

The Messy House

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 annex of this document.

Overview

Synopsis

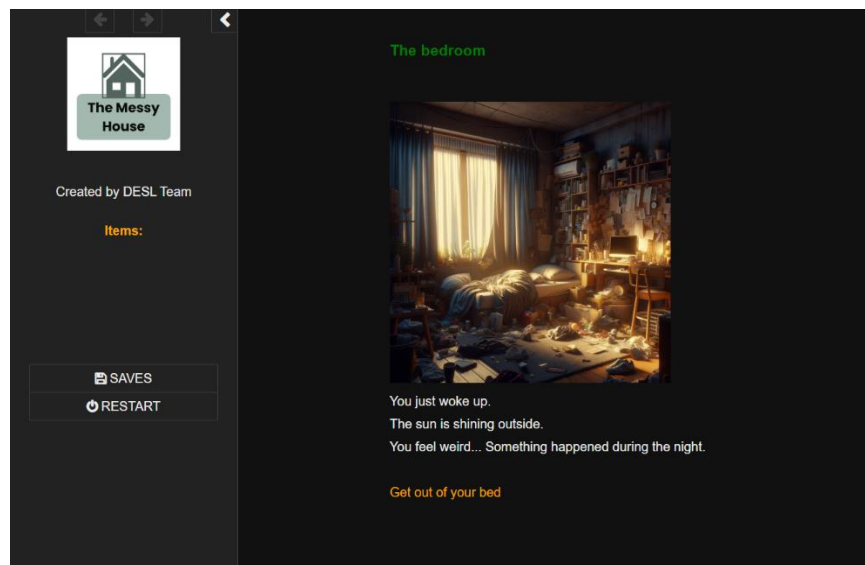
You are the main character. You just woke up and realize that your house is in a mess for no apparent reason. Your goal is to figure out what caused it, solve the issue and tidy up before anyone else comes home.

Controls



use the **left click** of the mouse to click on the links in order to move in the house and interact with people and objects.

1. The introduction – The bedroom



Understanding the text

English	Translation
A bottle of shampoo	
Bathroom	
Bed	
Bedroom	
Can	
Carpet	
Corridor	
In front of	
Messy	
Noise	

On the left	
On the right	
Pan	
Shiny	
Shower	
Stairs	
Strange	
To get out	
To go back	
To happen	
To lie	
To put	
To put something away	
To see	
To shine	
To suppose	
To take	
To take a closer look	
To wake up	

Tips and help

Objective: Explore the first floor of your house before walking to the stairs.

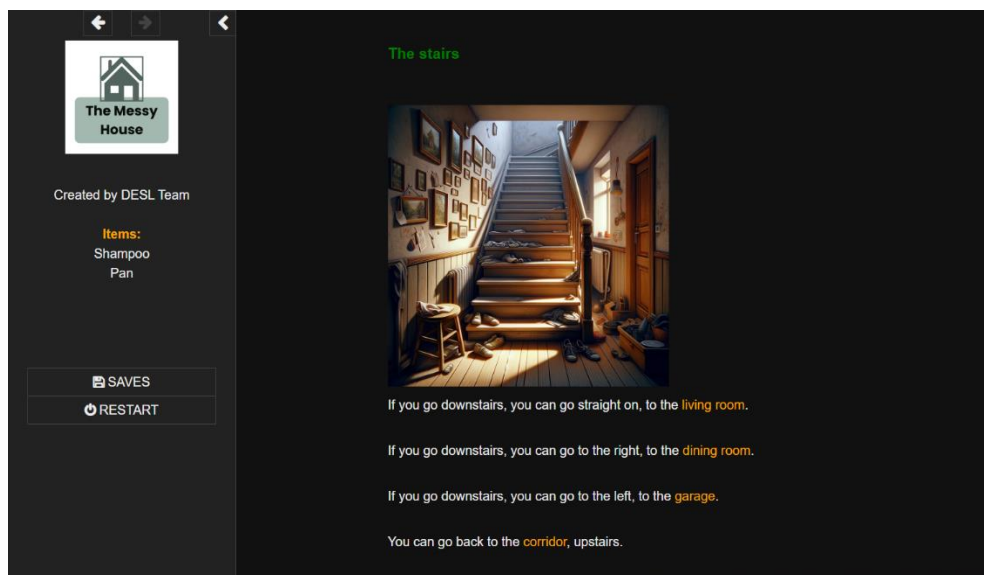


Click on the orange links to take objects or move in the house.



