

Phonetica

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We have been watching you, and you have been measured as a worthy candidate, ready to join our brave crew of "Phonetica".

Mission: journey safely aboard "Phonetica"

Challenge: survive despite various tasks at hand

Tasks: listen to your bosun, follow your skipper, find your path to mastery on board of "Phonetica"

Mission briefing:

After winning our independence from the Brits in the War of Independence (1775-1783), after repelling them again when they invaded us on our land (1812-1815), after they plotted against us during the Civil War (1861-1865), it's high time to take action! You have been nominated to sail on board of a small schooner "Phonetica." This memorable voyage will take you from green coasts of Vikings' Vineland, far away from Canada and deep into the Atlantic Ocean, where you will sail between Greenland and Iceland, reaching Orkney Islands, Scotland, beaching at Northumbria, where you will take you ground and make your move South towards London!

Your sole task is too learn their language, acquire those deceitful sounds, be able to mingle with them and remain undetected. Only then will you be able to act for the glory of our Nation!

WEEK 01

Captain's log:

I wish those young boys and girls can learn the stakes before it's too late. After all the future of this country depends on them even if they can't see it yet. I'll do my best to restrain the bosun from being too harsh on them, but I know that his methods are effective even if scary at times. I'll stay in the shadows and will watch how they take their first days at sea.

Bosun's speech:

There are four paths to your survival aboard "Phonetica". You can be sailors, seamen, shipmates or buccaneers. You could also settle for a mixture. In fact, in order to earn your passage you shall impress me in more than one way. That's how you can try achieving the impossible:

1. **sailor** - come to the deck & do your duty
2. **seaman** - learn the trade, know how "Phonetica" sails, and be ready to answer bosun's tricky questions
3. **shipmate** - get ready when it is your watch and impress the crew with your sweet talk
4. **buccaneer** - if you cross your bosun, he'll give you a chance to prove your fighting skills

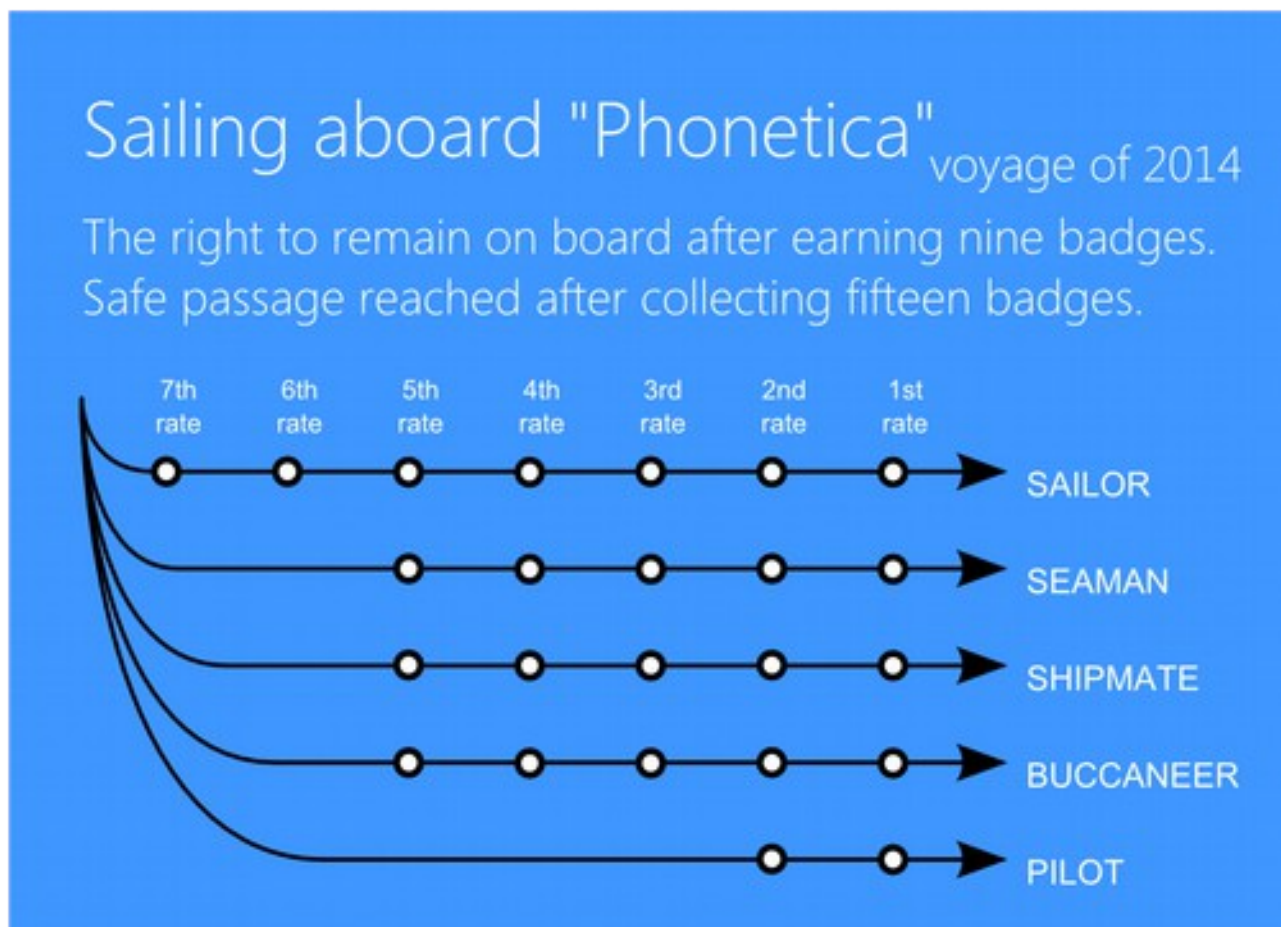
Each of those four skills earns you leagues of passage under the sails of "Phonetica". Each earned league, in each skill, brings you closer to my recognition -- I'll give your badges so that you don't forget...

