

THE FEMALE ASSASSIN
A Game Manuscript about the French Revolution

Sara Wendel-Örtqvist
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INTRODUCTION

The Female Assassin is a game manuscript about Élodie Bauchet, a young female assassin and her life during the first three years of the French Revolution. Every chapter in the manuscript is based on historical events or historical characters from the beginning of the French Revolution. There are two paths through the manuscript which is revealed through **[Quick notes]**. **[Quick notes]** contains information on how to read the manuscript and how the two paths progress in the manuscript.

This document also contains two different ways of developing characters; one is called Character Template and is used to define and develop the main character, Élodie Bauchet. The other is called Character Diamond and is used to develop the mayor NPC's in the manuscript.

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THE FEMALE ASSASSIN

Character development

Character Template

NAME	ÉLODIE BAUCHET
Story Purpose	We follow Élodie Bauchet through the beginning of the French Revolution, from 1778 to 1790
Game play Purpose	Player Character
Alignment	Good
Persona	Down to earth
General Disposition	Concentrated on her next task, a furrowed brow may indicate a problem difficult to solve.
Special Abilities	She has something of a sixth sense, she can feel when someone is about to attack her. The sixth sense makes it somewhat harder for her enemies to defeat her.
Education/ Intelligence	Normal, she can read and write and was homeschooled by her father.
Family	Her father is murdered in the beginning of the game. Her mother grieves but soon realizes that she needs to marry off her daughter in order to save the family's fortune.
Aspirations	Élodie needs to find her father's murderer and won't stop until she does. She believes love is unattainable until she meets Marceau and Guillaume.
Addictions	Chocolate
Occupation and attitude toward it (good or bad)	She is a trained assassin who has not yet started her career. She is rushed and pushed into this when her father dies. A part of her likes the thrill of sneaking around but she is a bit squeamish about killing helpless people. She prefers to kill with poison.
Objective(s)	Find her father's murderer.
What does this character want?	She wants to find her father's

	murderer and, later on, live with the man she loves.
Who or what does s/he love?	Guillaume or Marceau. Her secret assassin life.
What is s/he afraid of?	She is afraid of getting caught as an assassin and afraid of finding herself helpless in a situation.
Why does s/he involve him/herself in this situation?	Revenge. A chance to show off as an assassin.
Other roles and identities?	She likes to disguise herself as a young man, a role she gets away with. Being of a higher class does not stop her from dressing down and get out on the streets listening to gossip and rumors.
Single adjective to describe this character	Determined
Skills	Skilled with the rapier, a weapon she was being taught when her father was kidnapped. Being agile, limber and acrobatic, she has no trouble getting where she wants to go. Fights well without a weapon but feels more secure with something sharp in her hands.
Reports/answer to?	Her father, a skilled assassin, had contracts with some of the noblemen and priests. Now, Élodie needs to get into the role as an assassin to protect the old family secret. She answers to no one but does jobs for them anyhow.
Who reports to this character?	No one?
Trademark Object	None at first, but when her father dies, she takes one of his rings and the knife of the one who killed him This knife is only used once in the game, when Élodie kills the murderer. The ring is an ancient heirloom and is a container for poisons that kill or weaken the target.
Common emotions (pick three): Exhausted, confused, ecstatic, guilty, suspicious, angry,	Frustrated, hopeful and cautious

hysterical, frustrated, sad, confident, embarrassed, happy, mischievous, disgusted, frightened, enraged, ashamed, cautious, smug, depressed, overwhelmed, hopeful, lonely, love-struck, jealous, bored, surprised, anxious, shocked, shy	
Signature Move or Tic	A firm grip on her rapier often consoles her, and when she feels insecure she may grab at it, even when she isn't wearing it. When annoyed or embarrassed, she will use her folding fan to cool down herself.
Nationality	French
Ethnicity	French, with a drop of Arabic blood
Religion	None
Favorite Food	Chocolate
How does this character dress?	When disguised as a young man, she wears long trousers and a shirt. Her long hair is braided into a tress and she wears a cap. Her disguise as a woman of a lower class is a dress of a cheap fabric, with an apron and a scarf. As an assassin, she wears dark clothes in shades of green or blue, as shadows seldom are truly black. When posing as herself a normal day, she wears plain dresses. At banquettes or cotillions, she fancies dresses in dramatic colors.
Accent	French upper class. Talks like a citizen in Paris.
Dialogue Tics and Slang	Because she listens to the workers and the craftsmen in Paris, sometimes she is a bit bad-mouthed and may swear.
Locations where this character is most likely to "blend in"	Wherever she wants to fit in. She was taught by her father to try and fit in everywhere so she can get important pieces of information out of everyone.
Where was this character born?	In Paris
Where has this character been?	Mostly in Paris, but her family

	has been to Nice, Marseille and Bordeaux on vacations. They have relatives who live there.
Where does the character live?	She and her mother live in a house at Place Vendôme.
Where will (did) he or she die? And how?	She will die of old age.
Objects the character wears on his or hers body (jewelry, tattoos, etc):	The poison ring on her finger, the blood-stained knife she pulled out of her father's heart and a folding fan with sharp edges.
Dichotomy of Character (inner conflict in the character)	Raised to be an assassin, struggling with her tasks while trying to find her father's murderer and at the same time courted by two men, Élodie has a hard time. Will she pursue her destiny as an assassin or will she try to live a normal life?
Character reaction to different events in the game (walk through a few beats)	Determination when she strives to complete a task, focused on getting revenge for her father and surprised when she learns she will be able to live a nearly normal life with a man she loves.
Relation to other significant characters	<p>Marielle Bauchet is her mother, a delicate woman who pulls herself together after her husband's death and decides that it is time for Élodie to marry a wealthy nobleman.</p> <p>Océane Bedeau, Élodie's best friend since their twelfth birthday, is an enjoyer of life. She can't understand why Élodie's temperament swings between moody and happy. Océane's many beaux leave her reputation in ruins, but she doesn't care. Daughter to one of Paris' most prominent men, she can have nearly everything she wants. She is always passionate about her new interest but loses concentration fast. Les Femmes Révolutionnaires is one of those interests.</p>

	<p>Guillaume Douay is a simple man. He and his father own a small boutique where they sell furniture. Business is hard since only the wealthiest noblemen can afford to buy furniture as the prices on bread and foodstuffs has increased. At the beginning, he sees Élodie as an easy way to get some publicity and be able to earn a living. When he realizes she is a trained assassin, he has his own plans...</p> <p>Marceau Laroque is a wealthy nobleman who has his eyes on Élodie. He courts her, which delights Marielle. When he realizes she is a trained assassin, he continues to court her, which amazes Élodie. He got his own agenda, though...</p>
<p>What we'd think if we saw this character on the street</p>	<p>A beautiful girl who has a lot on her shoulders.</p>
<p>Three days before the party started: Often as not your game will be about one of the peak moments in this character's life. What was he or she doing before it started?</p>	<p>Before her father's death, Élodie was being trained to be an assassin. Her father made her use all her skills while completing small missions, such as stealing something and returning it the next day without its owner noticing or poisoning someone into a headache or a stomachache without getting caught. When she wasn't training, she and Océane gossiped, drank hot chocolate at their places or were being dragged to social events with her mother.</p>
<p>How did this character lose his or hers virginity?</p>	<p>She is a virgin and she is rather shocked about her friend's amative adventures.</p>
<p>Morality: Moral choices the character makes in the game. Does this affect how the player should play him or her?</p>	<p>Perhaps...</p>
<p>Emotional Stability</p>	<p>She is a bit stressed out, she</p>

	masters her feelings in public but is likely to break down and cry when alone or with Océane. Marielle does not know about her daughter being an assassin, nor does Océane but Océane is a more understanding person than Élodie's mother.
What do they do to comfort themselves?	Drinks too much hot chocolate. Sugar rushes makes her jittery and a bit paranoid. Her sixth sense doesn't work too well then.
Phobias: heights, snakes, darkness, etc.	She is afraid of heights, but believes that she have managed to overcome it. Sometimes, though, her old phobia sneaks back...
Vanity	Her hair
Tagline	...
Epitaph: What will go on the character's tombstone?	Depends on how she will deal with things.
Actor suggestions	Not relevant right now
Impressionistic Age and Health	About 20 years old, may look younger. Healthy and well-trained.
Impressionistic Height	Around 174 cm?
Impressionistic Weight	65-70 kilos
Body Type	Slender
Hairline/Color	Brown, with both fairer and darker pieces.
Eye Color	Dark brown
Facial Hair	None

Character Diamonds

Marielle Bauchet

Marielle Bauchet is Élodie's mother, a delicate woman who pulls herself together after her husband's death and decides that it is time for Élodie to marry a wealthy nobleman.

Motherly - In her own, absent-minded way, Marielle is quite motherly and tries to make Élodie's life as pleasant as she can, considering the hard times.

Absent-minded - When not focusing on getting Élodie married, Marielle disappears into her own dreams. Her chambermaid often hears: "Abigail could you..." and as Marielle loses herself into another world, her chamber maid only gets half an order. This is frustrating for both the chamber maid and Élodie. If they try to get

the next part, Marielle often doesn't remember what she wanted or needed.

Manipulative - She knows how to get her way with things. Pretending to get headaches, migraine attacks or just faking a faint, Marielle have no trouble in getting people to do what she wants.

Stubborn - When she has set her mind to do something, nothing will sway her. If she wants to get Élodie married to a wealthy nobleman, she will make sure she gets her way with it.

Guillaume Douay

Guillaume Douay is a simple man. He and his father own a small boutique where they sell furniture. Business is hard since only the wealthiest noblemen can afford to buy furniture as the prices on bread and foodstuffs have increased. At the beginning, he sees Élodie as an easy way to get some publicity and be able to earn a living. When he realizes she is a trained assassin, he has his own plans..

Ambitious - Guillaume Douay's father is a cabinetmaker with his own boutique. He has taught his son the trade and what little he knew about writing and reading. Guillaume highest wish is to be able to live as his father did before the crisis. The bad economy and the poor harvest affected their business and Guillaume needs to find new, rich customers who can afford to buy their furniture.

Simple - Knowing little about the world he lives in, except that the crisis has stricken his family hard, Guillaume is quite a simple man from the working class. His education was poor and he has difficulties reading and writing. What he knows is what he hears.

Honest - His father has inculcated in him that stealing and lying is bad. Guillaume has trouble keeping secrets because of this and may tell any secret if questioned enough.

Courageous - When any friend of his is in trouble, Guillaume will rush to the friend's side and help, regardless the situation.

Marceau Laroque

Marceau Laroque is a wealthy nobleman who has his eyes on Élodie. He courts her, which at least delights Marielle. When he realizes she is a trained assassin, he continues to court her, which amazes Élodie. He has his own agenda, though...

Charming - He knows how to charm and satisfy anyone, from young girls to old and harsh men. It's a talent he uses to get what he wants, from an escapade in bed to a high position at the king's court.

Devious - He has plans for everyone and everything and if he can, he may use anything he knows to get higher up in the society. He can change his tune so fast no one will know when or why and he always knows which side will win.

Experienced - As a distinguished man in his late thirties, Marceau has traveled to many places, read many books and met many interesting people. He thinks he knows how the world works and is a bit world-weary.

Adventurous - Because of his world-weariness, Marceau seeks to find adventure in his life in as many ways as possible.

Océane Bedeau

Océane Bedeau, Élodie's best friend since their twelfth birthdays, is an enjoyer of life. She can't understand why Élodie's temperament swings between moody and happy. Océane's many beaux leave her reputation in ruins, but she doesn't care. Daughter to one of Paris' most prominent men, she can have nearly everything she wants. She is always passionate about her new interest but loses concentration fast. Les Femmes Révolutionnaires is one of those interests.

Romantic - She believes in true love and tries to find it, ergo all her beaux.

Short-tempered - Océane is a bit spoiled and this reflects on her temper. She is quite restless and likes when things happens fast. On a bad day, her mood swings from irritated to fury in a second.

Passionate - When she loves someone or something, she does it with all her heart. Despite her short temper, Océane is tremendously patience with the ones, or things, she loves. Many of her old friends and lovers were intimidated by her and Élodie is the only one who has stuck by her side for so long.

Careless - She loves and hates with the same passion and this causes her trouble. Careless about her reputation, her romances are never handled discreetly and because of this, she has a bad reputation.

Her motto is: "We only live once, so why not have fun and live a little?"

The Manuscript

CHAPTER 1

The Kidnapping and Death of Amaury Bauchet

(Cinematic)

The CAMERA PANS through the streets of Paris. FOCUS on beggars, noblemen and market stalls with very little bread and vegetables in them. Blue sky with dark clouds, heavy with rain. We HEAR chatter from people, MUSIC from somewhere. The MUSIC has a happy tune, with an underlying tone of danger.

The CAMERA PANS through Place Vendôme; FOCUS on the statue of Louis IV shortly before FOCUSING on a house in the outskirts from where swordplay noises are HEARD. The CAMERA PANS through an open window with curtains waving in the wind. FOCUS on a YOUNG WOMAN and an OLDER MAN with rapiers in their hands. The man is correcting the woman's moves:

AMAURY BAUCHET: (*STERN*)

Élodie, protect your side! Your guard is wide-open.

(Gameplay)

Player-controlled Actions and Effects are CAPITALIZED. Your PC is Élodie Bauchet.

Élodie and her father continue the FENCING. A quick TUTORIAL begins.

Block: A regular move. In most cases, this will stop attacks from enemies and protect Élodie from damage.

Defend: A flexible move where Élodie will evade attacks by moving.

Attack: A regular attack. Will hurt enemies lightly.

Throughout the game, the player will be able to upgrade and get many more attacks.

AMAURY BAUCHET: (*STERN*)

Get up!

Defend yourself!

AMAURY BAUCHET: (*ABJECT*)

Faster, Élodie, move faster!

Block!

ÉLODIE BAUCHET: (*QUIZZICAL*)

Is this right?

ÉLODIE BAUCHET: (*GOBSMACKED*)

Oof!

Gah!

Aaah!

ÉLODIE BAUCHET: (*TRIUMPHANT*)

Ah-ha!

(Cinematic)

Five men, dressed in dark colored clothes, ENTER the room. They all have various weapons, from meat cleavers to bludgeons and they ATTACK Élodie and her father.

ÉLODIE BAUCHET: (CONFUSED AND IRRITATED)

Quest-ce tu faire? What are you doing!?

MASKED MEN: (COMMANDING)

Stall her! It's the old man we're after.

(Gameplay)

Player-controlled Actions and Effects are CAPITALIZED. Your PC is Élodie Bauchet.

Élodie FIGHTS three of the men with her back to the wall and SEES her father get a wallop on his head. He FALLS to the floor and two men TIE him up. They DRAG him out through the door and DISAPPEAR.

ÉLODIE BAUCHET: (FORLORN)

No! Father!

Élodie is LEFT alone in the room with three opponents to FIGHT. When she is FINISHED with them, she RUSHES to the door just to find it locked from the outside.

ÉLODIE BAUCHET: (BILIOUS)

Merde!

The window is still OPEN. The player is able to CLIMB out the window.

(Cinematic)

When Élodie APPROACHES the window, she sees the kidnappers DRAG her father THROUGH the crowd down at the square.

(Gameplay)

Player-controlled Actions and Effects are CAPITALIZED. Your PC is Élodie Bauchet.

Élodie CLIMBS out the window and DOWN the façade. THROUGH the crowd is a FADING track from the kidnappers. Place Vendôme is FULL with people and the crowd HINDERS both her and her father's kidnapper. To GET THROUGH the crowd, Élodie uses all her acrobatic skills. She does CARTWHEELS over trolleys, JUMPS over barrels and PUSHES people away when she has to. After a while, she does no longer SEES the kidnappers.

(Cinematic)

Élodie CLIMBS up a barrel and is able to LOCALIZE the kidnappers again. The crowd is getting restless and it's getting harder and harder to get THROUGH. Élodie is DRAGGED DOWN from the barrel and

PUSHED UP AGAINST the wall to one of the houses. She starts CLIMBING up the wall.

(Gameplay)

Player-controlled Actions and Effects are CAPITALIZED. Your PC is Élodie Bauchet.

The player is not able to CLIMB DOWN.

ÉLODIE BAUCHET: (FORLORN AND DETERMINED)

There are too many people, and I can't get through.

I will be able to see my father from up there.

No.

