



Player's guide

V0C'S JOURNEY 2: THE LETTER








This document will help you understand the game's content better. For each level of the game, you will have an explanation of the steps, vocabulary, expressions 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.

Overview

Synopsis

V0c is an alien with a mission: to explore and study humans. They land on Earth and find a letter written by an alien for a human. They ask you to help them find that person by interacting with people around the town. D.I.A., the digital guide, gives you advice and indications through the phone in V0c's pocket.

Controls

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

Level 0: The landing

Understanding the game

What is happening?

The game starts near V0c's ship, where the alien landed. They find a letter that fell out of the ship, written by another alien for a human, and decide to find that person and give them the letter. D.I.A., the digital guide, agrees that it's a good idea and an opportunity to interact with people and learn more about humans.

What you should notice

Pay attention to the content of the letter: read it carefully and try to understand it, because its content and meaning will be important later.

D.I.A. will use the phone in V0c's pocket to help you by giving you some advice and indications. Pay attention to those remarks.

Tips and help

Objective: Read the letter.



If you played the first game, "V0c's Journey: The Mission", you may remember V0c and D.I.A. and have helped them prepare the ship before they left for Earth. Some of the objects found on the ship will be useful in this game too.



You don't need to understand everything in the letter yet, as it will be explained during the game and will be a part of your final tasks.

Level 1: First impressions

Understanding the text

Expressions, emotions, traditions and habits

English	Translation/meaning
Scaredy cat	
Confused	
Frightened	
Curious	
Expression	
Crop(s)	
Main square	

Understanding the game

What is happening?

When the alien gets closer to the first human near the ship, a farm girl, she runs away and hides. Understand what emotion she feels so V0c can interact correctly with her, ask her for help then find their way to the part of town where more people can help them find Ben.

What you should notice

A few elements around the map can be clicked on. If you have the time and want to wander around, you can learn some more words, expressions and habits.

Tips and help

Objective 1: Understand the emotion that made the girl run and hide from V0c.



Think about the different emotions that are suggested and consider the reactions people have when they feel that way. Does it match the girl's reaction when seeing a strange alien? Why would someone run and hide?

Objective 2: Find other humans to ask for help and find Ben.



There is a path leading to the right side of the map, under the crops and between the houses. It probably leads to the city where more people could help you.

Level 2: Welcome to town

Understanding the text

Expressions, emotions, traditions and habits

English	Translation/meaning
Right around the corner	
Attitude	
Unpleasant	
Rude	
Bad egg	
Homeless man	
Big bills (money)	
Change (money)	

Understanding the game

What is happening?

As V0c joins Main square, they are welcomed by an old man who is not very nice and judges them for being a stranger. The rude man agrees to guide V0c towards Webster Street and gives them directions but they are not correct: a homeless man

tells V0c the road is blocked then asks for money and suggests going to grab coins from the fountain at the centre of the main square.

What you should notice

A few elements around the map can be clicked on. If you have the time and want to wander around, you can learn some more words, expressions and habits, but some paths are blocked until you meet the right characters and make the right choices.

The homeless man suggests picking coins up from the fountain but says he doesn't want to take them himself. There is a reason for that, which will be mentioned during the next interaction.

Tips and help

Objective 1: Follow the old man's directions.



Follow the directions by going "left" (up the map) at the corner near the pharmacy, which is identified with the green neon cross above the door.

Objective 2: Choose what the expression "bad egg" means.



The old man was rude and gave you false information but the homeless man says that he's just a "bad egg" because other people in town are nice and can be trusted. That expression must be related to the difference between the old man's actions and the actions of most people in town.

Objective 3: Follow the homeless man's directions.



The homeless man asked you to give him money but can't accept big bills, so he suggested you go to the fountain at the centre of the main square. Since

V0c entered the town by the left side and the top is blocked, you need to go to the right and down to reach the centre. You will soon see the fountain by moving around the area.

Level 3: Make a wish

Understanding the text

Expressions, emotions, traditions and habits

English	Translation/meaning
Spare change	
Forbidden	
Throwing coins in a fountain/well and making a wish	
Bill (restaurant)	
Tip the waiter	

Understanding the game

What is happening?

Following the homeless man's directions and request, V0c goes to pick up coins from the fountain, but a man interrupts them and explains why people throw coins

in there. He also provides advice on what to do to help the homeless man: bring him food from the restaurant instead but he uses another expression that V0c doesn't understand.

What you should notice

The fountain is right in the centre of the Main square, probably used as a meeting place for the townspeople. There are various buildings and items around it that you can interact with, including a memorial stone, a museum and a city hall.

