

The Absent Minded

Overview








Synopsis

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.

You will enter a **fantasy world of quest and adventure** accompanied by witty and brave characters. Put on your armour and grab your weapons because you are going to fight against fierce characters as well. You can discover more while playing the game, of course!

- **English level: 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 A: Visiting Mem'phish



Understanding the text

Vocabulary and phrases

To rob around – to take something from (someone) by unlawful force or threat of violence; steal from

To tag along – to join without being asked or wanted

To be good to go – to be prepared and ready to do something

Understanding the game

What is happening?

Marsha enters Mem'phish, the town where she meets the first companion, Therese, who tells her how to receive a boat. She explores the place for collectibles.

What you should notice

Not all the places let you explore them, but enter wherever you can, including Haunted House, where you have the first battle to gain experience and not only.



Tips

You should not waste your money on trades.

Level B: Finding a transport means



Understanding the text

Vocabulary and phrases

Buccaneer – a pirate, originally off the Spanish American coasts; a daring, adventurous, and sometimes reckless person, especially in business

To cut a deal – to come to an arrangement

Jolly sailor bold – jolly (very);

Informative note: "My Jolly Sailor Bold" is actually a traditional sailor's song, it is sung from the perspective of a woman that is in love with a sailor. It is also sung in "Pirates of the Caribbean: On Stranger Tides" to attract mermaids.

Understanding the game

What is happening?

Marsha and Therese talk to the old woman who indicates the Captain's house. The two travellers meet the captain, the single person in town who owns a ship, and Marsha is tested before being entrusted with such a thing.

What you should notice

The Captain's house has a logo ship at the entrance. The door opens only after the old woman is visited.

Tips

The answer to the old captain's song is John Lennon.

Informative note: John Lennon was an English songwriter, singer and musician who founded "The Beatles", one of the most influential music bands. John Lennon's "Imagine" is one of the most beautiful and inspiring songs of all time. It was released in 1971, during the Vietnam War.

Level C: Tent and cave exploration



Understanding the text

Vocabulary and phrases

To be good to go – to be prepared and ready to do something

To come in handy – to be useful for a particular purpose

To run out of – to finish, use, or sell all of something, so that there is none left

Houdy – how do ye (an informal friendly greeting, particularly associated with the western states)

Critter (informal) – a living creature; an animal

Understanding the game

What is happening?

The playful and humorous Tent Skeleton gives Marsha important hints on how to reach and confront the Oracle, while the victory in the grotto will bring useful items for their mission.

What you should notice

The container for filthy water can be found in the chest on top right corner of the map.

Tips

Collecting the yellow gem under the Keepout sign comes with important money for the travelling group.

Level D: Collecting the filthy water



Understanding the text

Vocabulary and phrases

Hermit - a person living in solitude as a religious discipline

To ride the waves – to float

Informative note: "to ride the waves" is a slang, meaning "to enjoy a period of success and good fortune".

To shimmer – to shine with a glistening or tremulous light

To vanquish – to defeat completely in a battle or a competition

To cross paths with – to encounter one, often surprisingly or unexpectedly

Understanding the game

What is happening?

The girls embark on the Captain's ship at Mainland and continue their cruise to look for the filthy water. Hardly had they prepared for docking, when a young man appears and asks to join them. Together, they can defeat the Minotaur, who doesn't let anyone leave this island.

What you should notice

In the battle against the Minotaur (Lucius), use Harold's magic powers if necessary (healing and spark).

Tips

Harold's role is to collect the filthy water for Marsha, but he requires 'an empty recipient'. The player should possess one after returning from the tent's cave.

Level D: The Oracle's test and endgame



Understanding the text

Vocabulary and phrases

To long for – to have a very strong desire or yearning for someone or something

To come to one's senses – to start thinking reasonably

Understanding the game

What is happening?

After defeating the ocre and the Minotaur on the morbid island, the Oracle claims the filthy water to quench his thirst and then is ready to put Marsha to the test: a three-question quiz based on riddles. Marsha passes the test and now she can claim to come back home. The Oracle 'snaps his fingers' and the girl finds herself in her messy room, trying to realise if things really happened or if they were a dream.

What you should notice

A lot of morbid and death-related visual elements on the island, designed to lose confidence in one's beliefs.

Tips

Meeting the Oracle represents the ultimate event; the player should not be deterred by his appearance, but choose to answer his riddles correctly:

Test answers:

1. Which watch watches which watch. (second answer)
2. One spring I found a spring by a spring. (last answer)
3. John is a butcher that is 6 feet tall and wears size 9 shoes. (second answer)

Annex: Full game guide

Step 1: Visiting Mem'phish

Marsha enters Mem'phish after responding the town guard's short questionnaire. She will enter different places to collect money and objects for the mission. Walking towards the crossroad, in the beautiful mansion on the left side, she will meet the first companion to be recruited for the mission, Therese. She offers the hint for finding water transport to the Oracle's island.

