



Player's guide

V0C'S JOURNEY 3: THE DEPARTURE








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 the human world. After landing on Earth and exploring a town, making friends and learning about humans, they now need to repair their ship to go home but need various objects and tools. With the help of D.I.A., the digital guide, giving advice and indications through a phone, you will need to interact with people around town and ask them for the items.

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: Fix the situation

Understanding the text

Expressions, jobs and tools

English	Translation/meaning
Tool(s)	
Repair	
Assist	
Communicate	
Progress	

Understanding the game

What is happening?

The game starts near V0c's ship, where the alien landed. After exploring the town nearby and making human friends, they now need to go back to their home planet but the ship broke when it landed, so V0c will need items and tools to repair it.

What you should notice

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 list of items you will need.



You don't need to remember what items you should find: all you have to do is talk to the characters you meet, and they will give you the items. You will have the possibility to see the list again later and see which items you already have when walking in certain places on the main square.



If you played the first and second games, "V0c's Journey: The Mission" and "V0c's Journey 2: The Letter", you may remember the characters of this game and the general story. If not, ask V0c and they will quickly explain what happened last time.

Level 1: The first friend (Allie)

Understanding the text

Expressions, jobs and tools

English	Translation/meaning
It's been a while	
Indeed	
Hit it off	
Scare	
Upset	
Close (relationship)	
Turn into (something)	
Welcoming	
Such	
Item(s)	
Harvest	

Shovel	
Spade	

Understanding the game

What is happening?

V0c starts talking with Allie, the farm girl, who uses expressions and words they don't know, then ask her for help but she doesn't have the tools that can help repair the ship. V0c then decides to go into town to ask more people.

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: Choose the correct meaning of the expression "hit it off".



Think about the situation that Allie talked about when using that expressions: she was scared of V0c at first but now is their friend.

Objective 2: Choose the correct meaning of the word "harvest".



The word can have different meanings. Remember what Allie's job is.

Objective 3: Go to the Main square, into town.



To find the tools, you need to ask more people, and on this map, there is only Allie who can't help. Follow the path to the right, between the houses, to go into town where more people will be able to help you.

Level 2: Back in town (Old man)

Understanding the text

Expressions, jobs and tools

English	Translation/meaning
Neon	
Tube	
To benefit	
To gain	
In exchange	
Earn (money)	
In return	
Mean	
Offensive	
Relax	
Stressful	

Understanding the game

What is happening?

As they get to the main square, V0c notices the neon sign above the pharmacy. The old man whose wife owns the building rudely intervenes, and after understanding what he'll gain from helping V0c repair the ship so they can leave Earth, he agrees to give a neon tube.

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.

Tips and help

Objective 1: Choose the correct meaning for the word “benefit”.



Consider the old man's question: what will he “benefit” from helping V0c? Why would a rude and mean old man want to help a stranger?

Objective 2: Find more people to talk to who can help collect the tools V0c needs.



Walk around and interact with the characters you can see: all of them, apart from the old man, are friends with V0c and will try to help them.



You don't have to meet the characters or find the items in the order that appears on the list or in this guide. You can talk to them in any order.



Some spots around the main square will make D.I.A. ask you if you want to see the list of objects again. The objects you have already found will appear with a green circle around them, so you know what still needs to be found.

Level 3: Second chance (Elliott)

Understanding the text

Expressions, jobs and tools

English	Translation/meaning
Hang out	
Clean up	
Shift	
Schedule	
Organise	
Manage	
Task(s) ne	
Metal	
Bar	
The least (someone) can do	
Repay	
Donation	

Understanding the game

What is happening?

When taking the first street up from the pharmacy, V0c meets Elliott, the previously homeless man, who explains how Myrtle gave him a job and a home thanks to V0c's help in the last game and gives them a metal rod from his tent.

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 words "shift" and "schedule".



Consider that Elliott is talking about his job at the restaurant and how he is taking the time to clean up his things from the street before his "shift" starts, as his "schedule" is almost full. What topic could those terms be related to?

Objective 2: Choose the correct meaning of the word "repaying".