Tips and help

Objective 1: Choose the correct meaning of the act of “tipping the waiter”.



The man suggested that you go to the restaurant and get food for the homeless man instead of coins from the fountain, which represent people's wishes. He mentioned the price of that food before saying you should “tip the waiter”. Based on what he said, what topic do you think the act of “tipping” is related to? Think about the role of a waiter.

Objective 2: Follow the man's directions.



Follow the directions by going to the right of the fountain and interacting with the old lady standing near the restaurant. She is very close to the fountain and next to a sign with the menu of the day.

Level 4: Bon appétit

Understanding the text

Expressions, emotions, traditions and habits

English	Translation/meaning
Selfish	
Generous	
Easygoing	

Understanding the game

What is happening?

Following previous directions, V0c interacts with the restaurant lady who's standing near her establishment and asks to buy food from her to help the homeless man, confirming that they'll tip the waiter. The lady wants to compliment V0c about that act but can't find the right word. She then provides them with food and says that she knows where Ben lives, giving instructions about where to find him.

What you should notice

The old lady prepared a sandwich, easy to transport and eat on the street, which would be nice for the homeless man. She also decided not to accept V0c's money or tip because of their kind decision.

Tips and help

Objective 1: Choose which option matches V0c's behaviour.



The lady wants to compliment V0c for wanting to help a homeless man by spending money on food to give him but can't find the right word. Which of the options seems to match that kind of act? What does each word mean? Which are qualities that match V0c?

Objective 2: Follow the lady's directions.



To find Ben, follow the directions by going down from the fountain and taking the dirt road towards the lake. If you go back towards the fountain and down the map, you will soon see the lake on the left. You need to go at the bottom to take the dirt road that leads to Ben's house.

Level 5: Captain Haddock

Understanding the text

Expressions, emotions, traditions and habits

English	Translation/meaning
Plenty of fish in the sea	
Brave	
Fearless	
Jealous	
Depressed	
Peaceful	
Endless	
Gorgeous	
Exciting	
Manhole	
Spider web design	

Understanding the game

What is happening?

After reading the lake-side home, V0c finally meets Ben, but the man reveals that he is not the one that the letter was written for; his full name and address do not match. There must be another Ben in this town. The old Ben talks about his adventures at sea and how it feels to be stuck in a house near a small lake after those adventures. He then has an idea of where the other Ben may live based on the name of the street and the web drawing on the envelope.

What you should notice

Old Ben is dressed as a sailor or boat captain, which matches his story about travelling the world at sea. He uses words like “aye” and “yohoho” which are typical for sailors or even pirates. He says that he knows a lot about fish and lives on Fisherman Road, so he was probably a fisherman.

Tips and help

Objective 1: Choose the correct meaning of the expression “plenty of fish in the sea”.



The old Ben lives near a lake and mentions having explored the sea and living on Fisherman Road but that may not be directly related to the meaning of the expression. He uses that expression when talking about how there is probably another person named Ben in this town. Think about what “plenty” means.

Objective 2: Choose which emotion matches the old fisherman’s situation.



The old Ben talks about how he used to explore the sea and have adventures around the world but got sick and is now forced to stay home near this small

lake. Which of the emotions could he be feeling? What would an adventurous person feel in that situation? Observe the environment and consider the fisherman's way of speaking about those explorations.

Objective 3: Follow the fisherman's directions.



The fisherman gave you directions to reach what he believes to be Webster Street where the other Ben lives. But first, you need to go back up towards the main square by walking up and away from the lake-side house.

Then D.I.A. will remind you that you should cross the map and go above the restaurant, to the right of the City Hall, on a street that goes up North, where you will find a manhole on the floor with a spider web design.

Remember that some streets are closed and the characters you already talked to before don't know where that street is or who Ben is.

Level 6: Ben's memory

Understanding the text

Expressions, emotions, traditions and habits

English	Translation / meaning
Underground tunnels	
Let's go greet them	
Weird	
Miss (someone)	
Grateful	
Glad	
Keep a secret	
Change your mind	
Behaviour	
Personality	
Opinion	
Decision	
Pray	

Strongly	
Promise	
Four-leaf clover	
Habit(s)	
Tradition(s)	
Belief(s)	
Symbol	
Good luck	
Rare / rarely	
Pass a message	
Successful	

Understanding the game

What is happening?

After talking to every human they met, V0c finally finds the correct street and walks up to find Ben standing in front of his house. But he doesn't remember Mr Scroop and doesn't want to take something from a stranger, so he asks V0c to explain what the letter says, but because V0c doesn't understand everything, they ask for your help to explain some words, expressions and habits.