1. *There are 24 badges to collect.*
2. *You need 9 of those to survive, and at least 13 to earn my appreciation.*
3. *Win 15 badges or more, and maybe, just maybe, you will be able to shake hands with the skipper.*

Should you have any questions, get down on your feet, use some elbow grease, scavenge the deck, and only then come to me with your petty problems.

My duty is to see "Phonetica" sailing with a handful of skilled sea dogs. If you're not one yet, if you do not become one in time, then...

I have found this quirky schematic drawn by one of previous sailors, who understood how to sail and obey. If pictures can make you better sailors then have it.



Bosun about Skipper, First Mate & Second Mate:

*My duty is to see "Phonetica" sailing and some of you surviving the journey. Rumour has it that **Skipper** himself will talk to you all about life, universe, and everything... Cherish those moments and try to remember every single word as wisdom of this magnitude doesn't come along on daily basis. **First Mate** will challenge you to his whimsical chores concerning knowing & understanding British Culture. Then **Second Mate** will flood you with a deluge of texts to read & lexical items to remember. What else would you expect?! It's a long journey, lots of duties so look for covert and overt relations between **Skipper's wisdom**, **First Mate's whims**, **Second Mate's chores** and **Bosun's tasks**, and your chances to stay afloat will rise tremendously.*

WEEK 07

Oh, this darn weather... We're not likely to survive the storm at the coasts of Iceland, so the skipper decided to keep on sailing. God bless his soul. Sailing on and surviving, that's what we're going to do. And your bosun, as always, has some tasks at hand for the hands...

The following watches will be rescheduled after the number of hands on each deck is confirmed. So next week, we are already starting with new watches arrangement -- check it!

WEEK 15

Captain's log:

By this time we should reach the desired goal of our voyage and be able to look in the eyes of our opponents. I only hope that the crew will have toughened up enough to survive this first real test of their seamanship. After all this is nothing more but a petty brawl if you think about that. The real test of their skills and prowess will come in five months... But so far, let them think that today is the day.

TASKS:

- Face the bosun in a one-on-one brawl, but to be honest it's a mock of any real exam...

WEEK 16

TASKS:

- Brawls with bosun continue unless everyone is happy with badges they already got.

FAREWELL:

Your papers confirming a safe passage aboard "Phonetica" will be issued to you so bring all necessary documents to confirm your identity and what not.