Consider that Elliott had asked V0c for money in the previous game, and the help he received caused Myrtle to give him a job and a home, so he wants to thank V0c and refuses to let them pay for the item. Think about which what "repaying" could mean in this context. Is it about money? Is it similar to the old man's question before?

Level 4: Memory (Ben)

Understanding the text

Expressions, jobs and tools

English	Translation/meaning
What's up?	
Toolbox	
Basic	
Item(s)	
Screwdriver	
Screws	
Mention	
Fix	
Take off	

Understanding the game

What is happening?

If you go all the way to the right, staying at the top of the map, above the fountain, and take the street that goes up, with the spider web manhole, you will meet Ben, a character that was very important in the previous game ("V0c's Journey 2: The Letter"). Ben's memory is very bad but he manages to remember that he has a few tools and items that V0c can use.

What you should notice

The street that Ben lives on is called Webster Street. At the bottom of it, you can see a manhole on the floor, with what looks like the design of a spider web. That element was important in the previous game.

Tips and help

Objective: Choose the correct meaning of the expression "cross your mind"



As you know, Ben has a bad memory and didn't remember that he has a toolbox at home because he never uses such items. What could he mean by "it didn't cross my mind"?

Level 5: Arts and crafts (Matteo)

Understanding the text

Expressions, jobs and tools

English	Translation/meaning
Carry	
Kind of	
Craftsman	
Equipment	
Propose	
Service(s)	
Though	
Hammer	
Nails	
Towards	

Understanding the game

What is happening?

Standing near the fountain, Matteo is very helpful, as he always carries tools with him due to his crafting hobbies.

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: Choose the correct meaning of the word “craftsman”.



Matteo mentions that he is a “craftsman” to explain why he always keeps tools wherever he goes. What do you think a “craft” is and why would a “craftsman” need tools like a hammer and nails?

Level 6: Stay connected (Myrtle)

Understanding the text

Expressions, jobs and tools

English	Translation/meaning
Cause (verb)	
Damage	
Improve	
Struggle	
Help out	
Lively	
Dynamic	
Wrench	
Wire	
Stick(ing) out	
Kindness	
Replace	
Device	

Understanding the game

What is happening?

Myrtle, standing to the right of the fountain in front of her restaurant, welcomes V0c nicely and gives them one tool, directing them to a green phone box where another of the necessary items can be collected.

What you should notice

If you have already collected the electric wire from the green box phone before talking to her, she will not mention it.

Myrtle is a very sweet old lady and a great cook and helped V0c in the previous game ("V0c's journey 2: The Letter") by giving them food, before helping Elliott with food, along with a job and a home too.

Tips and help

Objective 1: Choose the correct meaning of the phrase "time causes damage".



Myrtle is an old lady and mentioned that she uses tools to repair the kitchen equipment when it's broken. What do you think "damage" is and why would time cause it?

Objective 2: Follow the lady's directions to the green phone.



Down from the fountain, towards the jewellery shop, you will find a green phone box which is broken and has electric wire sticking out, which you can take since it has become useless. Maybe D.I.A. can repair it with alien technology and improve the phone too!

Level 7: An important bond (Haddock)

Understanding the text

Expressions, jobs and tools

English	Translation/meaning
Diamond	
Seem	
Precious	
Treasure(s)	
Swim against the tide	
Tide	
Rope	
Souvenir	
Epic	

Understanding the game

What is happening?

Going down from the fountain, V0c notices a jewellery shop but the diamonds that they sell are too expensive. D.I.A. suggests that Haddock, the fisherman, may have brought treasures from his adventures and the player is directly lead to the lake-side house where Captain Haddock unfortunately doesn't want to part with such a precious treasure but gladly gives them a rope and his best wishes.

What you should notice

Haddock is dressed as a sailor or boat captain, which matches his story about travelling the world at sea. He uses words like "aye" and "Yo ho ho" which are typical for sailors or even pirates, and D.I.A. calls him a fisherman while V0c calls him "Captain".

Tips and help

Objective: Choose the correct meaning of the expression "swim against the tide".