The player continues to CLIMB and REACHES the roof of the building after a while. Now, Élodie PURSUES the kidnappers over the roofs of the town houses. She needs to be careful, some of the houses have big gaps in their roofs and the moss makes part of the roof slippery. She DODGES clothes-lines, JUMPS or CARTWHEELS over chimneys and will GRAB onto the edge of the roof if she SLIPS on moss and FALLS towards the square. When she REACHES the end of the roofs, she will HEAR voices underneath her.

KIDNAPPER 1: (UNASSERTIVE)

We shouldn't have done it today.

KIDNAPPER 2 (FEMALE?): (IRRITATED)

It was your bright idea to do it when everyone gathered at Vendôme. "It would be easy," you said, "so many people that no one will notice us".

KIDNAPPER 1: (UNASSERTIVE AND PLEADING)

I was wrong. I know that now. What should we do with him?

KIDNAPPER 2: (IRRITATED)

Just kill him and make it look like a robbery.

Élodie can either CLIMB down the facades or JUMP from balcony to balcony. When she REACHES the alley, she SEES her father LYING on the ground with one of the kidnappers KNEELING beside him with a knife in his hand and the other one LEANING against one of the walls.

ÉLODIE BAUCHET: (CRYING)

No!

(Cinematic)

The kidnapper beside her father STABS her father through his chest, then NOTICES Élodie and FLEES together with his partner. Élodie RUNS to her father and KNEELS beside him. She PULLS the knife out of him and he STUTTERS:

AMAURY BAUCHET: (STRAINED, PROUD)

T-take my r-ring. Use it and kn-know... that I c-could never have a b-braver son...

ÉLODIE BAUCHET: (MISERABLE)

I will avenge you father, I promise!

She PULLS a ring of his finger and PUTS IT ON her finger before COLLAPSING into tears. Her father's last breath SHOCKS her and she RUNS blindly away.

CHAPTER 2

Riots in Paris

(Gameplay)

Player-controlled Actions and Effects are CAPITALIZED. Your PC is Élodie Bauchet.

Élodie has COME OUT of the alley and is now FACED with hundreds, maybe thousands of people who SHOUT, SCREAM and CHANT slogans. They have dolls which REPRESENT a factory director and are ARMED with shillelaghs.

She tries to PUSH through the crowd but the people are frenzied and SWEEP her with them. The player must USE all of Élodie's acrobatic skills so that she does not FALL and get TRAMPLED to death.

(Cinematic)

A young man STANDS in a doorway. Above it, a sign SAYS: "Douay and Son - Printing". The man LOOKS bored and a bit sad. He LOOKS up and down the road when he HEARS the crowd and TAKES a step in. As the crowd MARCHES past the building, a hand GRABS onto the door-frame and Élodie FIGHTS the crowd to try and get in. Just as she LOSES her grip, the man GRABS her wrist and PULLS her in. They CLOSE the door and WATCH the crowd through the windows until there are just a few laggards left.

ÉLODIE BAUCHET: (GRATEFUL AND STRESSED)

Thank you; I would probably be trampled to death if you hadn't saved my life. What is your name?

(Alt: My life was in danger in that crowd)

YOUNG MAN: (CONFUSED)

Guillaume Douay.

ÉLODIE BAUCHET: (STRESSED AND GLOOMY)

I need to get home. Thank you again for rescuing me, good bye!

(Gameplay)

Player-controlled Actions and Effects are CAPITALIZED. Your PC is Élodie Bauchet.

Élodie LEAVES the boutique and starts to GO home. Then Guillaume SHOUTS from the shop:

GUILLAUME DOUAY: (CONFIDENT)

Who are you?

ÉLODIE BAUCHET: (STRESSED)

My name is Élodie. I will visit you someday, I assure you!

Élodie CONTINUES home. She NEEDS to WATCH OUT for thieves, robbers and trolleys. If she is ATTACKED by robbers, she'll FIGHT them and

then CONTINUE on but she is tired and heavy-hearted so the FIGHTS are harder than before. To GET home, she must AVOID obstacles such as trolleys, barrels, crates and so on. She can CARTWHEEL, SOMERSAULT and JUMP OVER different obstacles.

(Cinematic)

Marielle Bauchet is DEVASTATED; her husband's death came as a shock to her and when Élodie disappeared for several hours, her mother IMAGINED the worst scenario possible. A hysteric Marielle and a worried but calm Océane MEET a bloody, dirty and tired Élodie in the hallway.

MARIELLE BAUCHET: (WORRIED)

Where have you been? I thought you were dead, just like your poor father. Why did my Amaury leave the house?

ÉLODIE BAUCHET: (TIRED AND DEPRESSED)

Mother, Océane, I'll tell you everything. Just give me a moment...

Élodie, Océane and Marielle SIT in the living room and Élodie TELLS them about what she saw. The player can't HEAR what she says but SEES pictures of what she is talking about. Élodie doesn't MENTION her struggle with the kidnappers or the fencing lesson she had with her father. It's a quick recap of the events, but without all the FIGHTING, CLIMBING and CART WHEELING. Élodie TELLS them that she SAW three masked men KIDNAP her father and she FOLLOWED them to an alley, where she FOUND her father dead. At the end, she BURSTS into tears.

CHAPTER 3

The Banquette

(Gameplay)

Player-controlled Actions and Effects are CAPITALIZED. Your PC is Élodie Bauchet.

Élodie is in her room at the house. She WEARS a stunning dress and is clearly on her way to something important. On her dressing table LIES a copy of the latest *l'Ami du Peuple*. If the player tries to GO OUT the door, Élodie SAYS:

ÉLODIE BAUCHET: (*DETERMINED*)

- I have forgotten something.
- No.
- There is something in this room I need.
- No, I need it.
- It is on my dressing table.

When the player finally PICKS up the copy, a CLOSE-UP of the paper is SHOWN. The date on the paper SAYS 17 May 1789. Élodie MUMBLES to herself:

ÉLODIE BAUCHET: (*SLIGHTLY ANNOYED*)

Why must they encipher all their messages? Where is... ah, I got it.

A paper with HOLES CUT OUT and a brief EXPLANATION on it is PLACED ON the paper and the player must MOVE it until Élodie SAYS:

ÉLODIE BAUCHET: (*DETERMINED*)

This is the one I must assassinate. Let me write it down.

A piece of paper APPEARS and with an invisible pen, the name Fabian Bayon: Tuileries is WRITTEN.

(Cinematic)

Through the door STORMS Marielle and her chambermaid:

MARIELLE BAUCHET: (*AERIAL*)

Élodie, I need..

ÉLODIE BAUCHET: (*ANNOYED*)

What, mother, what do you need?

MARIELLE BAUCHET: (*DISTRACTED*)

The, um, the - I don't know. Don't bother; we need to get going anyways. I'll send Abigail when I remember what I needed.

Élodie, her mother and Abigail STEP OUT of the house and INTO a carriage. It TAKES them to the Tuileries.

(Gameplay)

Player-controlled Actions and Effects are CAPITALIZED. Your PC is Élodie Bauchet.

When they ARRIVE at the ballroom in the Tuileries, Élodie must GET AWAY from her mother and the noblemen who try to COURT her and then LOCALIZE her target. Océane HELPS her with that, by TELLING Élodie's mother that she and Élodie have to TALK; Océane needs her help with something important.

OCÉANE BEDEAU: (*MISCHIEVOUS*)

Marielle, I need to speak with Élodie so I'll just borrow her, oui?

MARIELLE BAUCHET: (*FONDLY*)

Mais oui. But don't let her leave; there are plenty of men I'd like her to meet.

ÉLODIE BAUCHET: (*WHISPERING, GRATEFUL*)

Thank you.

Marielle DISAPPEARS in the crowd.

ÉLODIE BAUCHET: (*SERIOUS*)

Océane, I need to talk to you about something.

OCÉANE BEDEAU: (*NORMAL*)

Make it quick. I've promised Rousset du Pierpont a dance.

ÉLODIE BAUCHET: (*SERIOUS*)

I need to know who killed my father.

OCÉANE BEDEAU: (*OFFENDED*)

And you think I would know? Really, Élodie!

ÉLODIE BAUCHET: (*EXPLAINING*)

You always know the latest gossip and you socialize with both noblemen and the working class. What do they say about my father's death?

OCÉANE BEDEAU: (*NORMAL*)

As you know, the king and the noblemen rule France. The working classes complain about the bread prices. Rebel groups have already started with riots and demonstrations to show their discontent.

ÉLODIE BAUCHET: (*QUIZZICAL*)

What has that got to do with my father's death?

OCÉANE BEDEAU: (*NORMAL*)

The ones who planned your father's murder obviously have some sort of power; find out if the rebels or the noblemen did it.

ÉLODIE BAUCHET: (*QUIZZICAL*)

Then what do you suggest I should do?

OCÉANE BEDEAU: (*NORMAL*)

To find out which one of the groups murdered your father you must first gain their trust. This will mean that you will have to ally yourself with either one of the groups to gather evidence. Which one doesn't matter. If you stir

the pot something will always float to the surface. Was it the rebels or the noblemen? Now, may I leave? du Pierpont seems to be bored and I don't want him to leave just yet.

(A)ÉLODIE BAUCHET: (ABSENTLY)

I think it might be the rebels... You do that, I have something I need to do too...

(B)ÉLODIE BAUCHET: (ABSENTLY)

I think it might be the noblemen... You do that, I have something I need to do too...

[Quick note: The player can choose dialogue options (A) Rebels or (B) Noblemen. The choice the player makes here will have consequences later in the game.]

Océane LEAVES Élodie after the player has made its choice and WALKS to du Pierpont. He BOWS for her and they start DANCING. When Élodie finally gets away from the pesky noblemen, the player must SOCIALIZE; INTERACT with the NPCs and GATHER INFORMATION from them.

ÉLODIE BAUCHET: (INQUIRING)

What a lovely party. By the way, have you seen Fabian Bayon? I have a message for him...

PARTY GUEST: (HAPPY)

No, not today. I'm sure he is around here somewhere. He'd never miss such a party!

ÉLODIE BAUCHET: (INQUIRING)

Excuse me, could you tell me where I could find monsieur Bayon?

PARTY GUEST: (SURPRISED)

Ah non. I haven't seen him today.

ÉLODIE BAUCHET: (INQUIRING)

I am looking for a monsieur Bayon, Fabian Bayon? He told me he would be here.

PARTY GUEST: (DISMISSIVELY AND LAUGHING)

He is probably in his apartment. Silly me, I have forgotten where he lives!

ÉLODIE BAUCHET: (INQUIRING)

Do you know Fabian Bayon?

PARTY GUEST: (HELPFUL)

Oui, his apartment is somewhere in the west wing, not far from here. Good luck finding him!

After she's TALKED to some of the guests, her mother APPEARS and DRAGS her towards a handsome man.

MARIELLE BAUCHET: (COQUETTISH)

Monsieur Laroque, what a pleasure to meet you again! How was your journey to... where were you going again?

MARCEAU LAROQUE: (*WARM BUT A BIT CONDESCENDING*)
Marielle, how nice to see you. I went to Spain, but it was a true disappointment. Never been to a more boring country. I heard about your husband, my condolences. How are you my dear?

MARIELLE BAUCHET: (*COQUETTISH*)
I don't think you have met my daughter. Élodie, this is monsieur Laroque, an old friend of my family.

MARCEAU LAROQUE: (*FLIRTATIOUS*)
Enchanté. Marielle, why have you kept your daughter from me? She is gorgeous. But please, call me Marceau.

ÉLODIE BAUCHET: (*VIGILANTLY*)
Bonjour, monsieur.

MARCEAU LAROQUE: (*CHARMING*)
Would you join me for a quick dance?

MARIELLE BAUCHET: (*ENTHUSIASTIC*)
She'd love to!

MARCEAU LAROQUE: (*IGNORING MARIELLE, SMILING*)
Élodie, what do you say?

ÉLODIE BAUCHET: (*HESITANT*)
Well...

MARIELLE BAUCHET: (*GLADLY*)
Don't be shy! Come on, shoo!

Marceau takes a firm GRIP on Élodie's waist and she GIVES him her hand cautiously. They DANCE slowly to a waltz. The player must STEER the couple and make sure they don't BUMP into anyone or anything. They can TWIRL and ACCELERATE.

ÉLODIE BAUCHET: (*ANNOYED*)
I really don't have time to dance.

MARCEAU LAROQUE: (*AMUSED*)
What's the rush?

ÉLODIE BAUCHET: (*EAGER*)
I need to find Fabian Bayon. I... have an important message for him.

MARCEAU LAROQUE: (*KEEN*)
I know where he has his apartment. May I escort you to him?

ÉLODIE BAUCHET: (*SHORTLY*)
No.

MARCEAU LAROQUE: (*CURIOUS*)
Tell me why.

ÉLODIE BAUCHET: (*IRRITATED*)
It's none of your business.

MARCEAU LAROQUE: (*INTRIGUED*)
Now I really want to know why you would meet a sleazebag like Fabian.

ÉLODIE BAUCHET: (*SMILING*)
Just to get away from all the other sleazebags, perhaps?

MARCEAU LAROQUE: (LAUGHING)

Fine, I'll just guide you to him, but promise to save another dance for me.

ÉLODIE BAUCHET: (BEAMING)

Thank you!

MARCEAU LAROQUE: (POINTS IN A DIRECTION)

Just go through that corridor and take to the left. You better hurry, he likes lady company and I think someone is already on her way.

At last, Élodie will know where Fabian Bayon is LOCATED and know that he just SENT after a courtesan. She will be SENT to his apartment in the Tuileries with two wineglasses and a bottle of red wine. The player must LURE the courtesan into a room, KNOCK her unconscious, STEAL the tray and then PERSONATE as a courtesan. For her target S/he must FIGHT a couple of guards or they will ALERT other guards and Élodie will fail the mission. When she has MURDERED Fabian Bayon, she breaks down and cries.

ÉLODIE BAUCHET: (SOBBING)

I never wanted this. I just needed father to be proud of me.

It takes a while for her to calm down and still sobbing, she automatically SEARCHES through Fabian Bayon's room and his clothes. She will FIND two torn-out pages from *l'Ami du Peuple* and a decoder: a paper with holes cut out.

ÉLODIE BAUCHET: (AMAZED)

This looks like my decoder. Wonder if it works the same way...

Fabian Bayon's decoder is PLACED ON the paper and the player must MOVE it until Élodie SAYS:

ÉLODIE BAUCHET: (SHOCKED)

A-M-A-U-R-Y B-A-U-C-H-E-T. Amaury Bauchet! My father!

Frantically, she picks up the next page and uses the decoder on that one. It is PLACED ON the paper and the player must MOVE it until Élodie SAYS:

ÉLODIE BAUCHET: (SHOCKED)

B-A-R-O-N D-E S-O-L-A-G-E. Baron De Solage? Who is he? And why... No, I must return to the banquette. I will figure this out later.

The cryptic message which MENTIONS her father and Baron De Solage cleared her head. Before she leaves the room, she makes sure her face bears no sign of the tears. Now, she must FIND OUT who this mysterious De Solage is and why he is MENTIONED together with her father. The guests will SAY that they never HEARD the name before,

but Guillaume, Océane and Marceau knows that Baron De Solage is in the Bastille, accused for incest. When Élodie ENTERS the banquet room again, Guillaume Douay and an older man, presumably his father, APPEARS in the crowd.

ÉLODIE BAUCHET: (*HEARTILY*)

It's nice to see you again, Guillaume. How have you been?

GUILLAUME DOUAY: (*EARNEST*)

Good, good. I heard about your father. My condolences to you and your mother.

MONSIEUR DOUAY: (*INTERESTED*)

So you are the young lady my Guillaume rescued? He hasn't spoken about anything else for the last couple of weeks.

Marceau joins them.

MARCEAU LAROQUE: (*CHEERFUL*)

Monsieurs Douay! How's business? And what about my own little project, *l'Ami du Peuple*? Is it selling well?

MONSIEUR DOUAY: (*HESITANT*)

Well...

MARCEAU LAROQUE: (*LAUGHING*)

I didn't think so either. Perhaps the people will learn to appreciate it someday. I want you to print it anyway; it might entertain someone at least..

MONSIEUR DOUAY: (*GRATEFUL*)

Thank you sir. Your paper is one of the reasons we can afford to still be in business.

MARCEAU LAROQUE: (*SMILING*)

What would I do without the paper; my wife would have liked it. It keeps me from doing things I might regret.

MONSIEUR DOUAY: (*PUZZLED*)

I don't follow you sir.

