



HELP

>this includes specific help themes.

Additional material

Contents include >learning help, >grammar & extras, >cultural information, > frequently asked questions (FAQ), >walkthrough, a license agreement, and a read-me file. You can find the material on your DVD (click on your desktop on =>start =>programme =>lost in)

Bus

To take a bus ride click on the bus. In the following scene tell the driver your destination. Show him the bus ticket when he asks you (from the >inventory).

Chapter / repeat chapter.

The difficulty level of the game increases with each chapter.

As soon as you have completed a chapter you can *repeat* it, that is, you play it anew and from the beginning. However, your decisions and chosen dialogues only have an effect within this chapter. When you reach the end of a chapter you automatically return to the >home menu. Your >current game will not be affected. To repeat a chapter go to the >home menu (over >exit game or >start menu).

Please note that the >learning tips in the >additional material contains advice on how to make the best use of repeating chapters.

Detail view (of objects)

When the >cursor is shown as a magnifying glass, a left mouse click will reveal a larger view of the object. For objects in the >inventory press the STRG-key (Mac: CTRL) while you click. A right click on a text will reveal >subtitles and/or the text will be spoken. To exit the detail view click on the edge of the picture.

Dialogue / dialogue window / dialogue selection / dialogue protocol

The dialogue window is the centre piece of *lost in...* You can open it with a left mouse click on a >dialogue partner or using the >game menu (mouth).

In the dialogue selection (left hand side of the dialogue window) the dialogue possibilities are shown. Activate the desired dialogue line with a left mouse click and it will be spoken by Sophie/Max. The >dialogue partner's answer will follow automatically. The complete dialogue is shown in the dialogue protocol (right hand side of the dialogue window). The Protocol shows – filtered according to the dialogue partner – all the previously spoken dialogues. You can hear the dialogues in the dialogue window as often as you wish without affecting your

progress through the game. Earlier dialogues can be seen by using the scroll button or the scroll toolbar on the right. Find specific dialogues by clicking on the portrait of the dialogue partner.

If the >subtitles are activated, the translation of the dialogues appear in the >subtitle field.

It is up to you how you choose the order of the dialogues. During an active dialogue some previous dialogue may disappear while new ones added. If you want to know what your dialogue would have answered when ...- use the >repeat chapter function.

Close the >dialogue window by right clicking the small cross in the top right hand corner. Closing and opening dialogue windows does not affect your progress through the game.

Please note: You can stop current dialogues with the space bar.

Dialogue partners

These are Max und Sophie's conversation partners. If you right click a dialogue partner he or she will introduce him- or herself. A left click on him or her will open the >dialogue window.

Exit game / exit DVD

Click on the door in the >game menu and you will reach the >home menu. To exit the DVD completely go from here to the >start menu and click on *Exit DVD*. The following credits can be cut short by pressing the space bar or with a mouse click. Your current game will be automatically saved.

First aid

A quick overview of the functions of *lost in...* You open it with a right mouse click on the question mark in the >game menu.

Game characters

When you create a >player name you choose a game figure (Max/Sophie). When you first play the game choose the figure matching your gender (see >learning help) Please note that a right mouse click on Max/Sophie shows the content of 'what has happened so far'.

Game menu

This open with a click on the grey bar the bottom of the picture. From this menu you can reach the >dialogue window (mouth), >inventory (blue bag), >map (map), the >interactive learning platform (academic cap), subtitles/subtitle language/menu language (flags), >volume/sounds (loudspeaker), >first aid (question mark), and >exit game/>save current game(door).

Grammar

A brief grammar can be found in the >additional material on the DVD. The >interactive learning platform also includes interactive grammar exercises.

Home

Here you can start a new game or continue a game, repeat a >chapter, switch to the >interactive learning platform or go to the >start menu (in order to exit the DVD).

Interactive learning platform

This can be reached over the >home menu or the >game menu. Individual exercises that fit to your current stage in the game can be directly reached from within the game with a click on the red and white poster.

The interactive learning platform runs separately to your progress through the game. Please read the >learning help in the >additional material in the DVD.

Please note that the learning platform also has a word-for-word translation function (>translation help). In contrast to the translations in the >dialogues in the game, these translations are not sensitive to the context, and instead function as a regular dictionary.

Installation

Help for installing and starting the game can be found in the handbook. Should problems arise please refer to the >additional material (Technical-Help).

Inventory article/inventory

Inventory articles are objects that you pick up, carry with you and use during the game. You recognise an inventory article by the >cursor 'pick up' and you can 'pick it up' with a left mouse click. You will then see the object in > detail view. When you close this view the object will move automatically into the >inventory. The inventory can be opened by clicking on the blue bag in the >game menu or on Max/Sophie.

The using of inventory articles (showing, giving, applying) is the main action in *lost in...* To do so, open the inventory, click on the article with a left mouse click, hold the mouse button pressed and drag it to the middle of the desired goal (>dialogue partner or place) Then drop it by releasing the button. A reaction to your action follows automatically.