What you should notice

Ben's memory is so bad that he doesn't remember ever meeting an alien before and doesn't believe V0c when they mention that Mr Scroop isn't human or that the letter is for him. Mr Scroop seemed to know that because he ended the letter by asking Ben to remember their promise, and probably wrote the letter so someone could remind Ben of him. It seems that Ben also doesn't have a lot of friends, or maybe he does and just doesn't remember them!

Tips and help

Objective 1: Choose the correct meaning of the act of "keeping a secret".



In the letter, Mr Scroop says that he's grateful Ben "kept his secret". What do you think a secret is? Why should it be kept? And why would he be grateful?

Objective 2: Choose the correct meaning of the expression "change your mind".



What could that expression mean? What is the "mind" that Ben could change? Remember that Mr Scroop mentions a secret right before this part.

Objective 3: Choose the correct meaning of the term "pray".



Mr Scroop says that he "prays" he'll be able to come see Ben again one day. In that context, what could that word mean?

Objective 4: Choose the correct meaning of "remember your promise".



What is a promise? Why should Ben remember it? Consider that Ben has a very bad memory and that Mr Scroop mentioned a secret before.

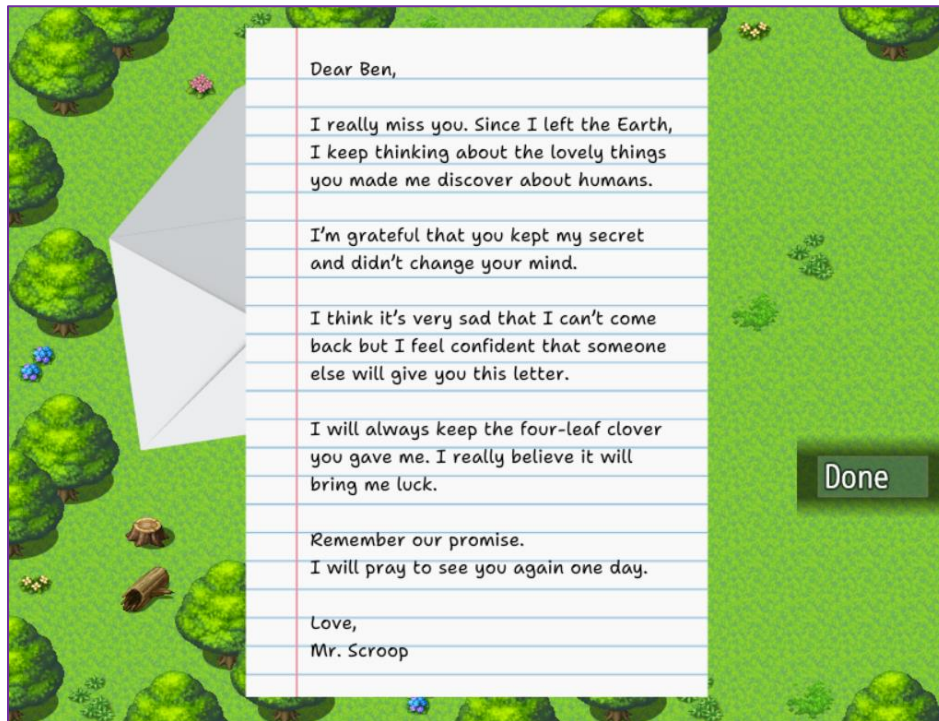
Annex: Full game guide

Level 0: The landing

1. If you did not play the first game, "V0c's Journey: The Mission", say that you don't remember V0c so they'll explain what happened before.



2. Click to progress through the dialogue and read the letter carefully.



3. You can interact with other elements around the map if you want but they are not necessary to keep going. Only the interactions with characters will help.

Level 1: First impressions

1. To progress, choose which emotion the girl is feeling when she sees V0c, runs away and hides behind the rock. Pay attention to the explanations for each answer.



2. To find more humans who could help, you need to go in town. The path to the right may lead where there are more people who could know where Ben is.



Level 2: Welcome to town

1. Follow the old man's directions: V0c's left, around the corner after the pharmacy. The means up the map around the building with the green cross.



2. To progress, choose which options is the correct meaning of the expression “bad egg”. The old man was rude and gave you false information but the homeless man says that he’s just a “bad egg” because other people in town are nice and can be trusted. That expression must be related to that different between the old man’s actions and the actions of most people in town.