MARCEAU LAROQUE: (*SMILING*)

Think naught of it. Just nostalgic. Well, I must leave you now. Élodie, Guillaume, Monsieur Douay. Pleased to meet you all.

Marceau leaves them and Marielle joins them.

MARIELLE BAUCHET: (*COQUETTISH*)

Élodie, I don't think I have met your friends before. Do introduce me.

ÉLODIE BAUCHET: (*NEUTRAL*)

Guillaume, monsieur Douay, this is my mother, Marielle Bauchet.

MONSIEUR DOUAY: (*CHARMED*)

A pleasure to meet you my lady. For a second I could've sworn that you were Élodie's sister. Would you care to join us for lunch someday?

MARIELLE BAUCHET: (*FLATTERED*)

Of course, it would be my pleasure. Now, you must excuse me. I need to talk to my daughter.

MONSIEUR DOUAY: (*RESOLUTE*)

I'll see you soon then. Au revoir!

MARIELLE BAUCHET: (*SWEETLY*)

Au revoir!

ÉLODIE BAUCHET: (*NEUTRAL*)

Au revoir!

MARIELLE BAUCHET: (*CHIDING*)

Where have you been? There are plenty of men here who I want you to meet. Rousset du Pierpont is that handsome man over there. I heard he's quite good in bed...

ÉLODIE BAUCHET: (*TESTILY*)

Mother!

MARIELLE BAUCHET: (*FIRM*)

It's time for us to think about your future. We aren't as wealthy as we used to be and I won't let my daughter be another beggar in this town!

(1)ÉLODIE BAUCHET: (*COMPLACENT*)

That will never happen. I owe monsieur Laroque a dance, so excuse me...

(2)ÉLODIE BAUCHET: (*COMPLACENT*)

That will never happen. Excuse me; I need to talk to Océane...

(3)ÉLODIE BAUCHET: (*COMPLACENT*)

That will never happen. Excuse me; there is someone I need to talk to.

The Player has three choices here: s/he player can LOOK for Marceau Laroque and FIND him SURROUNDED by a bunch of flirtatious women, from age 20 to 50. Or FIND Océane in the crowd around Marceau and TALK to her. The player can also FIND Guillaume, jealously STARING at Marceau from the other end of the room. To be able to LEAVE the banquette, the player must TALK with Océane.

ÉLODIE BAUCHET: (*COURAGEOUS*)

I promised you a dance, didn't I?

MARCEAU LAROQUE: (*SMILING*)

So, may I?

ÉLODIE BAUCHET: (*COURAGEOUS*)

Of course.

They DANCE together again, and the player shall STEER the couple and make sure they don't BUMP into anyone or anything. They can TWIRL and ACCELERATE.

ÉLODIE BAUCHET: (*COURAGEOUS*)

Tell me, how do you know my father?

MARCEAU LAROQUE: (*SMILING*)

We did some business together. He was an excellent negotiator.

ÉLODIE BAUCHET: (*DISTRACTED*)

He taught me well.

MARCEAU LAROQUE: (*SUSPICIOUS*)

What did you say?

ÉLODIE BAUCHET: (*TAKEN ABACK*)

Nothing, nothing... What do you know about Baron de Solage?

MARCEAU LAROQUE: (*ABSENT-MINDED*)

Isn't he the one who they accused for incest? I believe he is in the Bastille now.

ÉLODIE BAUCHET: (*THOUGHTFUL*)

Do you think they'll allow me to visit him?

MARCEAU LAROQUE: (*AGHAST*)

Why would you want that? The man is a bastard, even if he didn't commit incest.

ÉLODIE BAUCHET: (*DEFENSIVE*)

He may help me with some questions I have.

MARCEAU LAROQUE: (*ANNOYED*)

Good luck with that.

The orchestra STOPS playing and Élodie CURTSIES for Marceau, who instinctively BOWS for her. The player can ASK for another dance, or FIND someone else to talk to.

ÉLODIE BAUCHET: (*COURAGEOUS*)

Would you like to dance?

GUILLAUME DOUAY: (*EARNEST AND EAGER*)

Of course!

They DANCE together, and the player shall STEER the couple and make sure they don't BUMP into anyone or anything. They can TWIRL and ACCELERATE.

ÉLODIE BAUCHET: (*CURIOUS*)

Tell me, why haven't I seen you at similar events?

GUILLAUME DOUAY: (*A BIT EMBARRASSED*)

It was my father's idea, actually. We always get invitations but neither of us is interested in these... banquettes. He thinks it's time for me to settle down so he can finally have grandchildren and figured that it would be easier for me to maybe find someone here.

ÉLODIE BAUCHET: (*BLUSHING*)

Oh...

GUILLAUME DOUAY: (*EMBARRASSED*)

I-I didn't mean to make you feel uncomfortable. It's just... I'm sorry.

ÉLODIE BAUCHET: (*BLUSHING*)

Don't be. My mother expects the same from me, but... it is too complicated. Let's talk about something else.

GUILLAUME DOUAY: (*UNCOMFORTABLE*)

Have you heard about Baron de Solage? Apparently, his wife found him in bed with his younger cousin and now he is locked away in the Bastille.

ÉLODIE BAUCHET: (*INTERESTED*)

Why?

GUILLAUME DOUAY: (*UNCOMFORTABLE*)

He committed incest *and* adultery.

ÉLODIE BAUCHET: (*SHOCKED*)

No!

GUILLAUME DOUAY: (*GLAD*)

Well, it's true.

The music silences. They bow and curtsies for each other. Guillaume returns to his corner, a bit happier.

OCÉANE BEDEAU: (*BUBBLY*)

Having fun?

ÉLODIE BAUCHET: (*NEUTRAL*)

Not really. Could you help me with something?

OCÉANE BEDEAU: (*BUBBLY*)

Sure! There aren't enough good-looking men in this crowd. I'm a bit bored.

ÉLODIE BAUCHET: (*NEUTRAL*)

I need to know about a baron de Solage.

OCÉANE BEDEAU: (*BUBBLY*)

That is easy. He's in the Bastille, something about adultery and a cousin of his he'd been bonking.

ÉLODIE BAUCHET: (*HORRIFIED*)

Océane!

OCÉANE BEDEAU: (*UNTOUCHED*)

What? You wanted to know, didn't you?

ÉLODIE BAUCHET: (*HORRIFIED*)

I don't need to know what he'd done, just where he is now! But thank you.

OCÉANE BEDEAU: (*UNTOUCHED*)

No problem.

Whenever the player wants, s/he can LEAVE the banquette now.

(Cinematic)

When Élodie is about to LEAVE the banquette, someone has FOUND Fabian Bayon and his courtesan dead in his apartment. In the turmoil, Élodie DISAPPEARS unnoticed.

CHAPTER 4

Storming of the Bastille

(Gameplay)

Player-controlled Actions and Effects are CAPITALIZED. Your PC is Élodie Bauchet.

Élodie is in her room at the house. She WEARS a simple dress. On her dressing table LIES a copy of the latest *l'Ami du Peuple*. If the player TRIES to GO out the door, Élodie says:

ÉLODIE BAUCHET: (*DETERMINED*)

It was my father's duty, now it is mine.

No.

I have forgotten something.

There is something in this room I need.

No, I need it.

It is on my dressing table.

When the player finally PICKS up the copy, a close-up of the paper is SHOWN. The date on the paper says 11 July 1789. A paper with HOLES CUT OUT and a brief EXPLANATION on it is PLACED on the paper and the player must MOVE it until Élodie says:

ÉLODIE BAUCHET: (*DETERMINED*)

This is the one I must assassinate. I must write it down.

A piece of paper APPEARS and an invisible pen WRITES the name Baron De Solage: Bastille.

(Cinematic)

A messenger from Marceau ARRIVES, TELLING Élodie about the Storming of the Bastille and that Marceau has JOINED the noblemen who DEFEND the Bastille.

MESSENGER: (*BREATHLESS*)

I come from Marceau Laroque; he wanted to say that the Bastille is under attack and that he will join the noblemen who defend the fort.

ÉLODIE BAUCHET:

Thank you.

When she is about to LEAVE the house, her mother TRIES to STOP her.

MARIELLE BAUCHET: (*UPSET*)

Élodie, don't you leave now!

Élodie IGNORES her and LEAVES.

MARIELLE BAUCHET: (*DISTANT*)

Élodie! Don't get killed!

At the statue she MEETS Guillaume who also KNOWS about the storming.

GUILLAUME DOUAY: (EXCITED)

Élodie! Listen, we will attack the Bastille and free the prisoners.

GUILLAUME DOUAY: (PLEADING)

It is too dangerous for you, please don't follow me!

After that, he RUNS TOWARDS the Bastille.

(Gameplay)

Player-controlled Actions and Effects are CAPITALIZED. Your PC is Élodie Bauchet.

Élodie must FOLLOW him and USE her acrobatic skills to GET PAST obstacles in her way. Barrels, people, trolleys, everything that can be USED as a hindrance shall be used. When she ARRIVES at the Bastille, both Guillaume and Marceau WAIT there for her. She can TALK to both of them and each one will OFFER to HELP her. They are equally skilled men and they will MAKE it EASIER for her to GET TO Baron De Solage. The player GETS TO CHOOSE one of them, or can CHOOSE TO PROCEED alone.

[Quick note: Depending on which of the men the player chooses, the characters either fight noblemen or rebels, or if the player chooses none of them, the player will fight both noblemen and rebels.]

GUILLAUME DOUAY: (ANNOYED)

Why did you follow me?

ÉLODIE BAUCHET: (CALM AND DETERMINED)

I need to speak to one of the prisoners before he flees or gets killed.

(1)ÉLODIE BAUCHET: (PLEADING)

Please help me get to him!

(2)ÉLODIE BAUCHET: (CALM AND DETERMINED)

I don't need your help right now.

(1)GUILLAUME DOUAY: (DETERMINED)

Certainement!

(2)GUILLAUME DOUAY: (CALM)

I'll be here.

MARCEAU LAROQUE: (SARCASTIC HEROIC)

Have you come to give me some moral support? Or did you just wish to give me a last kiss before I might die?

(1)ÉLODIE BAUCHET: (PLEADING AND DETERMINED)

I need to speak to one of the prisoners before he flees or gets killed, so please help me get to him!

(2)ÉLODIE BAUCHET: (CALM)

I don't need your help right now.

One of the men is chosen. They see two men CLIMB up at the gates and OPEN the drawbridge. Élodie, ARMED with her father's rapier, and

[Quick note: Marceau or Guillaume, depends on whom the player choose at the beginning of the chapter] are ARMED with a weapon, ENTER the Bastille THROUGH the drawbridge along with the crowd and ENTER the external courtyard. To GET TO the prisoners cells, they have to FIGHT noblemen and guards. They ARRIVE at the cells and SEE Baron de Solage in one of them.

(Cinematic)

They are in a dark prison corridor with four cells. Two of them are occupied, one with a babbling idiot and the other with a well-dressed but shaggy Baron de Solage. When Élodie APPROACHES the cell, de Solage GETS on his feet and GRABS hold of the prison bars.

BARON DE SOLAGE: (MILDLY AMUSED)

Rescuers? Or are you here for something else?

ÉLODIE BAUCHET: (RESOLUTE)

What do you know about Amaury Bauchet?

BARON DE SOLAGE: (SMILING)

Tell me, why should I tell you about him?

ÉLODIE BAUCHET: (FIRM)

I found a note mentioning you and my father. I believe you know something I need to know.

BARON DE SOLAGE: (AGGRAVATED)

Is there any chance of you rescuing me? No? Well, then I don't see why I should tell you anything.

ÉLODIE BAUCHET: (PLEADING)

My father was murdered not long ago. I need to find out why. He was an assassin and he taught me the trade. Please, help me!

BARON DE SOLAGE: (STERN)

Non.

[Quick note: If the player chooses Guillaume to help Élodie get into the Bastille, dialogue option (A) will be heard. If the player chooses Marceau, dialogue option (B) will be heard. If the player chooses neither of them, dialogue option (C) will be heard.]

(A) ÉLODIE BAUCHET: (THREATENING)

You don't have many minutes left. When we fought our way here I heard the noblemen speaking about you. They wanted to make you suffer for what you have done.

(B) ÉLODIE BAUCHET: (THREATENING)

You don't have many minutes left. When we fought our way here I heard the rebels speaking about you. They wanted to make you suffer for what you have done.

(C) ÉLODIE BAUCHET: (THREATENING)

You don't have many minutes left. When we fought our way here I heard the guards speaking about you. They wanted to make you suffer for what you have done.

BARON DE SOLAGE: (TERRIFIED)

I-I don't know much, but I think you should investigate your assignments and the one who gives them to you. I heard Fabian Bayon was killed. I knew him. In fact, Fabian, your father and I were all assassins. The only reason we know about each other is because someone messed up and gave all of us the same mission. Please, get me out of here!

ÉLODIE BAUCHET: *(REGRETFULLY)*

Thank you. I really wish I didn't have to do this.

After she has QUESTIONED De Solage, she SLITS his throat.

(Gameplay)

Player-controlled Actions and Effects are CAPITALIZED. Your PC is Élodie Bauchet.

Now, Élodie and ***[Quick note: Marceau or Guillaume, depends on whom the player choose at the beginning of the chapter]*** need to GET OUT without GETTING KILLED.

[Quick note: Depending on which of the men the player chooses, the characters either fight noblemen or rebels, or if the player chooses none of them, the player will fight both noblemen and rebels.]

There are lots of enemies which they need to DEFEAT. The path to the exit is BLOCKED and they are FORCED UPWARDS. From the roof they are able to CLIMB DOWN the façade of the fort and then slowly DESCEND by JUMPING from platforms, smaller buildings' roofs and so on.

(Cinematic)

After they have CLIMBED DOWN the last platform, they are finally ON the ground, a couple of meters from the fighting crowd. Élodie TURNS to Guillaume or Marceau after they have caught their breath and SAYS:

ÉLODIE BAUCHET: *(GRATEFULLY)*

Thank you for your help.

Élodie KISSES ***[Quick note: Marceau or Guillaume, depends on whom the player choose at the beginning of the chapter]*** and LEAVES him. The player SEES Guillaume or Marceau STANDING in front of the Bastille. There are people FIGHTING around him and on the fort.

CHAPTER 5

Women's March on Versailles

(Cinematic)

Élodie is in her bed, SLEEPING. Océane Bedeau OPENS the bedroom door, RUNS towards Élodie, WAKES her up and SHOUTS:

OCÉANE BEDEAU: *(EXCITED)*

They are on their way to Versailles! Something about "bringing the baker, the baker woman and the little baker boy" to Paris. I think they mean King Louis, his Queen and the crown prince. Come on, we must join them!

ÉLODIE BAUCHET: *(NEWLY AWAKENED)*

Who? Why?

OCÉANE BEDEAU: *(IMPATIENTLY)*

No time! Just hurry up!

Élodie quickly PUTS ON a dress and FOLLOWS Océane.

(Gameplay)

Player-controlled Actions and Effects are CAPITALIZED. Your PC is Élodie Bauchet.

The player must FOLLOW Océane and USE Élodie's acrobatic skills to GET PAST obstacles in her way. Barrels, people, trolleys, everything that can be USED as a hindrance shall be USED. If the player FAILS to FOLLOW Océane, Élodie will FAIL her mission. The CHASE begins at Place Vendôme, CONTINUES on Rue Saint Honoré, a street FILLED with lots of carriages and excited women who all RUN TOWARD Louis XV's Square. Storm bells begin to RING. A young lady BANGS on a drum. The crowd is FILLED with women: maids, madams and Mademoiselles. When Élodie finally CATCHES UP with Océane, she SEES her JOINING the march. The women are excited, ARMED with rifles, lances and swords, and SING songs:

WOMEN IN CROWD: *(DETERMINED)*

We are bringing the baker, the baker woman and the little baker boy back to Paris!

Some of them CHANT:

WOMEN IN CROWD: *(ACCUSINGLY)*

Bread! They run a hunger conspiracy against us! (They plot to starve us!) We demand bread!

Élodie has no other choice than to FOLLOW Océane, and while doing so, she BUMPS into a woman.

ÉLODIE BAUCHET: *(NEUTRAL)*

Pardon me...

MAN DISGUISED AS A WOMAN: (AGGRAVATED)

Look where you're going!

He GIVES her a grumpy look and TURNS AWAY from her. Océane EMERGES from the crowd. They SEE a woman DRESSED as an Amazon who RIDES on a horse and DRAGS a canon BESIDE a woman DRESSED as a man, ARMED with a sable. Océane SAYS:

OCÉANE BEDEAU: (ADMIRINGLY)

I think that was Théroigne de Méricourt on that horse and the one dressed as a man is her friend Rose Lacombe.