For a >detail view of an >inventory article, click on it in the inventory whilst pressing the STRG-key (Mac: CTRL).

Language

See >menu language / subtitle language

Learning platform

see >interactive learning platform

Learning tips

Part of the >additional material. It gives practical tips and help for playing and learning *lost in...* (Learning-Tips, Info-culture-and-language etc.)

Map

As soon as you are able go to a new place, this will be shown on the map. This map is there to give you some orientation. You can open the map in the >game menu. Exit the map by clicking the edge of the picture.

Menu language / subtitle language

The language in which the >translation help and the instructions for the >interactive learning platform are shown (German/English). A change of language is possible at all times over >start, >home, or >game menu (flags).

Mobile telephone

This is in the >inventory. In order to make a call, open the >detail view (STRG or CTRL + left mouse click). Dial by clicking on the numbers. Then click on the green button. Speak using the >dialogue in the >dialogue selection. Finish the call by pressing the red button.

If you receive a text message, this will appear automatically. To read it again, click on the button with the envelop. Flick through by clicking on the button with the arrow. Close the telephone by clicking on the edge of the picture or with a second click on the red button.

Mouse cursor

lost in... uses five different cursors, which refer to particular situations or action possibilities:



'default': no actions are possible.



'pointer': start >dialogue, show >translation help, look up in >picture dictionary, press door bell, etc.



'move': change of place: >navigation – leaving scenes and >detail view.



'pick up': putting articles into the >inventory.



'magnifying glass': >detail view of objects, >inventory articles, posters, etc.

Navigation / moving around

Max/Sophie can move around from place to place as you wish. Possible places to go (from room to room, from the street into a taxi, from inside to outside the station, etc) are shown by the >cursor ('pointer' on doors, signs, etc). Some rooms are divided into two. Move from one part to another with a click on the edge of the picture. Special cases are the >taxi and the >bus.

Picture dictionary (speaking)

The scenes in *lost in...* are full with objects that 'introduce' themselves with a right mouse click. At the same time a small text field appears. If the subtitles have been turned on (>translation help) a translation will appear in the >subtitle field. You recognise the objects of the picture dictionary by the >cursor "pointer".

Player name / learning profile

With your player name you also create an individual learning profile. This saves both your >current game as well as your progress in the interactive learning platform. The individual profiles enable different learners to play *lost in* on the same computer as well as enabling you to play the game in different ways. The choice of player name does not affect the game in any way. When you delete a player name in the >start menu, you automatically and irreversibly delete the learning profile and thus also the current game!

Save current game

When quitting the game (>exit game) the current game is automatically saved. When you next start *lost in...* you can continue playing from exactly the same place where you exit the game. Every completed exercise in the >interactive learning platform is also saved.

Start menu / game start

Selection of an existing or new >player name. Over *Exit DVD*, you return to your desktop.

Subtitle field

The black field under the >dialogue window or on the bottom edge of the picture for displaying the subtitles.

Taxi

Talk to the driver until he asks you to get in. In the taxi tell him where you want to go using the >dialogue selection (or >inventory article). When you have reached your destination ask him if you can pay by credit card. After the driver says yes, give him your credit card (from the >inventory). You leave the taxi by clicking on the edge of the picture or by saying goodbye in the dialogue.

Translation help / subtitles / subtitle previews / context sensitive word-for-word translations - dictionary

There are three different translation aids for each dialogue in *lost in...*: subtitles, subtitle previews and context sensitive word-for-word translations.

The subtitles are translations of the whole meaning of a dialogue line (similar to film subtitles) and are not word-for word translations. They can be turned on and off in the >game menu (flags) and are shown in the >subtitle field. When they are turned on they appear automatically with the spoken dialogues.

If you want to see the subtitles before a dialogue line is activated, right click on the desired dialogue line whilst pressing the STRG-key (Mac: Ctrl). The subtitle previews appear in a text window next to the dialogue line.

Subtitles can be shown in the >detail view (of posters, signs, text messages or other texts) by right clicking the text. Where the texts are too complicated for the language learner beginner, the subtitles are shown also when they have been turned off in the >start menu (flags).

The subtitles are by default turned off when you first start the game. You can change this setting in the >game menu. Your settings will be automatically saved (>player name / learning profile).

The contextual word-for-word translation in the >dialogue window is available for each word in the dialogue. Just do a right click on the desired word. Contextual means: a translation of the word as it is used in the dialogue line (rather than a simple dictionary translation). There is also a dictionary word-for-word translation in the >interactive learning platform. However in contrast the translation in the game this is a not contextual and functions like a regular dictionary, also offering basic grammar information.

Walkthrough

Part of the >additional material. It shows step-for-step the way through the game. It should only be used in an emergency!