The expression uses words related to the sea. The captain 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 he rarely goes into town. What do you think it means to go "against the tide"?

Level 8: The farewell party

Understanding the text

This last level mentions words and expressions that were used in this game and in the previous one ("V0c's Journey 2: The Letter") and refers to events and interactions from both games.

Expressions, jobs and tools

English	Translation/meaning
Nevermind	
Typical	
Sculpture	
Reminder	
Recycled	
Fake	
Talented	
Soil	
Sunlight	

Fit (with)	
Give (something) away	
Proud	
Universe	
Participate (in)	

Understanding the game

What is happening?

After collecting all the objects they need, apart from the diamond, V0c finally is able to repair their ship. Every human they talked to joins them for a final goodbye, and each of them asks something before giving V0c a present, like food, decorations or items to help them on their travel or wish them luck, including the diamond that'll make the ship faster. V0c can now go back home but will be able to contact the townspeople through the phone that D.I.A. repaired, so they can share more stories and nice moments with their human friends!

What you should notice

The old man who was rude towards the alien can be seen walking by but he won't join the farewell party because he isn't friendly and probably just wants to make sure that V0c will leave. He still helped with one tool and made this repair possible.

Tips and help

Objective 1: Choose what elements Myrtle used to cook the food she gives V0c.



Each option has been mentioned in the game before: the fish from the lake where Haddock lives, the crops that Allie harvests and the water from the fountain that Matteo often stands next to. What do you think Myrtle would use to make a delicious dish? There could be more than one correct answer!

Objective 2: Choose what object Ben gives V0c to wish them luck.



Each option is related to a tradition that humans have which involves luck or making a wish. If you remember correctly, especially if you played the previous game ("V0c's Journey 2: The Letter"), one of the options is specific to Ben.

Objective 3: Choose the correct meaning of the words "sculpture" and "reminder".



Matteo mentions that he likes to build things, and says he built a "sculpture" which would remind V0c of the town. What do you think that word means?

Objective 4: Choose which option needs water and soil.



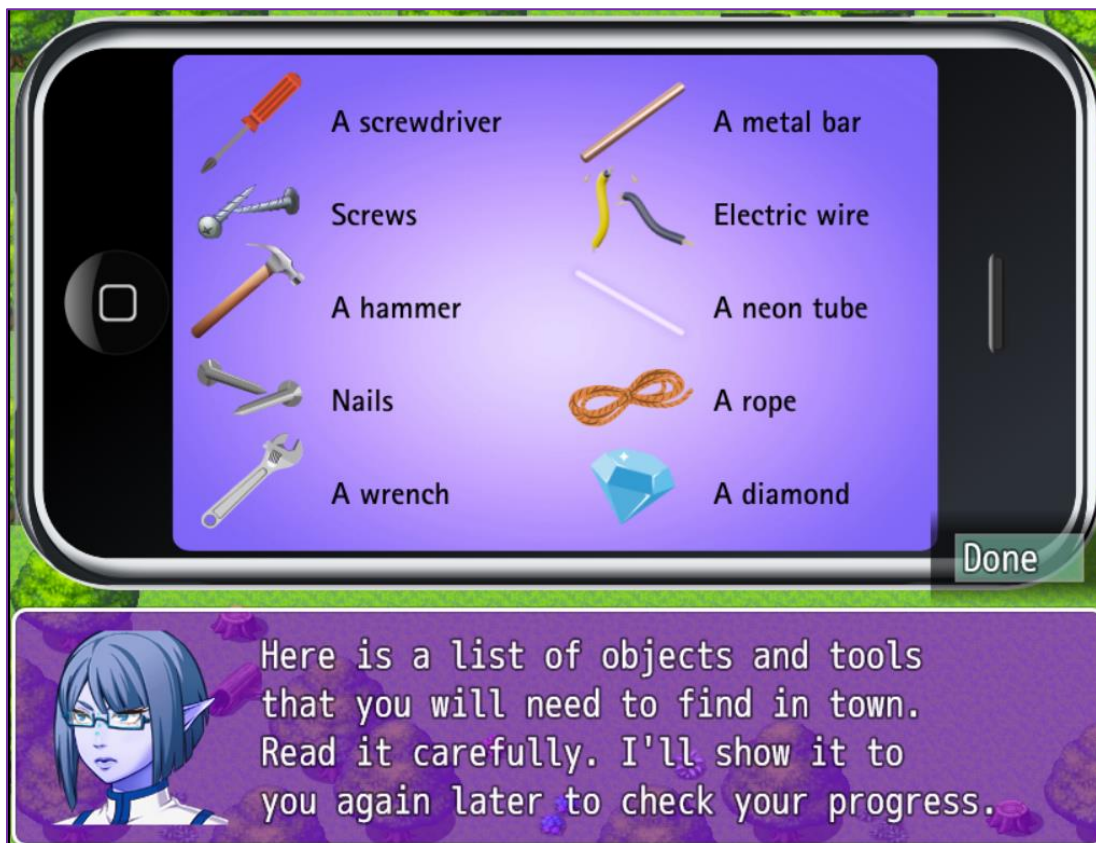
Consider where Allie works and what "soil" is. Which of the options could match her job and need both water and "soil"?