Old Sea Dog's Scribbles

I've sailed with the skipper and his bloodthirsty bosun a few times. These were rough times, believe me...

I'm writing down those few basic facts -- this knowlege may save your lives, so read it and use it wisely!

avoiding the final brawl with bosun

Impress your bosun beyond any recognition... How can you impress your bosun beyond any recognition?

Earn 15 badges -- this time your pilot badges count as well.

If you can do that, you do not need to take part in this final brawl at all!

badge

Each time you earn a fixed number of leagues, bosun will award you with a badge. You earn leagues as sailors, seamen, shipmates, and buccaneers. That's also how you are awarded your badges.

The more leagues, the more badges.

The more badges, the more recognition from bosun and skipper.

You need to earn at least 9 badges to earn your passage.

Win at least 13 badges, and you will impress you bosun.

No one really knows whether it's just a gossip, or if it's true, but some hands tell stories of a fictitious **grading system** which acctually predates winning leagues and earning badges.

- 5.0 -- 13 badges
- 4.5 -- 12 badges
- 4.0 -- 11 badges
- 3.5 -- 10 badges
- 3.0 -- 9 badges
- 2.0 -- 8 or fewer badges

However this grading system seems dubious as it does not cater for the variety of hands with 0-8 badges just like it doesn't take into account the splendid sea dogs with 14-20 badges.

Earning leagues in each skill can bring you the following (number of) badges:

buccanner

- 2 leagues -- 5th rate buccaneer
- 4 leagues -- 4th rate buccaneer
- 6 leagues -- 3rd rate buccaneer
- 8 leagues -- 2nd rate buccaneer

- 10 leagues -- 1st rate buccaneer

sailor

- 5 leagues -- 7th rate sailor
- 10 leagues -- 6th rate sailor
- 15 leagues -- 5th rate sailor
- 20 leagues -- 4th rate sailor
- 25 leagues -- 3rd rate sailor
- 30 leagues -- 2nd rate sailor
- 35 leagues -- 1st rate sailor

seaman

- 3 leagues -- 5th rate seaman
- 6 leagues -- 4th rate seaman
- 9 leagues -- 3rd rate seaman
- 12 leagues -- 2nd rate seaman
- 15 leagues -- 1st rate seaman

shipmate

- 4 leagues -- 5th rate shipmate
- 8 leagues -- 4th rate shipmate
- 12 leagues -- 3rd rate shipmate
- 16 leagues -- 2nd rate shipmate
- 18 leagues -- 1st rate shipmate

All in all there are **22 badges** to win.

Even skipping buccaneer skirmishes, it leaves you with **17 badges**.

There is one additional skill discovered only at the end of your safe passage:

pilot

- 4 lashes / chances -- 2nd rate pilot
- 5 lashes / chances -- 1st rate pilot

This raises the total number of badges to 24, but the last two pilot badges do not influence your recognition aka grades. Still if you're aiming at winning 15 badges to avoid the final brawl with bosun, these two pilot badges may come in handy.

bosun's cabin

If you want to see your bosun in between deck meetings or if you want to plan a skirmish, that's where you'll find him. Still, he needs to take care of the whole ship, so he usually takes his rest here only on **Thursdays between 10am and 11,30am**.

Bosun's cabin can be found behind door number 306.

bosun's favourite topics

It's up to shipmates within each watch to come with ideas and scout for resources. They can use knowledge and skills from the deck. Or they can talk with bosun. His favourite topics circle around:

- phonology
- phonological rules
- speech organs
- speech sounds
- language change
- dialects
- lots and lots of exercises
- songs, as music melts his rock-hard heart

I did tell you he's a weirdo...

buccaneer

One of four skills you can learn on "Phonetica."

Buccaneers earn their passage by fighting. They took some lashes, and they struggle to win back their pride in skirmishes:

- 1 league +1 lash -- there was something to learn AND something to do AND maybe you even impressed your bosun
- 0 leagues -- you kept on talking, but there was not much to learn OR not much to do
- 0 leagues -1 lash -- whether you came or not, this was your skirmish and you failed

Each time buccaneers take part in a skirmish they can earn +1 league for having those bloody "webbed feet."