ÉLODIE BAUCHET: (SHOCKED)

I saw a man, in women's clothing, here amongst all women.

OCÉANE BEDEAU: (CURIOUS)

No! Where?

ÉLODIE BAUCHET: (THOUGHTFULLY)

We must do something about it. I have a bad feeling about him. Wonder if there are any more...?

OCÉANE BEDEAU: (GLAD)

I hope you know what you are doing... (But) This'll be fun!

Océane and Élodie SPLIT up. While they are LOOKING for the disguised man, the crowd STARTS MOVING TOWARDS Versailles.

They have a LIMITED TIME to FIND and UNMASK the man. The TROUBLE is that there are many men DISGUISED as women in the mass. When Élodie SPOTS a man DRESSED as a woman, she must UNMASK him without REVEALING herself. She can PUSH other people AGAINST him which will UNMASK him and EXPOSE him to the crowd. Élodie may also SNEAK up towards him and PULL OFF his bonnet. Women around him will then THROW him out of the crowd and CONTINUE without him. When Élodie has UNMASKED five men, a CRY FOR HELP from Océane will make her PUSH THROUGH the crowd, which has STOPPED DEAD. The man they were LOOKING FOR STANDS in a WIDENING circle in the MIDDLE of the crowd. He HOLDS a knife against Océane's throat and she SOBS quietly.

ÉLODIE BAUCHET: (DEMANDING)

Release her!

OCÉANE BEDEAU: (AFRAID)

Élodie, don't upset him!

MAN: (DISTRESSED)

You heard her, don't upset me or I'll give her another smile.

ÉLODIE BAUCHET: (CALMLY)

Just let her go. Take me instead.

MAN: (SCORNFULLY)

Why? You ain't nearly as pretty as she is, and I don't think she'll put up a fight. I think I'll keep her. Now, keep on going! We have somewhere to be tonight.

The crowd reluctantly STARTS MOVING. The SONG and SLOGANS have QUIETED and all women GLARE angrily at the man and his hostage. If Élodie TRIES to get CLOSER to the man, he will BACK AWAY and PRESS the knife harder on Océanes throat until a drop of blood FALLS DOWN on her dress. If Élodie TRIES to DISAPPEAR into the mass, the man will THREATEN her.

MAN: (STRESSED)

Oh no. Stay where I can see you or your little friend will get hurt.

Stay!

I am warning you!

Dumb woman, stay there!

The player has to SPEAK with any of the women AROUND Élodie. Élodie has a plan, she will make the man BACK UP and one woman BEHIND him will make him TRIP and FALL, another TAKES his knife and the third will HELP Océane. She WHISPERS her plan to one of the women, anyone will do, and then her plan will be SET IN MOTION.

(Cinematic)

Élodie STARTS MOVING TOWARDS the man, who will BACK AWAY from her. Océane CRIES and teardrops MIX with drops of blood from her throat. The man SCREAMS something at Élodie, but she is so concentrated that she is NOT ABLE to make out the words.

MAN: (SCARED)

Stand back! I said, stand back!

She SEES him STUMBLE and then FALL, Océane SCREAMS with FEAR and suddenly, it's over. Océane BREAKS AWAY from him and FALLS into Élodies arms, heavily SOBBING. Élodie WHISPERS soft words to her and finally CALMS her.

ÉLODIE BAUCHET: (SOOTHINGLY)

There, there. It's over. Océane, he can't harm you anymore.

The man LIES DEAD on the street as his head HIT a large rock when he FELL.

[Quick note: Depending on whether the player thought it might be (A) Rebels or (B) Noblemen at the banquet, the signature on the message changes. If the player chooses (A) Rebels, the signature shall be G.D as in Guillaume Douay. If the player choose (B) Noblemen, the signature shall be M.L as in Marceau Laroque.]

Élodie SEARCHES through his clothes and FINDS a message:

ÉLODIE BAUCHET: (CONCENTRATED)

"Join the march as a woman. You must follow the one I spoke of. Don't get caught!

[SIGNATURE: ML or GD]. "

The MARCH CONTINUES, first silently but then someone STARTS SINGING, first a bit hesitant, but as more and more women JOIN in, the song

RAISES to the sky. It is a more confident crowd that CONTINUES MARCHING towards Versailles, LEAVING the dead man on the road to the crows.

(Gameplay)

Player-controlled Actions and Effects are CAPITALIZED. Your PC is Élodie Bauchet.

[Quick note: This is a gameplay area, which means that various scenarios are triggered when Élodie reaches different locations. I choose to write this part as a coherent text.]

They finally ARRIVE at the gates of Versailles. Everyone is WET, EXHAUSTED and COVERED in mud. Some of the women GATHER at one gate and SHOUT for bread.

WOMEN IN CROWD: *(ACCUSINGLY)*

Bread! They run a hunger conspiracy against us! (They plot to starve us!) We demand bread!

Élodie FOLLOWS Océane, who TOGETHER with about 100 other women MANAGES to GET TO the National Assembly. The women TAKE PLACE on the galleries, TAKE OFF parts of their clothes and GIVE their point of view on the debates and the debaters. LAUGHTER and MURMURS are HEARD. Mirabeau, a member of the National Party, TRIES with his plangent voice to MAKE them DISAPPEAR, but they IGNORE him and more ARRIVE.

MIRABEAU: *(BOOMING AND WITH A HINT OF ANGER)*

Get out! This is no place for women!

Océane RUSHES past Élodie and THROWS herself into Mirabeau's lap, who LOOKS surprised at first but then enamored. Élodie LEAVES her there. As soon as she EXITS the National Assembly, she is PUSHED into the Versailles amongst eleven other women. Everyone is excited and nervous, they WHISPER about the king and some of them GIGGLE. Louison Chabry, a 17 year-old girl, LEAD the delegation but FAINTS when she sees Louis XVI. The king HOLDS her in his arms and SPEAKS to her.

LOUIS XVI: *(CARING)*

Wake up. There, there, wake up now.

When she COMES TO HER SENSES, all she can remember is to TALK to the king about bread and Louis XVI PROMISES them that he personally will make sure Paris will get both grain and bread.

LOUISON CHABRY: *(PLEADING)*

Paris needs bread! You must help us your majesty or your subjects will starve to death!

LOUIS XVI: *(AUTHORITARIAN)*

I promise I personally will ensure that Paris will get both bread and grain.

They forget to demand that the king shall move to Paris and the twelve women LEAVE the castle. They are MET by disappointed comrades.

DISAPPOINTED COMRADES: (*IRRITATED*)

Haven't you even a paper on the king's promises?

They GO BACK in and the king REPEATS his promises in WRITING. Élodie SEES Louison Chabry and Maillard LEAVE for Paris with the glad tidings in one of the king's own carriage. Before she is ABLE to RETURN to the National Assembly and LOOK for Océane, a rumor is HEARD.

SOMEONE IN THE CROWD: (*EXCITED*)

More people on their way, national guards and several thousand Parisians! La Fayette is their leader!

Élodie SEES Théroigne de Méricourt and a number of females RUN TOWARD the road and FOLLOW them. They BLOCK the road so that none of the carriages can PASS them.

The king GIVES UP and stops TRYING to ESCAPE from Versailles. La Fayette and his troops ARRIVE at midnight and the women START SHOUTING for bread yet again.

WOMEN IN CROWD: (*ACCUSINGLY*)

Bread! They run a hunger conspiracy against us! (They plot to starve us!) We demand bread!

Once again, the women SCURRY into the National Assembly. Élodie FOLLOWS La Fayette and the delegation from Paris and WITNESS the king's PROMISES. Louis XVI APPROVES The Declaration of Human Rights. When he hears La Fayette DEMANDING him to MOVE to Paris, he HESITATES.

LA FAYETTE: (*DEMANDING*)

We insist that you move back to Paris!

LOUIS XVI: (*EXHAUSTED*)

It's late at night and everyone is tired. Why don't we discuss this in the morning?

LA FAYETTE: (*ALOOF*)

Fine. Let's postpone the decision for tomorrow morning then.

Océane FINDS Élodie and they JOIN a crowd OUTSIDE the castle gates. A bonfire is LIT, wine is DRUNK and revolutionary songs such as the *Ça Ira* are SUNG.

[Quick note: last in this manuscript are the lyrics to the song *Ça Ira*. Page 75.]

At five in the morning, the people OUTSIDE the gates DISCOVER that a castle door is OPEN. Many of them, including an intoxicated Élodie and Océane, RUN UP the stairs TOWARDS the queen's floor. The bodyguard OPENS FIRE and a seventeen-year-old worker is SHOT. He FALLS THROUGH a window and is KILLED immediately. The furious crowd

KILLS two of the bodyguards. They MANAGE to ENTER Marie-Antoinette's room and DESTROY her empty bed with swords and axes. La Fayette and the National Guard MANAGE to get most of the crowd OUT OF the castle. The crowd STANDS on the palace yard with the two killed bodyguards' heads POSTED on two lances, FIRING off their muskets and YELLS:

CROWD: (AGITATED)

The king to Paris! The king to Paris!

The king APPEARS on the balcony, WHISTLES and HOORAYS are HEARD. The crowd:

CROWD: (AGITATED)

The queen! The queen!

The queen APPEARS on the balcony with the crown prince and her eleven-year-old daughter BESIDE her.

WOMEN: (AGITATED)

No children! No children!

The queen LEAVES with her children and COMES OUT again without her daughter and the crown prince. The SHOUTS increase in strength:

CROWD: (AGITATED)

The king to Paris! The king to Paris!

(Cinematic)

A long cortege MOVES TOWARDS Paris, with the National Guard first with bread SPIKED on their bayonets, then about fifty wagons, DECORATED with sticks and leafs, full of bread and grain, a regiment grenadier, an unarmed regiment, the king's carriage with La Fayette on his horse BESIDE it, then many carriages with noblemen and members of the National Assembly, another regiment from the National Guard and lastly women and Parisians DECORATED with branches and leafs.

WOMEN AND PARISIAN IN CROWD: (JOYFUL)

Here we come with the baker, the baker's wife and the little baker boy!

When they ENTER Paris THROUGH the town gate, mayor Bailly GREETs them. Élodie and Océane LEAVE the crowd and Océane FOLLOWS Élodie home. At Élodie's house, they SAY good bye. Élodie COLLAPSES on her bed and FALLS immediately ASLEEP.

CHAPTER 6

The Federation Feast

(Gameplay)

Player-controlled Actions and Effects are CAPITALIZED. Your PC is Élodie Bauchet.

Élodie is in her room at the house. She WEARS a simple dress. On her dressing table LIES a copy of the latest *l'Ami du Peuple*. If the player TRIES to go out the door, Élodie SAYS:

ÉLODIE BAUCHET: (*PERSISTENT*)

I have forgotten something.

No.

There is something in this room I need.

No, I need it.

It is on my dressing table.

When the player finally PICKS up the copy, a CLOSE-UP of the paper is SHOWN. The DATE on the paper SAYS 14 July 1790. A paper with HOLES CUT OUT and a brief EXPLANATION on it is PLACED ON the paper and the player must MOVE it until Élodie SAYS:

ÉLODIE BAUCHET: (*NEUTRAL*)

This is the one I must assassinate. Where is my pen?

A piece of paper APPEARS and with an invisible pen, the name Rousset du Pierpont is WRITTEN.

Someone KNOCKS on the door. Élodie promptly HIDES the paper in one of her pockets.

ÉLODIE BAUCHET: (*NEUTRAL*)

Please come in.

CHAMBERMAID ABIGAIL: (*CONDONING*)

Monsieur Laroque is waiting for you downstairs, and Monsieur Douay has left you a note. Shall I tell Monsieur Laroque that you will come down soon?

ÉLODIE BAUCHET: (*NEUTRAL*)

Let me read the note first.

A CLOSE-UP of the note is SHOWN. Élodie READS it SOTTO VOCE for herself:

ÉLODIE BAUCHET: (*NEUTRAL*)

"Beloved Élodie, would you join me for the feast? I am waiting for you at the statue at Place Vendôme; send your maid with an answer if you can't make it.

Yours, Guillaume."

I must choose between them. One of them will probably not want to see me again if I reject him now. Who should it be?

CHAMBERMAID ABIGAIL: (*QUESTIONING*)

Mademoiselle, shall I speak with Monsieur Laroque or Monsieur Douay? Your mother and Océane wait for you too.

[Quick note: Depending on the player's choices, the confrontation dialogue at chapter 9 will differ in many ways. Élodie, Guillaume and Marceau will have different questions and answers depending on the player's decisions.]

The player must choose either Marceau Laroque or Guillaume Douay. For the rest of the game, the player will only be able to interact with the one s/he chooses here.

(A)ÉLODIE BAUCHET: (DETERMINED)

Tell Monsieur Laroque that I will go to the feast with Océane and my mother and that we may meet him there. Then run to Monsieur Douay at Louis IV and ask him to wait.

(B)ÉLODIE BAUCHET: (DETERMINED)

Run to Monsieur Douay at Louis IV and tell him not to wait for us. Then tell Monsieur Laroque that I will go to the feast with him.

The player makes its choice. The maid NODS and LEAVES. Élodie LEAVES her room and GOES DOWN the stairs. If the player chooses Marceau, then he WAITS for her downstairs together with her mother and Océane and the four of them LEAVE the house. If the player chooses Guillaume, Élodie's mother and Océane WAITS for her downstairs and the three of them LEAVE the house. Guillaume WAITS for them at the statue and together they JOIN a couple of other noblemen. The rain POURS down but they are GUARDED with umbrellas so the weather bothers them just a little. Élodie CARRIES her father's old umbrella, which has a hidden blade. With just a QUICK FLIP, the blade will APPEAR and the top of the umbrella will FOLD into a shaft. ALONG the houses at Rue Saint Honoré, people are WAITING for the cortège. Élodie and her little group WAIT together with the others when something MAKES Élodie SHIVER. She TURNS her head and SEES a man, DRESSED in black in the colorful crowd and RECOGNIZES him.

ÉLODIE BAUCHET: (UPSET)

Rousset du Pierpont! Merde, I'll never find him again in this crowd!

Just when she is about to RUN after him, the cortège APPEARS and she is FORCED to WAIT. First to PASS BEFORE the crowd is La Fayette on a magnificent horse FOLLOWED by the National Guard and the members of the National Assembly. After them COMES 60 000 representatives from all over the country with guidons and flags from France's 83 departments and counties. They DANCE Farandole, a ring dance where the dancers MOVE through the streets while DANCING round and around. Élodie now has a chance to FIND du Pierpont in the crowd. She JOINS the people DANCING Farandole and the player must now be QUICK on the buttons. The player must FOLLOW du Pierpont by DANCING Farandole and

SWITCH from ring to ring to TRAVEL AGAINST the cortege. When she REACHES THE END of the DANCE, she SEES du Pierpont CLIMB UP a façade and FOLLOWS him. A wild CHASE OVER the rooftops of Paris BEGINS. As before, she NEEDS TO BE CAREFUL, as some of the houses have big gaps in their roofs and the moss makes part of the roof slippery. She DODGES clothes-lines, JUMPS or CARTWHEELS over chimneys and will GRAB ONTO the edge of the roof if she SLIPS on moss and FALLS towards the streets. Sometimes, du Pierpont will AWAIT her and FIGHT her until she WOUNDS him, then he will CONTINUE to RUN OVER the rooftops.

ÉLODIE BAUCHET: *(COMMANDING)*

Rousset du Pierpont! Stop!

Stop!

Give up!

You can't flee from me!

du Pierpont LEADS Élodie to one of the bridges OVER Seine and there they FIGHT in the rain. The bridge is SLIPPERY and this is an advantage for du Pierpont as he WEARS BOOTS and Élodie WEARS CLOGS. The FIGHT is intense and du Pierpont DRIVES Élodie BACKWARDS, TOWARDS the edge of the bridge. Élodie is PRESSED up AGAINST the parapet with du Pierpont just a sword's length away. When he ATTACKS her and PUSHES her OVER the parapet, she GRABS HOLD of him and DRAGS him with her. When they HIT the water surface, du Pierpont LOSES consciousness. The player must SWIM AGAINST the current and REACH land. The water is FILLED with various junk such as trunks, barrels and boulders. The player must AVOID these obstacles. If Élodie BUMPS into something, she will LOSE her GRIP on du Pierpont and some stamina. The player must MANAGE to get Élodie and du Pierpont to SAFETY on a piece of land in the outskirts of inner Paris.