Annex: Full game guide

This part gives you hints in text and screenshots to help you find the right answers.

Level 0: Preparing to leave

1. If you did not play the first games, "V0c's Journey: The Mission" and ""V0c's Journey 2: The Letter", say that you don't remember V0c so they'll explain what happened before.
2. Click to progress through the dialogue and read the list of objects. Each tool has a picture of what it looks like. You won't need to remember them: each character that you will talk to will give you some objects.



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: The first friend (Allie)

1. Choose what is the correct meaning of the expression “hit it off”. Think about the situation that Allie talked about when using that expressions: she was scared of V0c at first but now is their friend.



2. Choose what is the correct meaning of the word “harvest”. Think about Allie’s job and remember that some words can have more than one meaning.

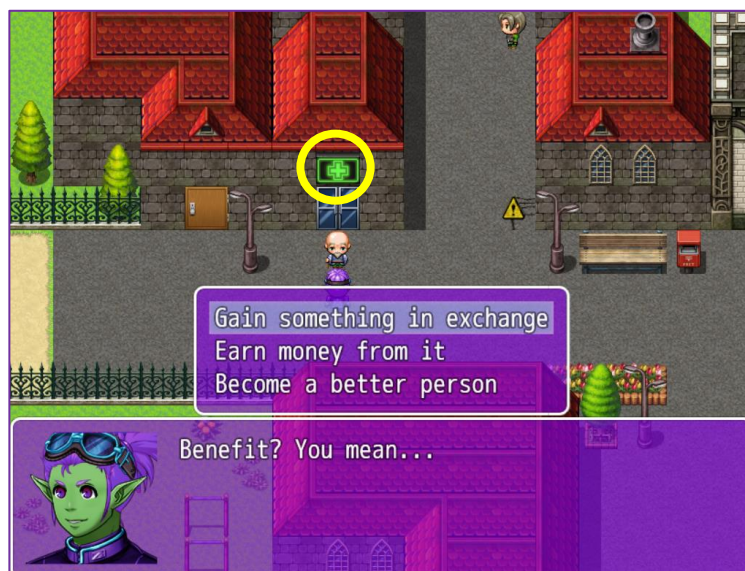


3. To find more humans who could help, you need to go into town. The path to the right leads to the Main square where more people will be able to help you.