There is no schedule for skirmishes as sailors, seamen, and shipmates usually do not need to become buccaneers. So, if you think you took too many lashes and are on your deathbed, or you fear bosun may throw you overboard for not impressing him enough, it's up to you to prepare a plan for a skirmish, set your ground and your date, and fight for it! Although I haven't seen many of those, some buccaneers earned badges instead of lashes:

- 2 leagues -- 5th rate buccaneer
- 4 leagues -- 4th rate buccaneer
- 6 leagues -- 3rd rate buccaneer
- 8 leagues -- 2nd rate buccaneer
- 10 leagues -- 1st rate buccaneer

The four skills to acquire on "Phonetica" are: sailor, seaman, shipmate, buccaneer.

Crow's Nest

As a decent shipmate you prepare to work in a team, in your watch. Then you talk and/or sing about that.

But you are also allowed to prepare one individual talk and/or song.

After all, when sitting on your own as a look-out in the crow's nest you could find the whole

world on your own. Unless you are one of those romanticised philosophers Melville was writing about...

deck

There are many parts of "Phonetica" which make her sail. Whatever happens, you need to come to the deck once a week when bosun calls. But don't fret -- the schedule has been prepared by pursor, pilot, and skipper. Bosun just follows their orders here.

For safety reasons and pure handling of "Phonetica" you have been assigned to one of **four decks**:

- deck one
- deck two
- deck three
- deck four

Each deck consists of up to six watches, which follow Latin alphabet:

- deck one
 - Alpha
 - Bravo
 - Charlie
 - Delta
 - Echo
 - Foxtrot
- deck two
 - Golf
 - Hotel
 - India
 - Juliet
 - Kilo
 - Lima
- deck three
 - Mike
 - November
 - Oscar
 - Papa
 - Quebec
 - Romeo
- deck four

- Sierra
- Tango
- Uniform
- Victor
- Whiskey
- X-ray

Back-up watches: Yankee & Zulu.

First Mate

Bosun about Skipper, First Mate & Second Mate:

My duty is to see "Phonetica" sailing and some of you surviving the journey. Rumour has it that **Skipper** himself will talk to you all about life, universe, and everything... Cherish those moments and try to remember every single word as wisdom of this magnitude doesn't come along on daily basis. **First Mate** will challenge you to his whimsical chores concerning knowing & understanding British Culture. Then **Second Mate** will flood you with a deluge of texts to read & lexical items to remember. What else would you expect?! It's a long journey, lots of duties so look for covert and overt relations between **Skipper's wisdom**, **First Mate's whims**, **Second Mate's chores** and **Bosun's tasks**, and your chances to stay afloat will rise tremendously.

flipped classroom

Some hands gossip about an overheard chat between bosun and skipper. They were making fun of pursor or pilot -- risky thing to do, but still. They made fun of some ridiculous ideas of turning the ship into some flipped classroom for teenagers rather than 3-month-long sea voyage across dangerous vast spaces.

forecastle

This one has two meaning on a proper ship. Firstly it's a place where hands can relax, sing, and tell stories. Secondly, this gives them time to rest and prepare for their watch duties as well as typical chores thrown at their faces by bosun.

grades

No one really knows whether it's just a gossip, or if it's true, but some hands tell stories of a fictitious grading system which actually predates winning leagues and earning badges.

- 5.0 -- 13 badges or more badges
- 4.5 -- 12 badges
- 4.0 -- 11 badges
- 3.5 -- 10 badges

- 3.0 -- 9 badges
- 2.0 -- 8 or fewer badges

Another point of interest -- if you receive too many lashes aboard "Phonetica" no number of badges or grades will guarantee you your safe passage.

However this grading system seems dubious as it does not cater for the variety of hands with 0-8 badges just like it doesn't take into account the splendid sea dogs with 14-24 badges.

Remember you still need to take and survive the final brawl with your bosun. Only the average from the fictitious grading system and the brawl will render you your final voyage grade.

Or you could impress your bosun beyond any recognition...

How can you impress your bosun beyond any recognition?

Earn 15 badges -- this time your pilot badges count as well.

If you can do that, you do not need to take part in this final brawl at all!

hands

All sailors, seamen, shipmates, and buccaneers collectively. You could also say 'crew' but somehow it doesn't sound quaint enough.