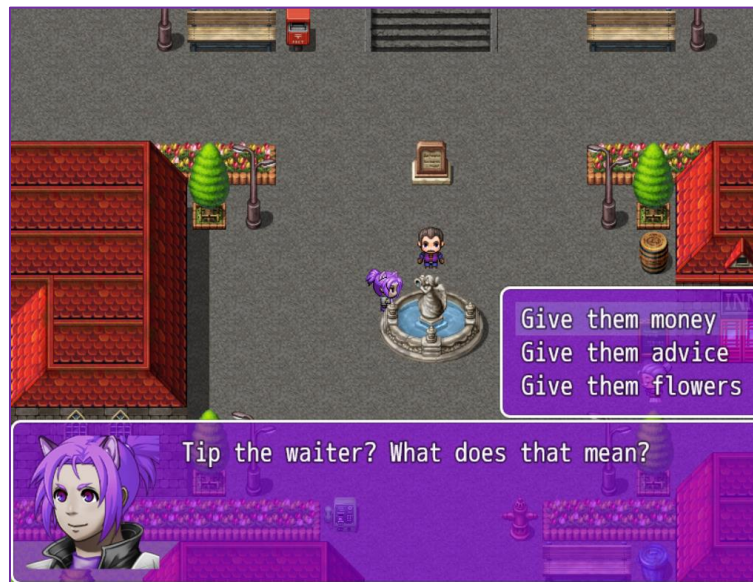


3. Follow the homeless man's directions. He asked you to give him money but can't accept big bills, so he suggested you go to the fountain at the centre of the main square. Since V0c entered the town by the left side and the top is blocked, you need to go to the right and down to reach the centre



Level 3: Make a wish

1. The man doesn't want you to take coins from the fountain because that could affect people's wishes. Instead, he tells you to buy food at the restaurant to help the homeless man, but he says that the bill won't be cheap and that you will need to tip the waiter. Those elements are all related to the same topic. Consider that some words, like "tip", have different meanings.



2. To talk to the restaurant lady, you need to simply go to the right of the fountain. She is standing next to the menu sign at the entrance of the restaurant, very close to the fountain.

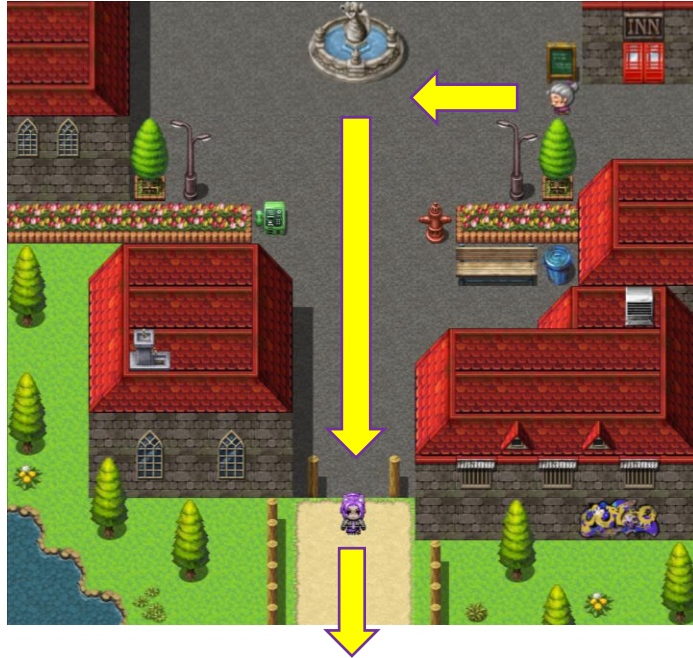


Level 4: Bon appétit

1. After explaining why V0c wants to buy food from her restaurant to help the homeless man, the old lady wants to compliment them but can't find the right word to explain their quality. Think about the meaning of each word and how that could be related to helping someone who has no money.



2. After the lady gives V0c the food, she explains the directions to reach Ben's house. You can still see the fountain and the road that leads down at the bottom of the map. Go down from the fountain and take the dirt road that leads to the lake. There you can see the lake to the left of the screen.



Level 5: Captain Haddock

1. Old Ben is not the Ben that V0c needs to find; there is another Ben in town. That is why the fisherman uses the expression “plenty of fish in the sea” when hoping that V0c will find the other Ben soon. Just like “scaredy cat”, the expression mentions an animal but it doesn’t actually refer to animals.



2. An old man who is used to adventures and travels across the sea could feel many different emotions after staying in a home near a small lake. Think about what old Ben has said in that conversation and choose the emotion that seems to fit his personality and situation more.