(Cinematic)

Élodie TAKES a breather and CATCHES her breath before she EXAMINES du Pierpont. He is STILL UNCONSCIOUS but when she TURNS him OVER, he STARTS COUGHING UP floodwater. Before he GAINS FULL CONSCIOUSNESS, Élodie UNDRESSES him and USES his clothes to TIE him up.

ROUSSET DU PIERPONT: *(PISSED AND COUGHING)*

What the hell? Baise toi!

ÉLODIE BAUCHET: *(CALM)*

Why am I supposed to kill you?

ROUSSET DU PIERPONT: *(TAKEN ABACK)*

What, you? No, you are not serious. Are you?

ÉLODIE BAUCHET: *(ANNOYED)*

Just tell me!

ROUSSET DU PIERPONT: *(SARDONIC)*

Well, I am supposed to kill you and I don't know why either.

ÉLODIE BAUCHET: *(AGGRESSIVE)*

How do you get your assignments? Tell me now!

ROUSSET DU PIERPONT: (AGGRAVATED)

I have no reason to tell you so fous le camp!

ÉLODIE BAUCHET: (THREATENING)

You are half-naked and tied up. If you don't tell me, I know how to make you talk. That is another thing my father taught me.

ROUSSET DU PIERPONT: (DEFENSIVE)

Through *l'Ami du Peuple*. Who is your father? I recognize the way you fence; it reminds me of someone...

ÉLODIE BAUCHET: (NEUTRAL)

Amaury Bauchet.

ROUSSET DU PIERPONT: (FRIGHTENED)

Free me now. If you leave me alone I'll leave you alone.

ÉLODIE BAUCHET: (THOUGHTFUL)

What about my assignment? If I don't kill you, perhaps others will come after you and me.

ROUSSET DU PIERPONT: (PLEADING)

Paris and France are not what they used to be. If I have to fear for my own life, I prefer to do it somewhere else. Untie me now, please!

[Quick note: The player can choose between these two dialogue options.]

(1)ÉLODIE BAUCHET: (COLDLY)

I will just leave you here. I am certain you will find some way to free yourself.

(2)ÉLODIE BAUCHET: (NEUTRAL)

No. I am sorry, but I must do this.

ROUSSET DU PIERPONT: (PISSED)

Je t'emmerde!

(Gameplay)

Player-controlled Actions and Effects are CAPITALIZED. Your PC is Élodie Bauchet.

Élodie STANDS on the sandbank, LOOKING at du Pierpont who CONTINUES to CURSE her. The player can either KILL du Pierpont or LEAVE him there. She is at Place Louis XV, just a couple of blocks from her house at Place Vendôme.

ÉLODIE BAUCHET: (SHIVERING)

I need to get home.

The way to her house is EMPTY. Everyone is GATHERED at Champ de Mars and she MEETS no difficulties while GETTING home. When home, she quickly CHANGES clothes and GOES OUT again, with her father's umbrella STILL in her POSSESSION. The player must LEAD Élodie THROUGH the streets of Paris and LEAD her to Champ de Mars. She can CLIMB house facades and USE the rooftops or she can USE the

alleyways. There are few obstacles in her way and she DOES NOT NEED to use her acrobatic skills but she is ABLE to. If she DECIDES to use the streets a couple of robbers will TRY TO ROB her. She can either DODGE them and RUN from them or FIGHT them immediately. The robbers are three rather muscular men, ARMED with batons. Élodie has no problem in DISARMING them and when she has DONE this a couple of times, the men will RUN AWAY.

When Élodie ARRIVES at Champ de Mars, the rain has STOPPED and La Fayette SWEARS an oath. He STANDS on a newly built platform in the middle of Champ de Mars.

LA FAYETTE: (*CONTEMPTUOUS*)

We swear to always remain faithful to the Nation, the Law and the King and with all our forces maintain the Constitution decided by the National Assembly and approved by the King.

The king is the next one to SWEAR the oath.

LOUIS XVI: (*HONEST*)

I, the French King, swear to exercise the power given to me by the National Assembly and which I have accepted.

The queen with the crown prince is the next ones to SWEAR the oath.

MARIE-ANTOINETTE: (*NERVOUS*)

We swear to always remain faithful to the Nation, the Law and the King and with all our forces maintain the Constitution decided by the National Assembly and approved by the King. And so does the crown prince, Louis-Charles.

DURING these speeches, Élodie is LOOKING for her friends. They are SOMEWHERE in the crowd, probably in the outskirts. Instead of FINDING them, Océane FINDS Élodie.

OCÉANE BEDEAU: (*REPROACHFUL AND SINCERE*)

Where have you been? You have missed so much! Your mother was worried sick but **[Quick note: insert Marceau's or Guillaume's name here, depends on whom the player choose at the beginning of the chapter]** managed to calm her down. He's a catch and a keeper, Élodie, believe me.

Océane LEAVES Élodie and if the player doesn't FOLLOW her, she will STOP and WAVE at Élodie until she STARTS MOVING. They MEET Marielle and **[Quick note: Marceau or Guillaume, depends on whom the player choose at the beginning of the chapter]**. The player will now CONTROL the four of them. Élodie LEADS the way and the other three FOLLOW her.

MARIELLE BAUCHET: (*WORRIED AND APPALLED*)

Élodie, where have you been? And why are you wearing that old rag?

ÉLODIE BAUCHET: (*EXPLAINING*)

I lost my umbrella and had to go and find it. The rain completely drenched me and I would not like to catch a cold, so when I found the umbrella, I went home and put on something dry.

MARIELLE BAUCHET: (*REPROACHFUL AND SINCERE*)

You are still wet ma minette; we must get you home and dry.

ÉLODIE BAUCHET: (*NEUTRAL*)

Oui maman.

Now the player must TAKE the group BACK to Place Vendôme. S/he cannot TAKE the way OVER Paris' rooftops; Élodie must TAKE the streets back. If the player TRIES to RUN AWAY from the group or CLIMB any façade, Élodie will STOP and WAIT for the group to CATCH UP.

ÉLODIE BAUCHET: (*DETERMINED*)

I must make sure my friends come back home safe.

No.

I must wait for them.

Wait.

This isn't the way I need to take.

They can't take this way.

Let's go around this building instead of over it.

Two things can happen at Place Lois XV, DEPENDING on whether the player KILLED du Pierpont OR NOT. If the player KILLED du Pierpont, the group will just CONTINUE to the house where they will SAY good bye. **[Quick note: Marceau or Guillaume, depends on whom the player choose at the beginning of the chapter]** and Océane will then LEAVE.

ÉLODIE BAUCHET: (*SMILING*)

Thank you both for a lovely evening. Océane, I'll see you soon and **[Marceau or Guillaume]**, take care of her now will you? Goodbye!

[MARCEAU LAROQUE or GUILLAUME DOUAY]: (*SMILING*)

Of course. I hope to see you soon, Élodie.

OCÉANE BEDEAU: (*CARING*)

Adieu, ma chérie. I'll see you soon.

If the player did not KILL du Pierpont, he will WAIT for them there. Still SOAKING WET and in his underwear, he ATTACKS Élodie. UNABLE to AVERT his ATTACK, she TAKES the hit in her shoulder. Marielle FAINTS and Océane SCREAMS. Guillaume blindly ATTACKS du Pierpont who DROPS his rapier and FALLS to the ground with Guillaume ATOP. They FIGHT until Guillaume MANAGES to KNOCK du Pierpont out cold.

ÉLODIE BAUCHET: (*CALM*)

Thank you **[Marceau or Guillaume]**. Océane, can you take my mother back to our quarters? I need to talk to this man and she would just be in my way.

Océane HELPS Élodie's mother up and they START WALKING towards the house. **[Marceau or Guillaume]** HOLDS DOWN du Pierpont and the player shall PICK UP the rapier.

ÉLODIE BAUCHET: (FIRM)

Get off him **[Marceau or Guillaume]**. I don't want to do this but he forces me.

Reluctantly, **[Marceau or Guillaume]** RISES and BACKS AWAY from du Pierpont. The player fights Rousset du Pierpont and when s/he has defeated him, Élodie may LEAVE for her house together with **[Marceau or Guillaume]**.

(Cinematic)

While WALKING BACK home, **[Marceau or Guillaume]** ASKS Élodie about du Pierpont.

[MARCEAU LAROQUE or GUILLAUME DOUAY]: (CRITICAL)

Why did he try to kill you? And why did you kill him? We could have had him imprisoned instead.

ÉLODIE BAUCHET: (SINCERE)

I had to do it. I cannot stand the thought of anyone getting hurt because of me. He was one of my assignments and I tried to not kill him, but he couldn't do the same for me.

[MARCEAU LAROQUE or GUILLAUME DOUAY]: (SUSPICIOUS)

Assignments? What do you mean?

ÉLODIE BAUCHET: (SINCERE)

I can't really talk about it. It's a part of me I probably never will be free from.

[MARCEAU LAROQUE or GUILLAUME DOUAY]: (SUSPICIOUS)

What are you talking about?

ÉLODIE BAUCHET: (TIRED)

Please, don't. I don't need this right now. Just leave it.

[Quick note: Guillaume and Marceau have different dialogue in this part of the chapter. Their lines follow after each other and they depend on whom the player choose in the beginning of the chapter.]

GUILLAUME DOUAY: (EARNEST)

Élodie, there is nothing you can tell me that will make me turn my back to you.

MARCEAU LAROQUE: (EARNEST)

Élodie, you can tell me. In my life, I have made many mistakes. Believe me, there are very few things that would shock me.

ÉLODIE BAUCHET: (SINCERE)

[Marceau or Guillaume], I am an assassin. My father trained me and was himself one of the greatest assassins in Paris. When he was murdered before my eyes, the same day you saved me from the agitated crowd, I swore to find his killers.

GUILLAUME DOUAY: (*SHOCKED*)

You are joking, aren't you? But it makes sense... The way you dealt with du Pierpont... Does your mother know?

MARCEAU LAROQUE: (*CALM*)

I do understand that. Your father and I... Well, we had some business together. The way you dealt with du Pierpont... Does your mother know?

ÉLODIE BAUCHET: (*SINCERE*)

Non! I will never tell her that. It's bad enough I'm still unmarried, and being an assassin too? It would kill her.

GUILLAUME DOUAY: (*SHOCKED*)

I-I need to think about this, Élodie.

MARCEAU LAROQUE: (*CALM*)

Thank you for your faith in me Élodie. Believe me; I will not betray your trust.

[Quick note: Guillaume and Marceau react differently to Élodie's confession.]

Guillaume LEAVES her and WALKS home. Marceau KISSES her and then WALKS home. Élodie WATCHES ***[Marceau or Guillaume]*** go through her tears.

[Quick note: The events in this chapter depend on whom the player choose in chapter 6. The Federation Feast. In this chapter, the player has chosen Guillaume Douay. The events that occur when the player has chosen Marceau Laroque will follow after the end of this chapter.]

CHAPTER 7

Les Femmes Révolutionnaires – Rebel's Path

(Gameplay)

Player-controlled Actions and Effects are CAPITALIZED. Your PC is Élodie Bauchet.

Élodie is in her room at the house. She WEARS a plain dress. On her dressing table LIES a copy of the latest *l'Ami du Peuple* and a vase with flowers STANDS NEXT TO it. The player can LOOK at the flowers and Élodie will SAY:

ÉLODIE BAUCHET:

Those are from Guillaume. I can't believe he is such a romantic person while at the same time, he'll send me a message like this:

"Bien-Aimée Élodie, I am sorry for my quick departure last time, and my absence since. Please forgive me and help me now in my time of need. I believe Rose Lacombe is in danger. Please find her and warn her. I am currently unable to leave the press, as we are printing Olympe de Gouges latest pamphlet. Hurry!"

If the player TRIES to GO OUT the door, Élodie SAYS:

ÉLODIE BAUCHET: (DETERMINED)

I have forgotten something.

No.

There is something in this room I need.

No, I need it.

It is on my dressing table.

When the player PICKS up the copy, a CLOSE-UP of the paper is SHOWN. The date on the paper says 5 May 1791. A paper with HOLES CUT OUT and a brief EXPLANATION on it is PLACED on the paper and the player must MOVE it until Élodie says:

ÉLODIE BAUCHET: (SAD)

This is the one I must kill.

A piece of paper APPEARS and with an invisible pen, the name Rose Lacombe is WRITTEN. The player can now LEAVE the house.

The level BEGINS at Place Vendôme, CONTINUES on Rue Saint Honoré, a street filled with lots of carriages and ENDS at Palais Royale. The player must USE Élodie's acrobatic skills to GET PAST obstacles in

her way. Barrels, people, trolleys, everything that can be USED as a hinder shall be USED.

Palais Royale is a place with various cafés and Élodie must FIND Rose Lacombe in one of these cafés. Élodie SOCIALIZES and TALKS to many people before she is ABLE to FIND Rose Lacombe.

ÉLODIE BAUCHET: (*INQUIRING*)

Excuse me; I am looking for Rose Lacombe?

VARIOUS GUESTS: (*QUIZZICAL*)

Who?

ÉLODIE BAUCHET: (*INQUIRING*)

Do you know where Rose Lacombe is?

VARIOUS GUESTS: (*POLITE*)

No, I'm sorry.

ÉLODIE BAUCHET: (*IMPLORING*)

I need to find Rose Lacombe. It's urgent.

VARIOUS GUESTS: (*SNUB*)

Talk to someone else.

ÉLODIE BAUCHET: (*INQUIRING*)

Where can I find Rose Lacombe?

VARIOUS GUESTS: (*SNUB*)

I don't know her.

ÉLODIE BAUCHET: (*STRESSED*)

Rose Lacombe, where is she?

VARIOUS GUESTS: (*HELPFUL*)

Try the King's Head. She might be there.

ÉLODIE BAUCHET: (*INQUIRING*)

I have a message to Rose Lacombe and really need to find her.

VARIOUS GUESTS: (*NOSY*)

You can leave the message for me and I'll tell her.

ÉLODIE BAUCHET: (*ENQUIRING*)

Sorry, the message is meant for her ears only.

ÉLODIE BAUCHET: (*INQUIRING*)

Would you mind telling me if you have seen Rose Lacombe?

VARIOUS GUESTS: (*THOUGHTFULLY*)

Rose Lacombe? Haven't seen her today, sorry.

ÉLODIE BAUCHET: (*IMPLORING*)

Please, help me find Rose Lacombe.

VARIOUS GUESTS: (*HELPFUL*)

She likes Café Royale, you may find her there.

After her SEARCH through all the cafés, Élodie has still NOT FOUND Rose Lacombe. The player must LEAVE the cafés and VENTURE into the garden of Palais Royale. A terrified SCREAM from a woman DEMANDS attention and the player should MAKE his/hers way TOWARDS it. The garden is SHAPED like a labyrinth, and the player has to TRUST his/her EARS and try to find the correct PATH THROUGH the garden TOWARDS the SCREAMS. When Élodie finally FINDS the source of the SCREAMS, she SEES Rose Lacombe on the ground with a black clad figure ABOVE her about to STAB her again. Rose Lacombe SCREAMS once more when the person PIERCES her body with a knife. As the player RUSHES to her defense, Élodie WIELDS her rapier and CHALLENGES the black clad character. They FIGHT and when the player MANAGES to DEFEAT the black clad person, the person proves to be a woman.

ÉLODIE BAUCHET: (*CRIES*)

Why?

BLACK-CLAD WOMAN: (*COLDLY*)

Orders are orders.

ÉLODIE BAUCHET: (*ANGRY*)

Who gave you these orders? Answer me!

BLACK-CLAD WOMAN: (*COLDLY*)

Hah, why should I tell you?

ÉLODIE BAUCHET: (*ANGRY AND THREATENING*)

I'll do to you what you done to Rose!

BLACK-CLAD WOMAN: (*COLDLY*)

Go ahead. As if you'd manage something like that.

Élodie SLASHES at the woman's face with the rapier and a wide wound OPENS. The black-clad woman SCREAMS in chock and agony.

BLACK-CLAD WOMAN: (*TERRIFIED*)

No more, no more! I'll tell you who hired me.

ÉLODIE BAUCHET: (*ANGRY AND THREATENING*)

Do it quickly, for I am losing patience!

BLACK-CLAD WOMAN: (*TERRIFIED*)

It was a nobleman! He didn't want to tell me his name, just gave me the gold and told me where I would find Rose Lacombe.