Lashes (threshold)

Let's face it. Sailing is not a simple task, and small failures lead to big disasters. It's been calculated by pursor and pilot that hands cannot take more than 5 lashes and survive aboard "Phonetica" or else we risk the ship sinking on some uncharted waters.

Your 5 lashes threshold are you 5 chances.

Make mistakes, and you receive -1 lash each time, e.g., for failing your watches.

At the end of the voyage you must have at least 1 lash / chance.

If you have fewer than 0 lashes / chances you can still revive by fighting in skirmishes as a buccaneer.

If at the end of the voyage you have many lashes / chances left you can be awarded one of the two additional badges:

- 4 lashes / chances left -- 2nd rate pilot
- 5 lashes / chances left -- 1st rate pilot

And no, you cannot have more than 5 lashes / chances even if you fight your skirmishes like a madman...

league

A basic measure of distance. Use some elbow grease, do your duties, and start sailing forward. That's how you keep on moving and passing leagues at sea.

You earn leagues for coming to the deck, for answering bosun's questions, for your blood & sweat at your watch, and for skirmishes.

Officers' Mess

If anything happens, it's your duty to inform higher ranks about problems and solutions. If you fail to do that... So you'd better don't.

Officers' Mess can be found in room 302.

one-on-one brawl with bosun

Towards the end of the voyage you may be sure bosun will challenge you to a duel or more precisely a typical old sea dogs' brawl. A typical brawl consists of reciting and/or singing, in between the punches of course.

ACT ONE: Read or recite *The Tyger* by W. Blake

ACT TWO: Read or recite a 2 min passage from a story for children.

There is just one way of surviving this one -- learn your craft... And earn your leagues...

OK, there are two ways: learn your craft and earn your leagues... And collect enough badges...

OK, there are three ways: learn your craft and earn your leagues and collect enough badges...

Badges are somehow translated into grades and what happens is that you confirm this grade in the brawl.

Your recognition in the voyage is the average between the grade from the fictitious grading system and the grade bestowed on you after the brawl with bosun.

Or you could impress your bosun beyond any recognition...

How can you impress your bosun beyond any recognition?

Earn 15 badges -- this time your pilot badges count as well.

If you can do that, you do not need to take part in this final brawl at all!

pilot

There is one additional skill discovered only at the end of your safe passage:

pilot

- 4 lashes / chances -- 2nd rate pilot
- 5 lashes / chances -- 1st rate pilot

This raises the total number of badges to 24, but these do not influence your recognition aka grades.

Still if you have at least 13 badges already, those additional pilot badges may allow you to avoid the final brawl with bosun.

sailor

One of four skills you can learn on "Phonetica."

You earn leagues for coming to the deck and doing your duties:

- 3 leagues -- you impressed your bosun
- 2 leagues -- aboard & hyperactive
- 1 league -- aboard & active

- 0 leagues -- aboard
- 0 leagues -1 lash -- aboard & inactive OR not present at the deck

There are 12 weeks of travel, which gives you a chance to win:

- 12 leagues for being at the deck when called for
- 12 leagues for being hyperactive
- 12 leagues for 12 chances of impressing your bosun

Although I haven't seen many of those, some sailors earned badges instead of lashes:

- 5 leagues -- 7th rate sailor
- 10 leagues -- 6th rate sailor
- 15 leagues -- 5th rate sailor
- 20 leagues -- 4th rate sailor
- 25 leagues -- 3rd rate sailor
- 30 leagues -- 2nd rate sailor
- 35 leagues -- 1st rate sailor

The four skills to acquire on "Phonetica" are: sailor, seaman, shipmate, bucaneer.

schedule

This voyage has been planned carefully, and there is a strict timetable we must obey. Generally speaking, hands should be most interested in the schedule of watches and tasks at hand... Look around, and you should see the signs...

Remember your deck.

Remember your watch.

Don't fail your bosun and your shipmates.

Schedule includes info on:

- bosun's quizzes -- there should be 5 of those
- your watch -- there will be 2 of those, roughly one every two months
- your individual speeches -- each shipmate can deliver 1 during the whole voyage
- your buccaneer skirmishes
- past, present, and future tasks

seaman

One of four skills you can learn on "Phonetica."