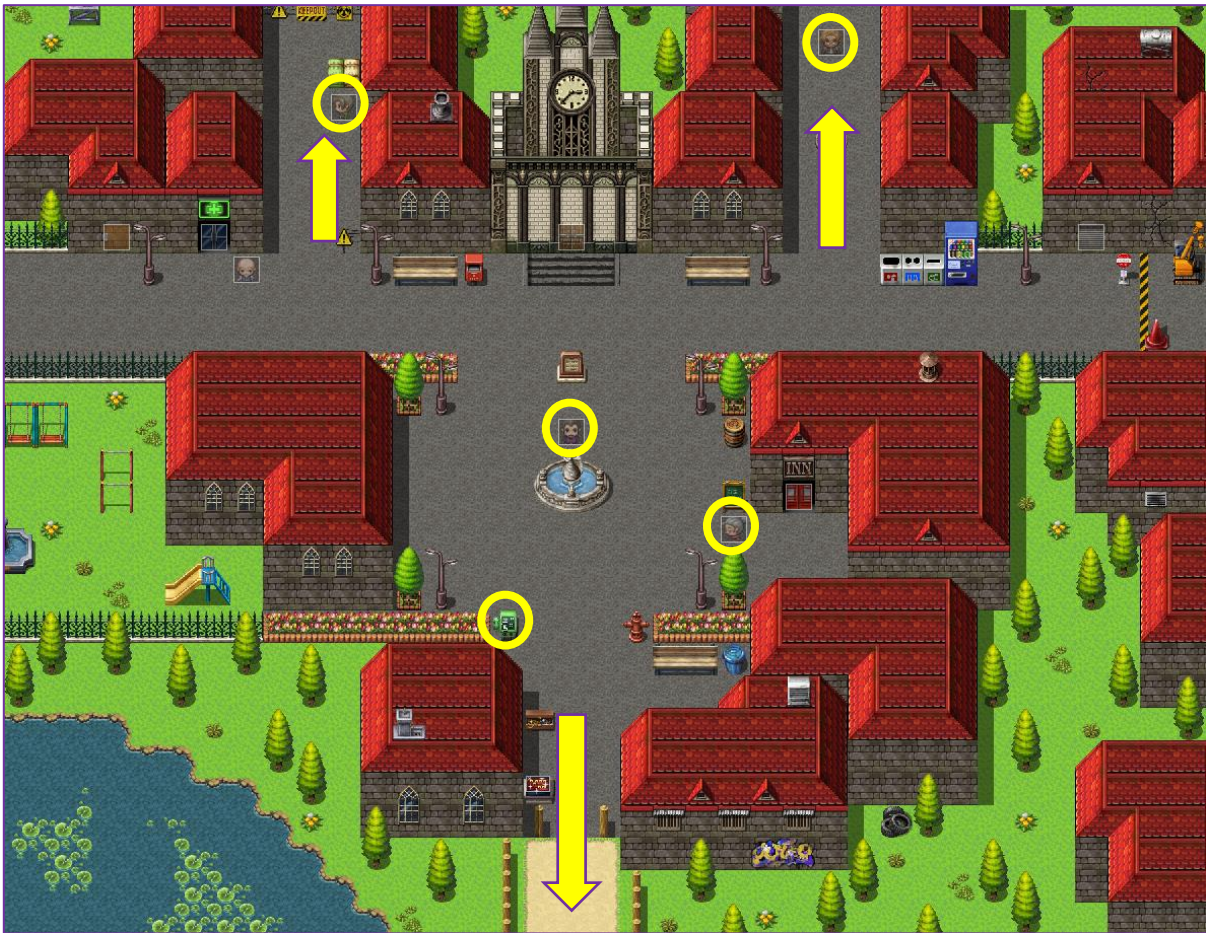


Level 2: Back in town (old man)