ÉLODIE BAUCHET: (*ANGRY*)

Was that all? Good. As a reward, I'll kill you quickly.

The woman LIES on the ground, Élodie POINTS her sword at her and the player can FINISH her off. During the fight and the dialogue, Rose Lacombe has DIED.

ÉLODIE BAUCHET: (*TEARY*)

May she rest in peace.

When she is about to LEAVE the garden, she is MET by Guillaume.

ÉLODIE BAUCHET: (*SOBBING*)

Guillaume, I couldn't save her.

GUILLAUME DOUAY: *(COMFORTING)*

She was at least avenged. Élodie, you couldn't have done any more than you did.

ÉLODIE BAUCHET: *(crying)*

I want to go home. There is nothing more we can do.

(Cinematic)

Élodie and Guillaume LEAVE the garden. The last VIEW is of Rose Lacombe and her face, a face FROZEN by death.

Les Femmes Révolutionnaires – Nobleman's Path

(Gameplay)

Player-controlled Actions and Effects are CAPITALIZED. Your PC is Élodie Bauchet.

Élodie is in her room at the house. She WEARS a plain dress. On her dressing table LIES a copy of the latest *l'Ami du Peuple* and a vase with flowers STANDS NEXT TO it. The player can LOOK at the flowers and Élodie will SAY:

ÉLODIE BAUCHET: *(FONDLY)*

Those are from MARCEAU. I can't believe he is such a romantic person while at the same time, he'll send me a message like this:

"Bien-Aimée Élodie, I believe Rose Lacombe is in danger, please find her and warn her. I am busy proof-reading Madame de Gouges' pamphlet. Please hurry!"

If the player TRIES to GO OUT the door, Élodie SAYS:

ÉLODIE BAUCHET: *(DETERMINED)*

I have forgotten something.

No.

There is something in this room I need.

No, I need it.

It is on my dressing table.

When the player PICKS up the copy, a CLOSE-UP of the paper is SHOWN. The date on the paper says 5 May 1791. A paper with HOLES CUT OUT and a brief EXPLANATION on it is PLACED on the paper and the player must MOVE it until Élodie says:

ÉLODIE BAUCHET: *(SAD)*

This is the one I must kill.

A piece of paper APPEARS and with an invisible pen, the name Rose Lacombe is WRITTEN. The player can now LEAVE the house.

The level BEGINS at Place Vendôme, CONTINUES on Rue Saint Honoré, a street filled with lots of carriages and ENDS at Palais Royale. The player must USE Élodie's acrobatic skills to GET PAST obstacles in her way. Barrels, people, trolleys, everything that can be USED as a hindrance shall be USED.

Palais Royale is a place with various cafés and Élodie must FIND Rose Lacombe in one of these cafés. Élodie SOCIALIZES and TALKS to many people before she is ABLE to FIND Rose Lacombe.

ÉLODIE BAUCHET: *(INQUIRING)*

Excuse me; I am looking for Rose Lacombe?

VARIOUS GUESTS: *(QUIZZICAL)*

Who?

ÉLODIE BAUCHET: *(INQUIRING)*

Do you know where Rose Lacombe is?

VARIOUS GUESTS: (*POLITE*)

No, I'm sorry.

ÉLODIE BAUCHET: (*IMPLORING*)

I need to find Rose Lacombe. It's urgent.

VARIOUS GUESTS: (*SNUB*)

Talk to someone else.

ÉLODIE BAUCHET: (*INQUIRING*)

Where can I find Rose Lacombe?

VARIOUS GUESTS: (*SNUB*)

I don't know her.

ÉLODIE BAUCHET: (*STRESSED*)

Rose Lacombe, where is she?

VARIOUS GUESTS: (*HELPFUL*)

Try the King's Head. She might be there.

ÉLODIE BAUCHET: (*INQUIRING*)

I have a message to Rose Lacombe and really need to find her.

VARIOUS GUESTS: (*NOSY*)

You can leave the message for me and I'll tell her.

ÉLODIE BAUCHET: (*ENQUIRING*)

Sorry, the message is meant for her ears only.

ÉLODIE BAUCHET: (*INQUIRING*)

Would you mind telling me if you have seen Rose Lacombe?

VARIOUS GUESTS: (*THOUGHTFULLY*)

Rose Lacombe? Haven't seen her today, sorry.

ÉLODIE BAUCHET: (*IMPLORING*)

Please, help me find Rose Lacombe.

VARIOUS GUESTS: (*HELPFUL*)

She likes Café Royale. You may find her there.

After her SEARCH through all the cafés, Élodie has still NOT FOUND Rose Lacombe. The player must LEAVE the cafés and VENTURE into the garden of Palais Royale. A terrified SCREAM from a woman DEMANDS attention and the player should MAKE his/hers way TOWARDS it. The garden is SHAPED like a labyrinth, and the player has to TRUST his/her EARS and try to find the correct PATH THROUGH the garden TOWARDS the SCREAMS. When Élodie finally FINDS the source of the SCREAMS, she SEES Rose Lacombe on the ground with a black clad figure ABOVE her about to STAB her again. Rose Lacombe SCREAMS once more when the person PIERCES her body with a knife. As the player RUSHES to her defense, Élodie WIELDS her rapier and CHALLENGES the

black clad character. They FIGHT and when the player MANAGES to DEFEAT the black clad person, the person proves to be a woman.

ÉLODIE BAUCHET: *(CRIES)*

Why?

BLACK-CLAD WOMAN: *(COLDLY)*

Orders are orders.

ÉLODIE BAUCHET: *(ANGRY)*

Who gave you these orders? Answer me!

BLACK-CLAD WOMAN: *(COLDLY)*

Hah, why should I tell you?

ÉLODIE BAUCHET: *(ANGRY AND THREATENING)*

I'll do to you what you done to Rose!

BLACK-CLAD WOMAN: *(COLDLY)*

Go ahead. As if you'd manage something like that.

Élodie SLASHES at the woman's face with the rapier and a wide wound OPENS. The black-clad woman SCREAMS in shock and agony.

BLACK-CLAD WOMAN: *(TERRIFIED)*

No more, no more! I'll tell you who hired me.

ÉLODIE BAUCHET: *(ANGRY AND THREATENING)*

Do it quickly, for I am losing patience!

BLACK-CLAD WOMAN: *(TERRIFIED)*

It was a rebel! He didn't want to tell me his name, just gave me the gold and told me where I would find Rose Lacombe.

ÉLODIE BAUCHET: *(ANGRY)*

Was that all? Good. As a reward, I'll kill you quickly.

The woman LIES on the ground, Élodie POINTS her sword at her and the player can FINISH her off. During the fight and the dialogue, Rose Lacombe has DIED.

ÉLODIE BAUCHET: *(TEARY)*

May she rest in peace.

When she is about to LEAVE the garden, she is MET by Marceau.

ÉLODIE BAUCHET: *(SOBBING)*

Marceau, I couldn't save her.

MARCEAU LAROQUE: *(COMFORTING)*

She was at least avenged. Élodie, you couldn't have done any more than you did.

ÉLODIE BAUCHET: *(crying)*

I want to go home. There is nothing more we can do.

(Cinematic)

Élodie and Marceau LEAVE the garden. The last VIEW is of Rose Lacombe and her face, a face FROZEN by death.

[Quick note: The events in this chapter depend on whom the player choose in chapter 6. The Federation Feast. In this chapter, the player has chosen Guillaume Douay. The events that occur when the player has chosen Marceau Laroque will follow after the end of this chapter.]

Chapter 8

Royal Flight to Varennes – Rebel’s Path

(Gameplay)

Player-controlled Actions and Effects are CAPITALIZED. Your PC is Élodie Bauchet.

Élodie abruptly WAKES UP by storm bells RINGING; drums THUNDERS in the street corners and SHOUTS are heard ECHOING THROUGH the streets.

PARISIANS: (EXCITED AND ANGRY)

Aux armes, citoyens!

To arms, citizens!

To the lamp post with La Fayette!

Élodie hurriedly PUTS on a pair of trousers and a shirt. Her long hair is still braided for the night, so she easily HIDES it in a cap. She can LEAVE the house immediately and will be ARMED with her rapier when doing so.

She SEES Guillaume at the statue, TALKING to a couple of excited young men. They GESTICULATE and TALK loudly to be HEARD over the ALARMS. When Élodie REACHES them, Guillaume SEEMS to not RECOGNIZE her at first.

GUILLAUME DOUAY: (EXCITED)

Élodie! Have you heard? The king has escaped!

ÉLODIE BAUCHET: (ASTOUNDED)

What!? When?

GUILLAUME DOUAY: (NORMAL)

I don't know. We think that they are probably heading to Metz. We are discussing whether we should pursue them or not.

ÉLODIE BAUCHET: (EXCITED AND DETERMINED)

I'll come with you!

GUILLAUME DOUAY: (HESITANT)

We only have one horse each.

ÉLODIE BAUCHET: (NORMAL, PLEADING)

I can ride behind you.

GUILLAUME DOUAY: (HESITANT, EAGER)

Well... Let's go then!

After a moment of hesitation, Guillaume NODS and gives Élodie a SMILE. The group LEAVES Place Vendôme and HEADS for the outskirts of Paris. The player must FOLLOW the group; if s/he falls behind it is

harder for Élodie to KEEP UP and more people will BLOCK her way. The group FETCHES a couple of horses at a stable near the road towards Metz and STRADDLES them. The player can't do much here; just make sure Élodie doesn't FALL OFF the horse. The landscape range from fields and houses to forests and glades.

These are the villages they PASS: Bondy, Vaujours, Meaux, Trilport, St. Jean, la Ferté-s-Jouarre, Bussières, Viels-Maisons, Montmirail, Fromentières, Etoges, Bergères, Chaintrix, Châlons, Orbeval, St. Menehould and Clermont. Between at least every other village, the group will ATTACK or be ATTACKED by highway robbers or dragoons, sent out to GUARD the royal family. When this happens, Élodie is the first one to GET OFF the horse and ATTACK. When every man is down, the party may CONTINUE. In every village, Élodie will ASK for the royal family and get DIRECTIONS to the next village.

ÉLODIE BAUCHET: (*QUIZZICAL*)

Have you seen a couple of wagons drive by?

VILLAGER: (*HELPFULLY*)

You mean the big ones? Saw them on the road to Bondy.

ÉLODIE BAUCHET: (*GRATEFULLY*)

Thank you!

The group ATTACKS or is ATTACKED by highway robbers or dragoons. Continues to the next village after the fight.

ÉLODIE BAUCHET: (*QUIZZICAL*)

We are looking for someone; have you seen a couple of carriages drive by?

VILLAGER: (*HELPFULLY*)

There has been more traffic than lately. Probably headed on to Vaujours.

ÉLODIE BAUCHET: (*GRATEFULLY*)

Thank you! Your help is appreciated.

The group ATTACKS or is ATTACKED by highway robbers or dragoons. Continues to the next village after the fight.

ÉLODIE BAUCHET: (*QUIZZICAL*)

A large coach was heading towards this village. Is it still here?

VILLAGER: (*HELPFULLY*)

No, it stopped here over the night but it continued towards Meaux at dawn.

ÉLODIE BAUCHET: (*GRATEFULLY*)

I appreciate your help.

This continues until they arrive at Varennes. There are three different dialogues that can be used for all of the 18 different villages.

When they ARRIVE to Varennes, the group will SEE Jean-Baptiste Sauce LEAD the king INTO one of the houses. They GUARD the house

throughout the night and have to FIGHT off both dragoons and drunken villagers thirsty for the royal family's blood. The ATTACKS come in waves and there are at least five attackers every time.

At 07.45 the next morning, the royal family LEAVES the overnight room and heads for the carriage. The group FOLLOWS them and makes sure they HEAD TOWARDS Paris. The horses are tired and they MOVE slowly on the hot and grimy road.

Villages they PASS on the road home: Clermont, Menehould, Orbeval, Châlons, Matougues, Epernay, St. Jean, Trilport, Meaux, Claye, Vaujours and Bondy. The group must DEFEND the coach and make sure none of the aggravated villagers get too close to it. A crowd is FOLLOWING them to Paris and in each village, the crowd GROWS and it gets harder to PROTECT the carriage. At about every village, women RUN TOWARDS the carriage, SHOUTING things such as:

WOMAN VILLAGER: (*MOCKINGLY*)

Look at the beast!

It doesn't pay to show us him! Everyone knows he isn't the kings' son!

The people YELL and BELLOW at the carriage and SPIT on the windows of it. The player CONTROLS Guillaume's horse and must HINDER the people. They should not be ABLE to get enough close to the carriage to be able to CLIMB into it or DAMAGE it.

When they safely RETURN to Paris, they are MET by a silent town. The National Guard is LINED up by the streets all the way to the Tuileries; thousands of people STAND quietly in doors, windows, on bridges and open places. When the carriage CONVOLUTES at the Tuileries, the group LEAVES and RIDES to Place Vendôme. Guillaume and Élodie LEAVE the horse to the group and WATCH them RIDE away.

GUILLAUME DOUAY: (*NORMAL*)

Élodie, I...

ÉLODIE BAUCHET: (*QUIZZICAL*)

How did you know the king had fled Paris?

GUILLAUME DOUAY: (*FLABBERGAST*)

I heard when the storm clocks started ringing...

ÉLODIE BAUCHET: (*QUIZZICAL*)

It takes more than a couple of minutes for you to run to Place Vendôme, and I was at the statue just after the tenth chime. You were already there then.

GUILLAUME DOUAY: (*NORMAL*)

I read it in *l'Ami du Peuple*. Marceau Laroque had written an article that warned people about the escape.

ÉLODIE BAUCHET: (*QUIZZICAL*)

How could he have known so soon? Wait, did you say Marceau Laroque?

GUILLAUME DOUAY: (*NORMAL*)

He owns the paper and decides which articles that will be published in it. Didn't you know that? I find him rather

strange; the articles are sometimes full of mistakes but he refuses to let us change it. He said to me that it gives the paper a more genuine feel.

ÉLODIE BAUCHET: (*HORRIFIED*)

Guillaume, I get my assignments through that paper!

GUILLAUME DOUAY: (*PUZZLED*)

What!? What do you mean?

ÉLODIE BAUCHET: (*HORRIFIED*)

Every person I had to assassinate, every task I got, from Fabian Bayon to Rose Lacombe, was from *l'Ami du Peuple*! Look, here...

Élodie SHOWS Guillaume her decoder. He PICKS it up and EXAMINES it thoroughly.

GUILLAUME DOUAY: (*PUZZLED*)

What is this? It's seems like just a paper with cut-out holes.

ÉLODIE BAUCHET: (*EXPLAINING*)

My father taught me to decipher the front page of *l'Ami du Peuple*. A name and sometimes a place can be detected when the decoder was in the right place. I found two pages from the paper at Fabian Bayon's apartment and another decoder.

GUILLAUME DOUAY: (*INTERRUPTING*)

He must have been an assassin!

ÉLODIE BAUCHET: (*ENLIGHTEND*)

Oui! Baron de Solage and du Pierpont too.

GUILLAUME DOUAY: (*INTERRUPTING*)

Why would he have you kill other assassins?

ÉLODIE BAUCHET: (*DETERMINED*)

I don't know but I shall find out! Do you know where he lives?

GUILLAUME DOUAY: (*THOUGHTFULLY*)

Yes. Unfortunately, I think he's gone. Monsieur Laroque talked to my father and I overheard that he was planning a longer trip. I do not know how long he should be away.

ÉLODIE BAUCHET: (*DISAPPOINTED*)

Merde!

GUILLAUME DOUAY: (*ENCOURAGING*)

I'll keep an ear to the ground and when he comes back, you'll be the first to know.

ÉLODIE BAUCHET: (*HAPPIER*)

Thank you!

They kiss and the CAMERA PANS out, FOCUSING on them the whole time. Then it fades to black and the next chapter STARTS.

Royal Flight to Varennes - Nobleman's Path

(Gameplay)

Player-controlled Actions and Effects are CAPITALIZED. Your PC is Élodie Bauchet.

Élodie is in her room, dressed as a man and has braided her hair into a braid which she tries to hide under a hat. It is late at night. The only SOUND comes from the wind and an occasional night-flying bird. A rock HITS her windows and when the player WALKS up to the window and OPENS it, Marceau WAITS for Élodie BELOW the window. Élodie CLIMBS DOWN and Marceau GREETs her with a hug and a kiss.

MARCEAU LAROQUE: *(TRYING TO SOUND UNTOUCHED)*

I hope you won't get in my way. Be cautious and don't draw attention to us.