You earn leagues for coming to the deck and answering bosun's quizzes:

- 3 leagues -- aboard & 0-1 mistakes
- 2 leagues -- aboard & 2 mistakes
- 1 league -- aboard & 3 mistakes
- 0 leagues -- aboard & too many mistakes OR missing from deck

God knows what the reason is, but bosun always reads out only 5 words from previous readings from "How Now Brown Cow". He always asks for transcriptions. Maybe he

doesn't read much or maybe this is the only book he ever got from the skipper. Whatever the reason, knowing the source will make it easier for you to survive bosun's whims. One more thing, he always announces those quizzes in one way or another so don't you even dare telling him you didn't know one was coming your way...

There are 5 quizzes to expect, which gives you a chance to win:

- 0 leagues for making too many mistakes each time
- 5 leagues for making only a few mistakes each time
- 10 leagues for making some mistakes, only sometimes
- 15 leagues for making next to no mistakes each time

Although I haven't seen many of those, some seaman earned badges instead of lashes:

- 3 leagues -- 5th rate seaman
- 6 leagues -- 4th rate seaman
- 9 leagues -- 3rd rate seaman
- 12 leagues -- 2nd rate seaman
- 15 leagues -- 1st rate seaman

The four skills to acquire on "Phonetica" are: sailor, seaman, shipmate, bucaneer.

Second Mate

Bosun about Skipper, First Mate & Second Mate:

My duty is to see "Phonetica" sailing and some of you surviving the journey. Rumour has it that **Skipper** himself will talk to you all about life, universe, and everything... Cherish those moments and try to remember every single word as wisdom of this magnitude doesn't come along on daily basis. **First Mate** will challenge you to his whimsical chores concerning knowing & understanding British Culture. Then **Second Mate** will flood you with a deluge of texts to read & lexical items to remember. What else would you expect?! It's a long journey, lots of duties so look for covert and overt relations between **Skipper's wisdom, First Mate's whims, Second Mate's chores** and **Bosun's tasks**, and your chances to stay afloat will rise tremendously.

shipmate

One of four skills you can learn on "Phonetica."

Shipmates work in teams, these are called watches. You earn leagues for working together at your watch, having sharp eyes as a look-out, and telling about what you have seen:

- 3 leagues -- you impressed your bosun
- 2 leagues -- there was something to learn AND something to do
- 1 league -- you kept on talking, but there was not much to learn OR not much to do
- 0 leagues -1 lash -- whether you talked or not, this was your watch and you failed

To make it more interesting, bosun requires written reports. He even allows using a phonograph or the web or the net, even though we are not fishers... Here again you can earn some leagues or some lashes. It's up to you:

- 3 leagues -- you impressed your bosun

- 2 leagues -- there was something to learn AND something to do AND you even mention skipper's library
- 1 league -- you submitted something, but there was not much to learn OR not much to do OR you don't know what libraries are
- 0 leagues -1 lash -- whether you submitted your speech or not, this was your watch and you failed

Shipmates form their own teams, I mean watches. It's up to them to remember when their watch comes. Each watch comes to the deck twice -- roughly once every two months. Each shipmate can also prepare one individual speech. In the end you can earn:

- 6 leagues for two watches
- 6 leagues for writing those down -- bosun says that those who do, have "webbed feet"
- 2 leagues for individual speech & for having "webbed feet"

Although I haven't seen many of those, some shipmates earned badges instead of lashes:

- 4 leagues -- 5th rate shipmate
- 8 leagues -- 4th rate shipmate
- 12 leagues -- 3rd rate shipmate
- 16 leagues -- 2nd rate shipmate
- 18 leagues -- 1st rate shipmate

The four skills to acquire on "Phonetica" are: sailor, seaman, shipmate, bucaneer.