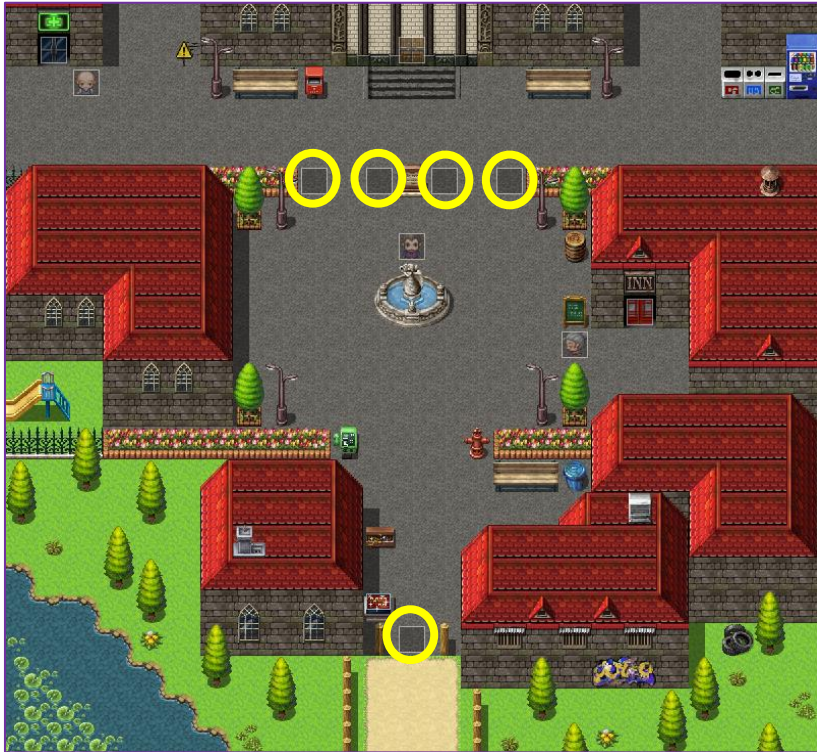
1. When you walk in front of the pharmacy, V0c notices the neon sign above the door. The old man whose wife owns the pharmacy asks what he'll "benefit" from helping you. Choose the correct meaning of that word: would a rude and mean old man want to help a stranger?



2. To find more tools from the list, walk around the streets and click on each character that you see. They are all friends with V0c, except for the old man. Make the right choices and they will give you items or tell you where to find them. Here are the places where you have to go to collect the items:



3. You don't have to meet the characters or find the items in the order that appears on the list or in this guide. You can talk to them in any order.
4. Some spots around the main square will make D.I.A. ask you if you want to see the list of objects again. The objects you have already found will appear with a green circle around them, so you know what still needs to be found. Here are the places where you can walk to check the list:



Level 3: Second chance (Elliott)

1. Choose the correct meaning of the words “shift” and “schedule”. Consider that Elliott is talking about his job at the restaurant and how he is taking the time to clean up his things from the street before his “shift” starts, as his “schedule” is almost full. What topic could those terms be related to?



2. Choose the correct meaning of the word “repaying” . Elliott wants to thank V0c for helping him in the previous game, so he refuses to let them pay for the item. Think about which what “repaying” could mean in this context. Is it about money? Is it similar to the old man’s question before.



Level 4: Memory (Ben)

1. Choose the correct meaning of the phrase “cross your mind”. Consider that Ben has a bad memory and didn’t remember that he has a toolbox at home because he never uses such items. What could he mean by “it didn’t cross my mind”?



Level 5: Arts and crafts (Matteo)

1. Choose the correct meaning of the word “craftsman”. Matteo mentions that he is a “craftsman” to explain why he always keeps tools wherever he goes. What do you think a “craft” is and why would he need tools like a hammer and nails?



Level 6: Stray connected (Myrtle)

1. Choose the correct meaning of the phrase “time causes damage”. Myrtle is an old lady and mentioned that she uses tools to repair the kitchen equipment when it’s broken. What do you think “damage” is and why would time cause it?



2. Under the fountain, you will find a green box with electric sparks: it is a broken phone. You can take electric wire from it and D.I.A. will use alien technology to repair the phone and make it possible to contact aliens in space with it.



Level 7: An important bond (Haddock)

1. Choose the correct meaning of the expression “swim against the tide”. It uses words related to the sea because Captain Haddock lives near a lake, on Fisherman Road, and mentions having explored the sea but that may not be related to the meaning of the expression. He uses it when talking about how he rarely goes into town. What do you think it means to go “against the tide”?



2. If you have talked to all the characters and found all the items, D.I.A. will directly tell you and you will be sent to the final level. If you have not found all the other items, you will need to go back up to the Main square and find the rest.