ÉLODIE BAUCHET: *(HALF AMUSED, HALF ANNOYED)*

Marceau, I'm trained to do this. Don't be such a connard. Where are we going?

MARCEAU LAROQUE: *(EAGER)*

To the Tuileries. I need you to help the king and queen escape.

ÉLODIE BAUCHET: *(RESOLUTE)*

Let's go then.

They LEAVE Place Vendôme and must SNEAK to the Tuileries. When they have ARRIVED, Marceau LEADS the way. Élodie FOLLOWS him OVER a couple walls and then INTO the palace. She must FOLLOW him while AVOIDING the guards who will ATTACK her if they SPOT her. The castle is magnificent even though it has decayed and bears traces from the apartments the invading noblemen built. After they have AVOIDED the guards and found their way to the top floor, where the king and queen have their chambers, Marceau FINDS the bribed guard.

MARCEAU LAROQUE: *(NONCHALANT)*

Bonsoir. I hope there was no trouble?

Guard: *(HESITANT)*

I had a bit of a trouble...

MARCEAU LAROQUE: *(IRRITATED)*

What?

GUARD: *(VIGILANT)*

I couldn't arrange for you both to guard Her Highness. One of you must take my place and the other Claudel's place.

MARCEAU LAROQUE: *(IRRITATED)*

Ça craint! What shall we do, what must we do... Élodie, I'll take his place and you guard the queen.

GUARD: *(STUNNED)*

He's a woman?!

MARCEAU LAROQUE: *(GRUFFLY)*

Don't bother about that. I trust her to be a better fighter than you.

The guard LEAVES and Marceau TAKES his place. Élodie ENTERS the queen's chambers. The guard NODS at her and then LEAVES the room. The room is empty and Élodie is free to EXAMINE the room. The queen ENTERS the room after a while.

MARIE-ANTOINETTE: (CALM)

It is time to go.

Élodie has no other choice than to FOLLOW the queen. She can't draw attention to herself as she would be discovered and possibly thrown into prison.

The queen USES a jib door and VANISHES. The player should FIND the mechanism which OPENS the secret door and FOLLOW the queen THROUGH a long corridor filled with spider webs and dust barely illuminated from lights shining through cracks in the walls. Élodie CATCHES UP with the queen who has a bit of a trouble with the narrow walls and her wide skirt. Sometimes she gets STUCK and Élodie must PUSH her THROUGH the tight section. At the end of the corridor, there is another jib door. As before, the queen OPENS the jib door which CLOSES after her and the player must FIND the mechanism and OPEN the door. Outside the jib door, the queen is eager to continue.

ÉLODIE BAUCHET: (TO HERSELF)

It is probably best for me to wait and see what happens. I don't want to get caught. What would my father think of me?

Élodie shall ESCORT the queen THROUGH alleys and gardens to get to Cour des Princes where Axel von Fersen is WAITING for them. The problem is that there are lots of alleys and La Fayette is WANDERING around the castle. They must HIDE from him and the guards. The player must be stealthy and SNEAK past them. If they are to be DISCOVERED, the mission has failed.

(Cinematic)

A man dressed as a coachman with a whip in his hand STRIDES before a carriage. The queen RUSHES TOWARDS him and HUGS him before she lets go and CLIMBS into the carriage. Élodie HESITATES but when von Fersen impatiently beckons her to ENTER the carriage, she does as he wishes. The carriage STARTS its journey toward Metz on the empty streets of Paris.

It STOPS at Saint Martin after a small detour down Rue de Clichy. von Fersen LEAVES the carriage and LOOKS for a person who should have MET them there. The king is nervous and STEPS out on the street, LOOKING for von Fersen. CLAMOR, LAUGHTER and MUSIC are HEARD from one of the toll-houses where they are celebrating a wedding. When von Fersen ARRIVES with a grander carriage with six horses harnessed in front of it, the carriage CONTINUES to Bondy through the countryside.

(Gameplay)

Player-controlled Actions and Effects are CAPITALIZED. Your PC is Élodie Bauchet.

Élodie can SNOOP around when the carriage stops at Bondy for a change of horses. The player can PICK UP some useful tools and objects if s/he likes. They may come in handy later.

Bondy is a small village with just a couple of houses and an inn where the horses are changed for six well-rested ones. Élodie RETURNS to the coach and SEES von Fersen take a warm farewell of the queen, the two children and the king's sister Madame Elisabeth.

(Cinematic)

The carriage CONTINUES toward Claye, where another carriage JOINS the king's wagon.

INSIDE the coach, the royal family COMPLAINS about the rough drive.

MARIE-ANTOINETTE: (REPROACHFULLY)

I wish you hadn't asked Axel to leave. We are in great debt to him.

LOUIS XVI: (SNAPPISH)

It's embarrassing enough to have your lover plan this escape. Mon dieu, where are those damn dragoons?

The two carriages CONTINUE on. They STOP and CHANGE horses in Meaux, Saint-Jean and Ferté-sous-Jouarre, all small villages on the road to Metz.

(Gameplay)

Player-controlled Actions and Effects are CAPITALIZED. Your PC is Élodie Bauchet.

OUTSIDE Meaux, another small village, the carriage gets STUCK in a puddle. Élodie needs to FIND something sturdy to GET the coach OUT of the puddle. A plank would suffice. When the carriage is FREED from the puddle, they CONTINUE.

(Cinematic)

Meanwhile in Paris, La Fayette is awoken and told that the royal family has escaped. The storm bells are RINGING, drums THUNDER in the street corners and SHOUTS are HEARD ECHOING through the streets.

SHOUTS: (AGGRAVATED)

Aux armes, citoyens!

To arms, citizens!

To the lamp post with La Fayette!

Couriers GET their orders and SPUR their horses into a GALLOP.

At Montmirail, approximately six miles east of Paris, a broken wheel STOPS the carriage and the king EXITS to talk to the curious people

who APPROACH the grand coach. While the king TALKS to the crowd, Élodie has a mission.

(Gameplay)

Player-controlled Actions and Effects are CAPITALIZED. Your PC is Élodie Bauchet.

One of the wheels is BROKEN and Élodie needs to FIND a new one. There is a village ahead. When she WALKS or RUNS TOWARDS the village, she is ATTACKED by a bunch of highway robbers.

She has to FIGHT them and there are about 5-10 robbers. When they all are down, she can PROCEED to the village. There, she FINDS a blacksmith.

ÉLODIE BAUCHET: *(BREATHLESS)*

I need a new wheel for a carriage. Are you able to help me?

BLACKSMITH: *(HELPFUL)*

This road with all the bumps and holes! I always have a spare wheel because of this. For a couple of coins, it's yours.

ÉLODIE BAUCHET: *(GIVES HIM THE GOLD)*

Thank you!

Something happens in every other village. Élodie must deal with the problems and buy provisions to get the carriage running again. The coach can also be attacked by highway robbers and Élodie will fight them together with the coachman.

(Cinematic)

At the post station in Sainte-Menehould, a 28 year-old postmaster named Drouet WATCHES the carriage and its passengers STOP and CHANGE horses. About an hour after they LEFT, a courier LEAVES this message:

COURIER: *(STRESSED)*

The king has been abducted by enemies to the revolution!

Bring him and the royal family back to Paris!

Drouet STARTS CHASING the carriage on a horse and in Varennes he FINDS the coach IN FRONT OF the halfway house. He ALERTS the local police chief, Jean-Baptiste Sauce. TOGETHER with the National Guard, Drouet and Sauce INTERCEPT the wagon.

SAUCE: *(IMPERIOUSLY)*

Halt!

The wagon CONTINUES. Sauce SHOUTS again:

SAUCE: *(IMPERIOUSLY)*

Halt or we shoot!

The carriage STOPS.

Sauce: *(IMPERIOUSLY)*

Let me see your passports!

He TAKES the passports HANDED to him by the children's governess and LOOKS through them.

SAUCE: (*NORMAL*)

The passports seem to be in order. Baroness von Korff with her two daughters, her butler Durant and the children's governess Madame Rochet.

DROUET: (*CONFIDENT*)

I am certain. You cannot let them pass, that would be treason!

SAUCE: (*RESOLUTE*)

Take them upstairs. I know what we'll do.

Élodie and the rest of the party are TAKEN to Sauce's bedroom, where the children immediately FALL ASLEEP on the bed. The king and queen TAKE SEAT on two chairs. Élodie STANDS BESIDE the door and GUARDS the royal family. A man ENTERS the room, FOLLOWED by Sauce. When he SEES the king, he FALL on his knees and SAYS:

MAN: (*RESPECTFULLY*)

Your majesty!

LOUIS XVI: (*WEARILY*)

Yes, I am your king.

(Gameplay)

Player-controlled Actions and Effects are CAPITALIZED. Your PC is Élodie Bauchet.

The man is still on his knees BEFORE the king and Sauce STUTTERS something.

SAUCE: (*WORRIED*)

Y-your majesty, I-I will see to it that you can continue in the morning and an escort will follow you.

Élodie can WALK in the room and TOUCH and PICK things up, but there is nothing interesting. If she TRIES to LEAVE through the door, the queen will SHOUT at her. She must GET OUT, but how? The player should TALK to all the people in the room. The king and queen will SAY nothing of interest, but Sauce will SEND Élodie on a task.

LOUIS XVI: (*WEARILY*)

Thank you for your help. There is nothing more you can do to help us.

MARIE-ANTOINETTE: (*RESIGNEDLY*)

Ma chér, thank you. I'm afraid we will not be able to reach Metz.

ÉLODIE BAUCHET: (*COMFORTING*)

Don't give up, there is surely something we can do!

SAUCE: (NORMAL)

Go down to my wife and ask her to open a bottle of wine and make something to eat for the king and queen.

ÉLODIE BAUCHET: (NORMAL)

Oui, is there anything else I shall do?

SAUCE: (NORMAL)

Non, non. Just hurry up.

Élodie is free to LEAVE the room. She must go DOWN the stairs where she will MEET Madame Sauce.

MADAME SAUCE: (STERN)

So, what did that old buffoon want? Eh?

ÉLODIE BAUCHET: (NORMAL)

Wine and something for the king and queen to eat. Maybe pain au chocolat or pain d'orge with some butter and cheese?

MADAME SAUCE: (SULLENLY)

Oui, oui. I'll make something for them, but they don't deserve it!

Madame Sauce mumbles irritably as she leaves for the kitchen.

(Cinematic)

Élodie LEAVES the house and MOVE silently through the town. She MUMBLES for herself:

ÉLODIE BAUCHET: (CONCENTRATED)

What should I do? How can I help them escape?

She MUTTERS for herself but UNDER her breath. The player isn't able to HEAR or understand what she MUTTERS about. A SCREAM from Sauce's home makes her TURN and RUN towards the house.

(Gameplay)

Player-controlled Actions and Effects are CAPITALIZED. Your PC is Élodie Bauchet.

The house is surrounded by villagers and rebels who guard the house. They silently threaten Élodie with their weapons and STABS at her when she tries to get CLOSER. After a while, Élodie gives up and SAY:

ÉLODIE BAUCHET: (SAD)

There is nothing more I can do for them.

There's too many of them, I can't take them all on my own.

I better get home.

Non.

Outside the house, the night is dark and filled with silence. Élodie should FIND her way to the road and WALK home. There is no point in GOING to Metz and the road has a road sign with one arm pointing in the direction of Paris and the other towards Metz. While going on

the road, Élodie is attacked by highway robbers now and then. When she arrives at Clermont, it's near dawn. A man on a horse RIDES up to Élodie.

MARCEAU LAROQUE: (*OUT OF BREATH*)

Élodie! What are you doing here? Where are the king and queen?

ÉLODIE BAUCHET: (*NORMAL*)

They stopped us at Varennes. There was nothing more I could do for them, so I left. The rebels would have skinned me for helping them flee.

MARCEAU LAROQUE: (*OUT OF BREATH*)

We must do something! Hop up; she can easily carry both you and me.

Élodie GRABS Marceau's hand and MOUNTS the horse behind him. They RIDE towards Varennes. They are attacked by robbers and fight them. When the robbers are defeated they continue. When they ARRIVE at Varennes they SEE the royal carriage turn and the royal family ENTERING the carriage.

MARCEAU LAROQUE: (*DESPERATE*)

What shall we do?

ÉLODIE BAUCHET: (*NORMAL*)

We can't do anything. They are too many.

MARCEAU LAROQUE: (*GLOOMY*)

So this is it. We'd better get home, then. I had hoped... But it's over.

They FOLLOW the carriage back to Paris, through these villages: Clermont, Menehould, Orbeval, Châlons, Matougues, Epernay, St. Jean, Trilport, Meaux, Claye, Vaujours and Bondy. They must sometimes DEFEND the coach and make sure none of the aggravated villagers get too close to it. A crowd is FOLLOWING them to Paris and in each village, the crowd GROWS and it gets harder to PROTECT the carriage. At about every village, women RUN TOWARDS the carriage, SHOUTING things such as:

WOMAN VILLAGER: (*MOCKINGLY*)

Look at the beast!

It doesn't pay to show us him! Everyone knows he isn't the kings' son!

The people YELL and BELLOW at the carriage and SPIT on the windows of it. The player CONTROLS Marceau's horse and must HINDER the people. They should not be ABLE to get enough close to the carriage to be able to CLIMB unto it or DAMAGE it.

When they safely RETURN to Paris, they are MET by a silent town. The National Guard is LINED up by the streets all the way to the Tuileries; thousands of people STAND quietly in doors, windows, on bridges and open places. When the carriage CONVOLUTES at the

Tuileries, Marceau and Élodie LEAVE and RIDE to Place Vendôme.
Élodie DISMOUNTS there.

(Cinematic)

ÉLODIE BAUCHET: (*DEPLORING*)

I'm sorry we couldn't do more. Perhaps it would have been different if you were the one to help them..

MARCEAU LAROQUE: (*SIGHING*)

The king would've been recognized anyhow.

ÉLODIE BAUCHET: (*NORMAL*)

What should we do now?

MARCEAU LAROQUE: (*GLOOMY*)

Nothing.

ÉLODIE BAUCHET: (*IRRITATED*)

I must go home then. My mother will probably be hysterical and I better get home so she'll see that I'm not dead.
Goodbye.

Élodie TURNS her back to Marceau and LEAVES. She hasn't GONE many steps when she FEELS a hand on her shoulder. Marceau TURNS her gently and looks her in her eyes.

MARCEAU LAROQUE: (*SOFTLY*)

I'm sorry Élodie. I wanted them to reach Metz and took out my disappointment on you. Do you forgive me?

ÉLODIE BAUCHET: (*SMILING*)

Of course.

MARCEAU LAROQUE: (*ABRUPT*)

What time is it, pray?

ÉLODIE BAUCHET: (*TAKEN ABACK*)

Around 5.00 pm, I think. Why?

MARCEAU LAROQUE: (*IRRITATED*)

Merde! I must go and talk to that goof-head Guillaume. His spelling errors are getting on my nerves. No matter how many times I tell him, he still makes them! People may think I am a misspelling imbecile!

ÉLODIE BAUCHET: (*AMUSED*)

I don't think they care that much. Not many Paris citizens have the ability to read and write.

MARCEAU LAROQUE: (*IRRITATED*)

It- It's not just that. Élodie, I am the one who forwards orders to the assassins. If just a couple of words are misspelled, they might get the wrong order!

ÉLODIE BAUCHET: (*STUNNED*)

So, you mean... The assignments I've got, du Pierpont, Baron de Solage and Fabian Bayon... Were they faulty?

MARCEAU LAROQUE: (*IRRITATED*)

Oui! I never meant for them to be murdered, they were assassins themselves with their own assignments.

ÉLODIE BAUCHET: (*THOUGHTFULLY*)
What if... Do you think Guillaume is behind this?
MARCEAU LAROQUE: (*CONFUSED*)
Why would he kill assassins?
ÉLODIE BAUCHET: (*THOUGHTFULLY*)
I don't know, but we must find out. Is there any chance we could confront him now?
MARCEAU LAROQUE: (*FIRM*)
Non, he has too many supporters. Our best chance would perhaps be the federation feast. No one would notice then if he went missing...
ÉLODIE BAUCHET: (*AGHAST*)
Should we really do this?
MARCEAU LAROQUE: (*FIRM*)
If he changed the orders, he might have ordered the murder of your father as well. You wanted to find the killer and now you have the chance.
ÉLODIE BAUCHET: (*AGHAST*)
I agree. But...
MARCEAU LAROQUE: (*FIRM*)
No buts. You better get going or your mother will scold you raw.