Step 2: Finding a transport means

Meeting the old lady in front of her house will lead them to the Captain's house, who is now happy to lend them the ship. If need be, the player can return to the direction signpost at the left side of the city wall, close to the harbour, to find the exact route.

Step 3: Tent and cave exploration

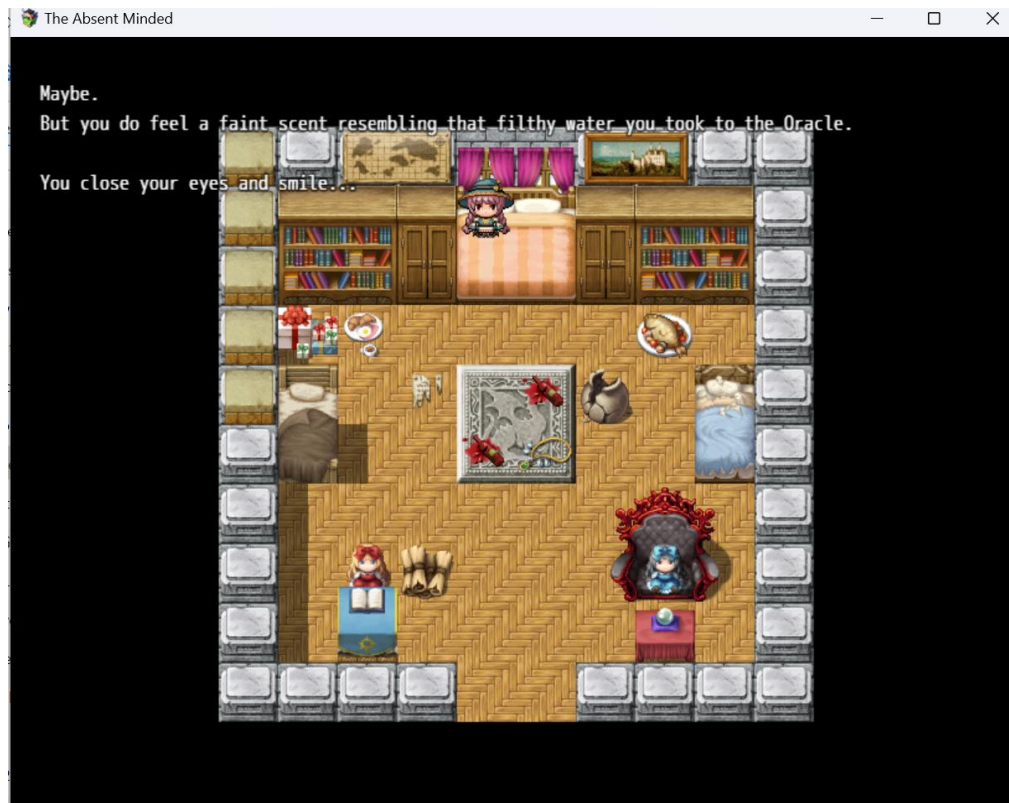
They are decisive locations for the game, as the Tent Skeleton gives the travellers important hints on how to reach and confront the Oracle, while the victory in the grotto will bring useful items for their mission (e.g. the container for filthy water can be found in the chest on top right corner of the map).

Step 4: Collecting the filthy water

Marsha and Therese victoriously depart from the cave in Mainland with the water vessel. They are now heading to the island of the filthy water fountain. Here the girls encounter Harold who joins them immediately, as he was longing to depart from this place. The road to the fountain is blocked by the cursed Minotaur (Lucius), whom the travellers need to fight to reach the fountain. Amazed at their courage, Lucius wants to accompany them. This task is successfully accomplished and the four companions are sailing away to their final destination.

Step 5: The Oracles' test and endgame

The island is an instantly recognisable landmark to the player as there can be seen graves, wooden crosses and unburied skeletons. The companions enter one last battle together against the ocre and the Minotaur, and this collaborative effort can bring a great victory if they effectively work together (special attention to use healing constantly). The Oracle claims the filthy water to quench his thirst and then is ready to put Marsha to the test: a three-question quiz based on riddles. The young girl is wise enough to map out her next steps and ask to return home.



She is now in her room, wondering... Was it a dream? Was it reality? She was too **absent-minded** to realise.



Co-funded by the European Union

This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

Project code: 2021-1-BE01-KA220-SCH-000027783

This work is licensed under the Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License (<http://creativecommons.org/licenses/by-nc-sa/4.0/>).

Learn more about D-ESL at: <https://www.d-esl.eu>