There is 2 objects to take, and one to put away before taking the stairs.

2. The room downstairs



Understanding the text

Vocabulary and phrases

English	Translation
Boots	
Boxes	
Dining room	
Door	

Downstairs	
Garage	
Garden	
Hall	
Kitchen	
Lights	
Living room	
To go straight on	
To have	
To lead	
To switch on	
Upstairs	

Understanding the game

What is happening?

You can explore the room downstairs. You find other messy rooms where you can take objects and interact with a new character.

Tips and help

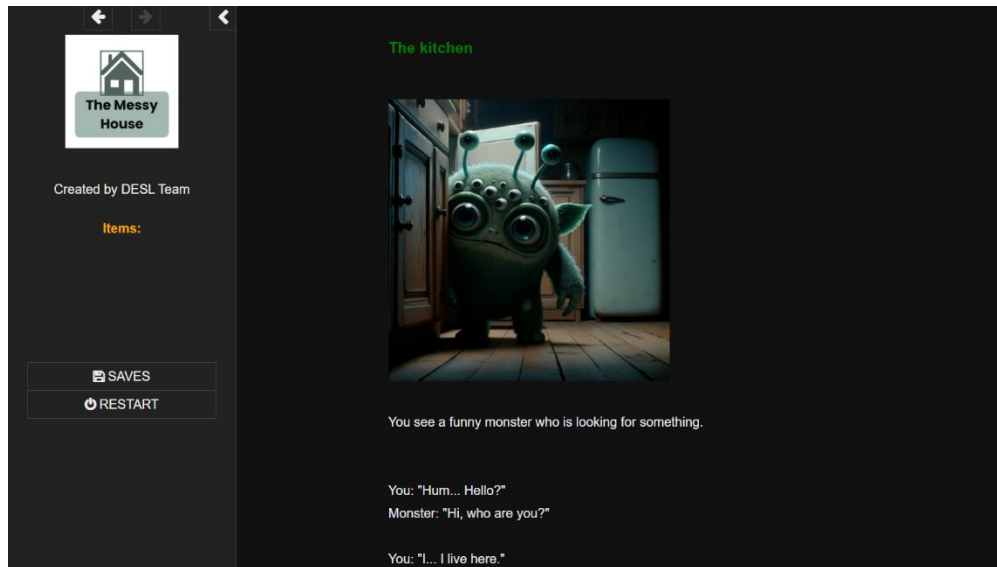
Objective: explore the rooms, find the item, put them in the correct room, and find



the monster.

The object is in the dining room.

3. The Monster



Understanding the text

English	Translation
Boxes	
Cupboard	
Door	
Funny	
Garden	
Great	
Hall	
Keys	
Kitchen	
Lights	

Monster	
Oranges	
Really	
Ship	
To be sure	
To go straight on	
To have	
To lead	
To live	
To look for	
To need	
To see	
To start	
To switch on/off	
To tell	
Upstairs	
Toolbox	
Basement	
Broken	
Dark	
Scary	
To use	

To open	
Once	
Orange tree	
To gather	
Some	
To give	
Inside, outside	

Understanding the game

What is happening?

There is a monster in the kitchen. He is nice, but he messes up your house! You can talk to him. You need to help him.

