are building
5. collect
6. is yelling
7. looks
8. fish
9. struggle

10.sets

The game finishes if the shipwreck answers the quizzes with max 3 mistakes: only in this way he can get to the final rescue!



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