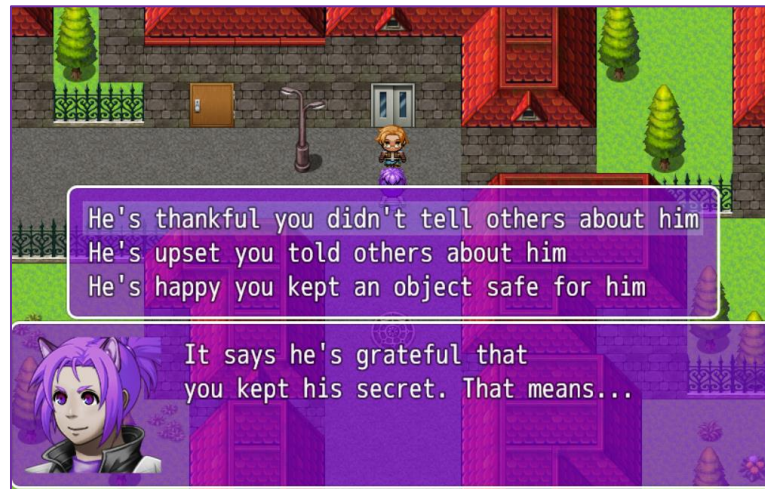


3. To find Webster Street, you first need to go back to Main Square by walking up the dirt road, then follow the directions across the map, passing the fountain, above the restaurant and taking the street to the right of the City Hall - a big and important building that doesn't look like the others.

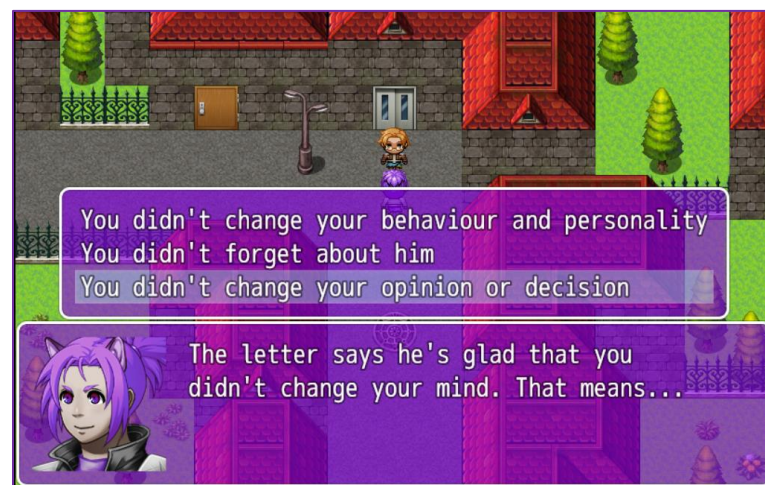


Level 6: Ben's memory

1. To convince Ben to take the envelope, V0c needs to correctly explain the content of the letter with your help. Choose the correct explanations.
2. Explain what it means to “keep a secret”. Think about what a secret is, why someone would want it to be kept by someone else, and why Mr Scroop is grateful that Ben kept his secret.



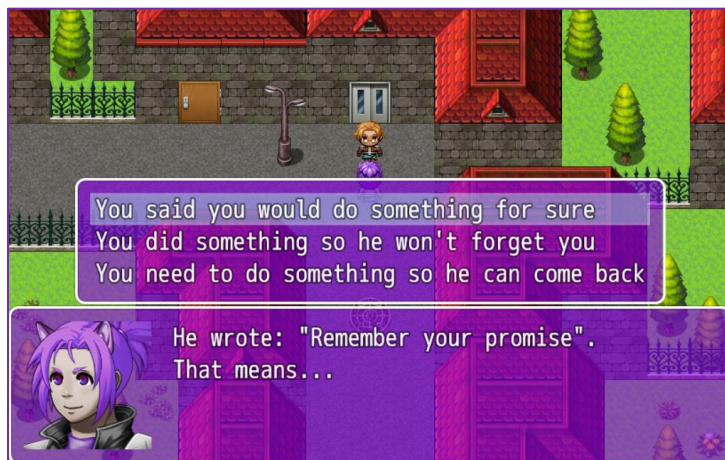
3. Explain what it means to “not change your mind”. What does “mind” mean in this expression? What would or would not change? Is it about behaviour, opinion or memory?



4. Explain what “praying” is. It can have different meanings. You only have 2 possible answers to explain why Mr Scroop “prays” to see Ben again.



5. Finally, explain what “remember your promise” can mean. What is a promise? Why does Ben need to remember it? Why is it important to Mr Scroop?





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