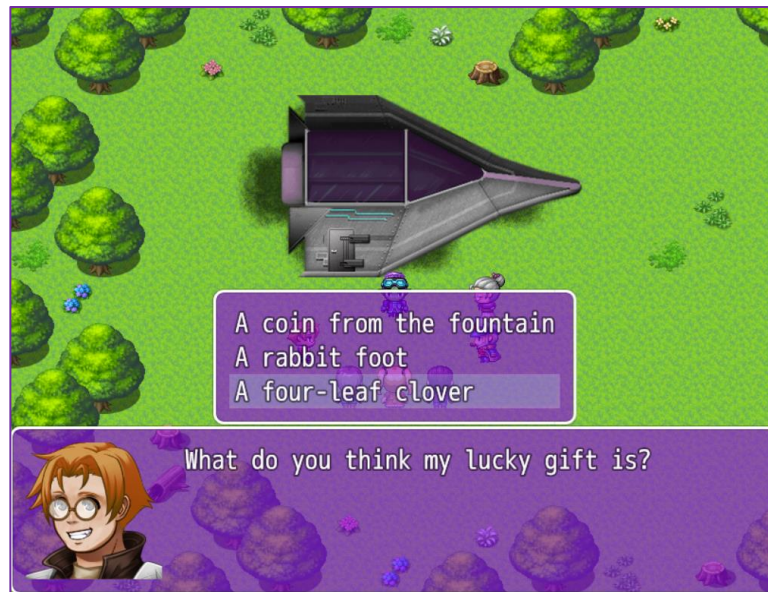


Level 8: The farewell party

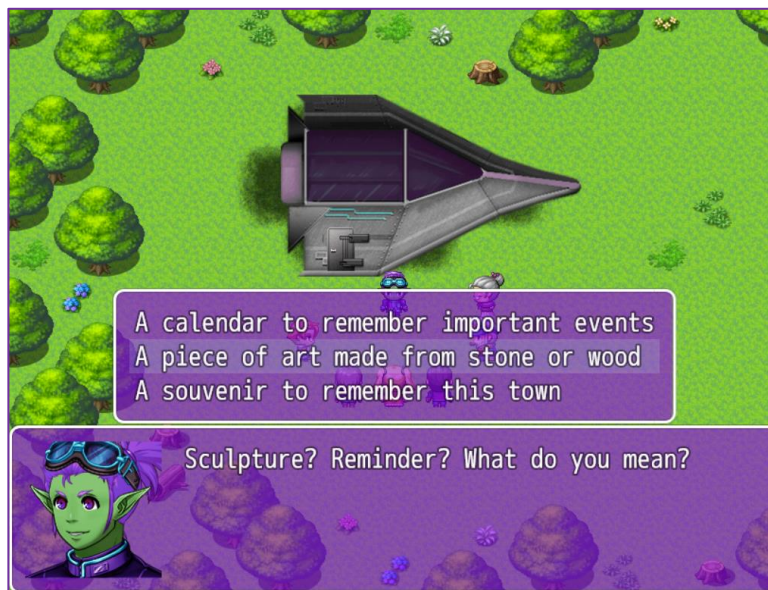
1. Choose what Myrtle used to cook the food. Each option has been mentioned in the game before: the fish from the lake where Haddock lives, the crops that Allie harvests and the water from the fountain that Matteo often stands next to. What do you think Myrtle would use to make a delicious dish? There could be more than one correct answer!



2. Choose what object Ben gives V0c to wish them luck. Each answer is related to a tradition that involves luck. If you remember, especially if you played the previous game ("V0c's Journey 2: The Letter"), one is specific to Ben.



3. Choose the correct meaning of the words "sculpture" and "reminder". Matteo mentions that he likes to build things, and says he made a "sculpture" which would remind V0c of the town. What do you think that word means?



4. Choose which option needs water and soil. Consider where Allie works and what “soil” is. Which of the gifts could match her job and need both water and “soil”?



5. Wish a final goodbye to V0c and D.I.A. as they leave Earth and go back to their home planet with the gifts that their human friends have offered them, with awesome memories and with more knowledge of the beautiful human world!





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

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