Tips and help

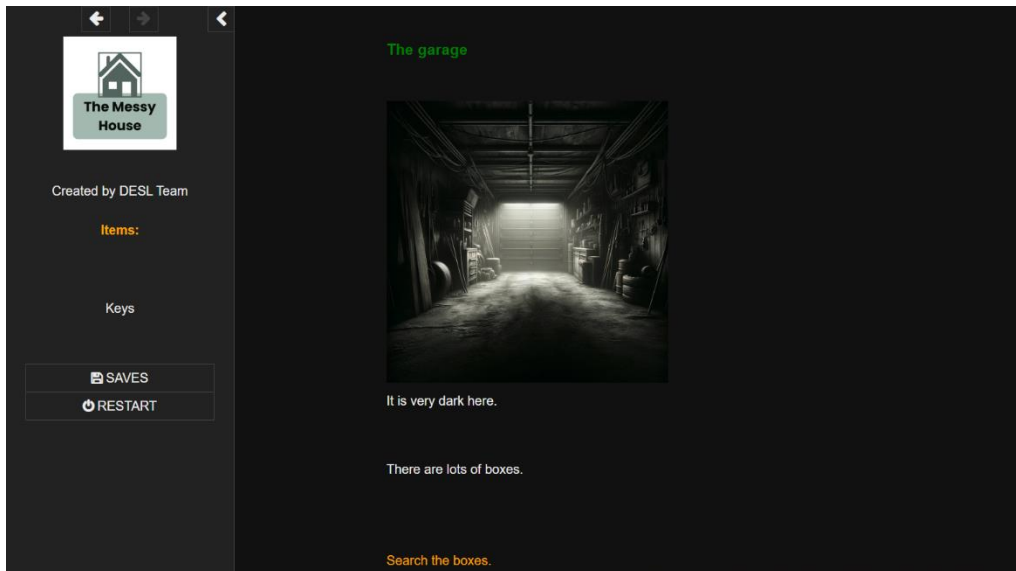


Talk to the monster.



You need to give oranges to the monster. You need to find your keys to open the door to the garden.

4. The end of the story



Understanding the text

Vocabulary and phrases

English	Translation
To find	
To repair	
Tools	
Now	
Well done	
To leave	
To make a mess	
Finally	
To tidy	

To imagine	
Reaction	
Friends	
Adventure	
The end	


Understanding the game

What is happening?

You are looking for tools to help the monster repair his ship.

Tips and help

Objective: find the toolbox and give it to the monster.

 Give the toolbox to the monster and repair his ship so he can leave.

Annex: Full game guide

Phase A – Player’s exposition of the story and controls

A.1. Game basics

The player needs to explore the rooms upstairs.

- **Goal 1:** Take the bottle of shampoo in the bedroom and put it away in the bathroom.
- **Goal 2:** Take the pan in the corridor.

If the player doesn’t take these objects, it doesn’t affect the end of the game.

Step A.2 – Exploring downstairs

The player explores the rooms downstairs. The door in the hall is locked. There is nothing in the garage for now, and there is a broken ship in the basement. To see the broken ship, the player needs to switch on the lights on the basement.

- **Goal:** Take the boots in the dining room and put them away in the hall.

If the player doesn’t take the boots, it doesn’t affect the end of the game.

Phase B – The monster

B.1 – Meeting the monster

Exploring the downstairs room, the player will meet the monster in the kitchen. The monster is asking for oranges to start his ship.

- **Goal:** Talk to the monster and get your house keys.

B.2 – Find oranges

To find oranges, the player must have the keys. With the keys, the player can open the door of the house located in the hall. Opening the door send the player to the

garden where there is a big orange tree. The player needs to gather oranges and bring them back to the monster in the kitchen. Once they have the keys, the player can open the door as many times as they want during the whole game. They will keep the keys in their inventory.

Phase C – The end of the story

C.1 – Find the toolbox

Once the oranges are given to the monster, he asks for tools to repair his broken ship located in the basement.

The toolbox is in the garage. The player needs to switch on the lights and search the boxes.

The option to search the boxes is only available if the player has given the oranges to the monster.

C.2 – Repair the ship with the monster

The player needs to give the toolbox to the monster in the kitchen.

The monster will thank the player and invite them to go repair the ship in the basement.

The link will send the player directly to the basement. There, the player needs to switch on the lights and repair the ship.

The option to repair the ship is only available if the player previously found the toolbox in the garage.

C.3 – The end

Once the player and the monster repair the ship, the player can click on “The ship is repaired!”. It will send the player to the end page, where the monster leaves the house on his ship, and the game gives the final explanation.