Skipper

Bosun about Skipper, First Mate & Second Mate:

My duty is to see "Phonetica" sailing and some of you surviving the journey. Rumour has it that **Skipper** himself will talk to you all about life, universe, and everything... Cherish those moments and try to remember every single word as wisdom of this magnitude doesn't come along on daily basis. **First Mate** will challenge you to his whimsical chores concerning knowing & understanding British Culture. Then **Second Mate** will flood you with a deluge of texts to read & lexical items to remember. What else would you expect?! It's a long journey, lots of duties so look for covert and overt relations between **Skipper's wisdom, First Mate's whims, Second Mate's chores** and **Bosun's tasks**, and your chances to stay afloat will rise tremendously.

skirmish

Each time you want to regain your chances aboard "Phonetica" due to lashes you received, you can nominate yourself to become a buccaneer. Choose your ground, prepare your tools of trade, and fight your way through a skirmish.

- 1 league +1 lash -- there was something to learn AND something to do AND maybe you even impressed your bosun
- 0 leagues -- you kept on talking, but there was not much to learn OR not much to do
- 0 leagues -1 lash -- whether you came or not, this was your skirmish and you failed

Each time buccaneers take part in a skirmish they can earn +1 league for having those bloody "webbed feet."

watch

There are four decks, and each deck consists of up to six watches. A watch is a team of shipmates working together in order to become better shipmates, and also to learn about sailing "Phonetica".

Watches are assigned to deliver accounts of their scouting twice during our voyage. Each watch will come to the front more or less once every two months.

It's up to shipmates within each watch to come with ideas and scout for resources. They can use knowledge and skills from the deck. Or they can talk with bosun. His favourite topics circle around: phonology, phonological rules, speech organs, speech sounds, language change, dialects, lots and lots of exercises. If you want to impress bosun prepare some songs, as music melts his rock-hard heart.

Names of watches on decks follow Latin alphabet:

- deck one
 - Alpha
 - Bravo
 - Charlie
 - Delta
 - Echo
 - Foxtrot
- deck two
 - Golf
 - Hotel
 - India
 - Juliet
 - Kilo
 - Lima
- deck three
 - Mike
 - November
 - Oscar
 - Papa
 - Quebec
 - Romeo
- deck four
 - Sierra
 - Tango
 - Uniform
 - Victor
 - Whiskey
 - X-ray

Back-up watches: Yankee & Zulu.

watch duties

This is a copy of the parchment found in bosun's hand when slumbering at the deck. Don't ask me how I got hold of that one...

WATCH DUTIES:

- know when your watch comes
- know other shipmates in your watch
- prepare some talks or songs or exercises for the hads, if you want
- if you don't want, you can always be thrown overboard by unexpected waves of winds of change...
- you're responsible for supporting and directing other hands
- you're supposed to act on the spot -- there is a problem? Solve it! You can't? Inform bosun!
- follow bosuns orders and help running the deck -- **THIS IS YOUR WATCH!**

Some hands gossip about an overheard chat between bosun and skipper. They were making fun of pursor or pilot -- risky thing to do, but still. They made fun of some ridiculous ideas of turning the ship into some flipped classroom for teenagers rather than 3-month-long sea voyage across dangerous vast spaces.

webbed feet

Whether you're trying your best as a shipmate or buccaneer, bosun requires written reports. He even allows using a phonograph or the web or the net, even though we are not fishers... Here again you can earn some leagues or some lashes. It's up to you:

shipmates AFTER their watches

- 3 leagues -- you impressed your bosun
- 2 leagues -- there was something to learn AND something to do AND you even mention skipper's library
- 1 league -- you submitted something, but there was not much to learn OR not much to do OR you don't know what libraries are
- 0 leagues -1 lash -- whether you submitted your speech or not, this was your watch and you failed

buccaneers DURING skirmishes

- +1 league for having those bloody "webbed feet"

One of the hands heard a gossip that 'webbed feet' is a pan making fun of 'web feed', but somehow this doesn't clarify much to a sea dog...

window of opportunity

Window of opportunity is one of the most basic facts when planning long voyages as well as analysing sea battles. There are those precious moments when actions can be taken and their effects will be lon-lasting. These are called windows of opportunity. When those

moments are gone, your window of opportunity is closed. No matter how much work or effort you want to invest now -- it's too late.

Aboard "Phonetica" we obey the two-week long window of opportunity.

If you want to take a skipped quiz or retake a test, or submit the records of your speeches, each time you only have two weeks to do it.