Élodie SMILES at him and they KISS before she leaves. Marceau STARES after her before he TURNS the horse and RIDES away. The scene FADES into black.

[Quick note: The events in this chapter depend on whom the player choose in chapter 6. The Federation Feast. In this chapter, the player has chosen Guillaume Douay. The events that occur when the player has chosen Marceau Laroque will follow after the end of this chapter.]

CHAPTER 9

The Massacre on Champ de mars – Rebel's Path

(Gameplay)

Player-controlled Actions and Effects are CAPITALIZED. Your PC is Élodie Bauchet.

Élodie stands outside her house at Place Vendôme, waiting for Guillaume.

ÉLODIE BAUCHET: *(EAGER)*

What have you heard?

GUILLAUME DOUAY: *(EXCITED)*

He's back and he will attend the political meeting at Champ du Mars today. We must find him there; it might be our only chance to find out the truth.

Élodie and Guillaume MOVES from Place Vendôme to Champ de Mars, OVER one of the bridges over Seine and THROUGH the streets. Élodie leads the way and the player must USE Élodie's acrobatic skills to GET PAST obstacles in her way. Barrels, people, trolleys, everything that can be USED as a hindrance shall be USED. They can be attacked by thieves and robbers and must dispose of them before they may continue.

A crowd is GATHERED at Champ du Mars and people are TALKING excitedly about the radicals who demand republic.

RADICALS: *(DEMANDING)*

We want republic! What has the king done for us? Nothing!
We want the king to give up the crown and the throne.

PEOPLE IN CROWD: *(EXCITED)*

We demand republic!

RADICALS: *(DEMANDING)*

All of you who agree with us; come forward and write your name here!

Élodie and Guillaume are looking for Marceau and finally find him.

(Cinematic)

People started sign the paper when someone discovers two men lying under the stands.

PEOPLE: (AGGRAVATED)
Policemen, provocateurs!

The two men are being battered and the people start fighting each other. During the turmoil Marceau and Guillaume fight before Guillaume overpowers him. He seizes Marceau's arms in a firm grip. **[Quick note: Depending on the player's choices, this dialogue will differ in many ways. Élodie, Guillaume and Marceau will have different questions and answers depending on the player's decisions. This piece of dialogue only appears if the player chooses Guillaume Douay (rebel) at the Federation Feast.]**

MARCEAU LAROQUE: (ANGRY)
What are you doing? Release me now!

ÉLODIE BAUCHET: (SINCERE)
Marceau, I need to talk to you. I think you are the one behind my father's death.

MARCEAU LAROQUE: (AMAZED)
Why do you accuse me of this?

ÉLODIE BAUCHET: (SINCERE)
The spelling mistakes in *l'Ami du Peuple*. You replaced letters to make me kill people at your own whim. Fabian Bayon, du Pierpont and Baron de Solage... All of them were assassins and you made me kill them! But why?

MARCEAU LAROQUE: (DENYING)
Guillaume is a rather bad speller. Why couldn't it be him? What makes you think that Amaury Bauchet was murdered?

GUILLAUME DOUAY: (FIRM)
You told me to print the articles as they were, spelling mistakes and all. I just thought you were a bit eccentric but when Élodie showed me the decoder...

ÉLODIE BAUCHET: (NORMAL)
Fabian Bayon had a decoder and ripped-out pages from the paper which revealed the names of Amaury Bauchet and Baron de Solage.

MARCEAU LAROQUE: (DENYING)
That doesn't explain anything; it could just be a coincidence.

ÉLODIE BAUCHET: (NORMAL)
You also hired someone to kill Rose Lacombe because you didn't want to use the assassins. But her death doesn't fit into all of this. Why did you want her dead?

MARCEAU LAROQUE: (DENYING)
It could be anybody who wanted her dead. She had many enemies.

GUILLAUME DOUAY: (FIRM)
Oui, you were one of them. She told me she feared for her life after we'd printed one of her articles for Le

Patriote François where she denounced several noblemen, including you.

MARCEAU LAROQUE: (*ASTONISHED*)

I, well...

GUILLAUME DOUAY: (*TRIUMPHANT*)

So you confess?

MARCEAU LAROQUE: (*DENYING*)

I had nothing to do with her death.

[Quick note: This piece of dialogue only appears if the player chooses to believe that rebels were behind the murder of Amaury Bauchet when talking to Océane Bedeau at the Banquette.]

ÉLODIE BAUCHET: (*NORMAL*)

What about this message: "Join the march as a woman. You must follow the one I spoke of. Don't get caught!" The message is signed with the signature ML, as in Marceau Laroque.

MARCEAU LAROQUE: (*SINCERE*)

I wanted you to be safe, so I sent him as a bodyguard.

ÉLODIE BAUCHET: (*AGGRAVATED*)

He attacked my friend Océane and threatened to kill her!

MARCEAU LAROQUE: (*DISMISSIVELY*)

He probably panicked and didn't want to fail me.

[Quick note: Default dialogue continues...]

ÉLODIE BAUCHET: (*THREATENING*)

This is the knife which was used to kill my father. If you don't start telling the truth, this will seek your heart as well...

MARCEAU LAROQUE: (*DENYING*)

No point in threatening me. I know you would never do something like that.

GUILLAUME DOUAY: (*THREATENING*)

She maybe wouldn't, but I would.

Guillaume THIGHTENS his GRIP on Marceau's arm and the man SQUEALS. Marceau TWISTS out of Guillaume's grip but TRIPS and FALLS to the ground. He STRUGGLES to get up but the rain and the mud works against him. Guillaume TURNS him around and GRABS him by his collar and PUNCHES him in the face. While doing so, a paper FALLS out of Marceau's pockets and the wind BLOWS it towards Élodie, who CATCHES it before it lands in the mud.

ÉLODIE BAUCHET: (*SCREAMS*)

Guillaume, stop!

He reluctantly STOPS when asked.

ÉLODIE BAUCHET: (*EXAMINING THE PAPER*)

This looks like a decoder!

She COMPARES her own decoder with the paper but it's larger than hers. Élodie DREDGE UP Fabian Bayon's decoder and placed side by side the holes perfectly align with the ones on the paper. Élodie SHOWS the paper to Guillaume.

ÉLODIE BAUCHET: (*ASTONISHED*)

Look! It is a decoder and it's an exact duplicate of mine and Fabian Bayon's!

GUILLAUME DOUAY: (*TRIUMPHANT*)

No point in denying it Marceau! The evidence is clear; you used this decoder duplicate to alter the real assassination orders!

MARCEAU LAROQUE: (*STUTTERING*)

I... I...

GUILLAUME DOUAY: (*STERN*)

Why did you order all these killings? And why just assassins?

MARCEAU LAROQUE: (*SINCERE*)

Fine, it was me. My wife's lover was Amaury Bauchet. She was supposed to meet him on the bridge over Seine the same night she died. They found her body downstream. My Annabelle was murdered by your father!

Marceau TRIES to break free and SUCCEEDS. He HURLS himself at Élodie, hands FLAILING at her. Guillaume INTERRUPTS his attack and Élodie UNSHEATHS her rapier. She POINTS it at Marceaus's throat and she SHAKES a bit.

ÉLODIE BAUCHET: (*SHOCKED*)

I don't believe that he killed her!

GUILLAUME DOUAY: (*CALM*)

You shouldn't believe him Élodie. Rose Lacombe witnessed Marceau push someone over the railing. Élodie's father did not kill your wife, you did.

MARCEAU LAROQUE: (*SINCERE*)

That's a lie! I would never kill my wife! I...

GUILLAUME DOUAY: (*CALM*)

Rose Lacombe told me this just a couple of hours before she was killed. I feared for her life and sent Élodie to guard and protect her. Unfortunately, it was too late. Why would you kill your own wife? And why did you believe it was Amaury Bauchet who killed her?

MARCEAU LAROQUE: (*MOANING*)

No, no!

GUILLAUME DOUAY: (*IRRITATED*)

Shut up! Now tell us why you thought it was Amaury who murdered Annabelle.

MARCEAU LAROQUE: (*MOANING*)

That night... that cursed night! Did I really kill her, my beautiful Annabelle? No, it was him! I saw him; he passed me at the bridge and even greeted me. I went through it in my mind a thousand times. It was him. It must have been him! I would never... Oh no... My dear Annabelle...

He starts CRYING and Élodie LOOKS commiseratively at him.

ÉLODIE BAUCHET: (SAD)

Poor man, his wife's death really took its toll on him.

MARCEAU LAROQUE: (PLEADING)

Annabelle, forgive me!

Marceau flings himself on the rapier. It hits his heart and Élodie let go of the rapier. Blood slips out through his mouth and his face freezes into a death mask.

GUILLAUME DOUAY: (CALM)

Revenge isn't as sweet as they say. Come on, let's go somewhere else.

ÉLODIE BAUCHET: (LINGERING)

I couldn't have killed him. Father, forgive me but he didn't deserve such a death, no matter what he had done.

They WALK away, leaving Marceau there on the Champ du Mars. The National Guard with La Fayette and Bailly in the front ARRIVES just as Guillaume and Élodie LEAVES. The demonstrators start THROWING rocks on the National Guard and La Fayette commanded his troops to start firing at them. The camera LEAVES the scene with a last glimpse of La Fayette and FOCUS on Élodie and Guillaume instead as they WALK over one of the bridges.

The Massacre on Champ De Mars – Nobleman's Path

(Gameplay)

Player-controlled Actions and Effects are CAPITALIZED. Your PC is Élodie Bauchet.

Élodie stands outside her house at Place Vendôme, waiting for Marceau.

ÉLODIE BAUCHET: *(EAGER)*

What have you heard?

MARCEAU LAROQUE: *(EXCITED)*

He will attend the political meeting at Champ du Mars today. We must find him there; it might be our only chance to find out the truth.

Élodie and Marceau MOVES from Place Vendôme to Champ de Mars, OVER one of the bridges over Seine and THROUGH the streets. Élodie leads the way and the player must USE Élodie's acrobatic skills to GET PAST obstacles in her way. Barrels, people, trolleys, everything that can be USED as a hindrance shall be USED. They can be ATTACKED by thieves and robbers and must dispose of them before they may CONTINUE.

A crowd is GATHERED at Champ du Mars and people are TALKING excitedly about the radicals who demand republic.

RADICALS: *(DEMANDING)*

We want republic! What has the king done for us? Nothing! We want the king to give up the crown and the throne.

PEOPLE IN CROWD: *(EXCITED)*

We demand republic!

RADICALS: *(DEMANDING)*

All of you who agree with us; come forward and write your name here!

Élodie and Marceau are looking for Guillaume and finally find him.

(Cinematic)

People started sign the paper when someone discovers two men lying under the stands.

PEOPLE: *(AGGRAVATED)*

Policemen, provocateurs!

The two men are being battered and the people start fighting each other. During the turmoil, Marceau and Guillaume fight before Marceau overpowers him.

[Quick note: Depending on the player's choices, this dialogue will differ in many ways. Élodie, Guillaume and Marceau will have different questions and answers depending on the player's decisions.]

This piece of dialogue only appears if the player chooses Marceau Laroque (noble) at the Federation Feast.]

GUILLAUME DOUAY: (*ANGRY*)

What are you doing? Let go of me!

ÉLODIE BAUCHET: (*SINCERE*)

Guillaume, I think you are the one behind my father's death.

GUILLAUME DOUAY: (*MOCKINGLY*)

Oh, you do, do you? Why do you accuse me of this?

ÉLODIE BAUCHET: (*SINCERE*)

The spelling mistakes in *l'Ami du Peuple*. You replaced letters to make me kill people at your own whim. Fabian Bayon, du Pierpont and Baron de Solage... All of them were assassins and you made me kill them.

GUILLAUME DOUAY: (*DENYING*)

Well, I might be just a bad speller. Marceau usually misspells the articles so I have to correct them. What makes you think that Amaury Bauchet was murdered?

MARCEAU LAROQUE: (*AGITATED*)

I would never! (I am not a bad speller!)

ÉLODIE BAUCHET: (*THOUGHTFULLY*)

Fabian Bayon had a decoder and ripped-out pages from the paper which revealed the names of Amaury Bauchet and Baron de Solage.

GUILLAUME DOUAY: (*DENYING*)

That doesn't explain anything!

MARCEAU LAROQUE: (*FIRM*)

I did not order his death and neither did my clients. Someone who knew about the codes must have changed them and you are the suspect!

(1) ÉLODIE BAUCHET: (*ACCUSATORIALLY*)

You also hired someone to kill Rose Lacombe, a friend of Marceau. Her death doesn't fit into all of this. Why did you want her dead?

GUILLAUME DOUAY: (*DENYING*)

It could be anybody who wanted her dead. She had many enemies.

ÉLODIE BAUCHET: (*INQUIRING*)

Was Olympe de Gouges one of them?

MARCEAU LAROQUE: (*FIRM*)

Oui, they were bitter enemies. Mademoiselle Lacombe had written something awful about Madame de Gouges who immediately replied and they hated each other ever since. I did not want to get caught up in their fights and refused to help Madame de Gouges when she wanted to poison Mademoiselle Lacombe. How much did she pay you for this?

GUILLAUME DOUAY: (*TACKEN ABACK*)

I, well...

MARCEAU LAROQUE: (TRIUMPHANT)

So you confess?

GUILLAUME DOUAY: (AGHAST)

Non! I had nothing to do with that.

[Quick note: This piece of dialogue only appears if the player chooses to believe that rebels were behind the murder of Amaury Bauchet when talking to Océane Bedeau at the Banquette.]

(2) ÉLODIE BAUCHET: (ACCUSATORIALLY)

What about this message: "Join the march as a woman. You must follow the one I spoke of. Don't get caught!" The message is signed with the signature GD, as in Guillaume Douay.

GUILLAUME DOUAY: (SINCERE)

I-I just wanted you to be safe.

ÉLODIE BAUCHET: (AGGRAVATED)

He attacked my friend Océane and threatened to kill her!

GUILLAUME DOUAY: (DISMISSIVELY)

He probably panicked and didn't want to fail me.

[Quick note: Default dialogue continues...]

ÉLODIE BAUCHET: (AGHAST)

This is the knife which was used to kill my father.

MARCEAU LAROQUE: (FIRM)

I recognize that knife. It's the one your father gave you when you were a little boy. The carving is nearly gone now but you can still see a vague **G**.

GUILLAUME DOUAY: (EARNEST)

I lost it a long time ago.

ÉLODIE BAUCHET: (THREATENING, LOSING HER TEMPER)

Start telling the truth or I'll cut you up like the swine you are!

GUILLAUME DOUAY: (UNTOUCHED)

You would never do something like that.

MARCEAU LAROQUE: (THREATENING)

She maybe wouldn't, but I would.

Marceau THIGHTENS his GRIPS on Guillaume's arm and the man SQUEALS. Guillaume TWISTS out of Marceau's grip but TRIPS and FALLS to the ground. He STRUGGLES to get up but the rain and the mud works against him. Marceau TURNS him around and GRABS him by his collar and PUNCHES him in the face. While doing so, a paper FALLS out of Guillaume's pocket and the wind BLOWS it towards Élodie, who CATCHES it before it LANDS in the mud.

ÉLODIE BAUCHET: (SCREAMS)

Marceau, stop!

He reluctantly STOPS when asked.

ÉLODIE BAUCHET: *(EXAMINING THE PAPER)*

This looks like a decoder!

She COMPARES her own decoder with the paper but it's larger than hers. Élodie DREDGES UP Fabian Bayon's decoder and together they FORM an exact copy of the paper.

ÉLODIE BAUCHET: *(SHOWS THE PAPER TO MARCEAU)*

Look! It is a decoder and it's exactly like mine and Fabian Bayon's!

MARCEAU LAROQUE: *(ASTONISHED)*

So he really did it! Why did you order all these killings? And why just assassins?

GUILLAUME DOUAY: *(EARNEST)*

Fine, I did it. When I was five my mother was killed in front of me while I was hiding under the bed. Later on, I found out that she was your mistress!

Guillaume TRIES to break free and SUCCEEDS. He HURLS himself at Marceau, hands FLAILING at him. Once again, they fight. Marceau falls to the ground and Guillaume tries to strangle him.

MARCEAU LAROQUE: *(GASPING FOR BREATH)*

All of this so you could blame me? So you could tear my reputation into shreds?

GUILLAUME DOUAY: *(ANGRY AND SOBBING)*

She died because of you! It's your fault!

Élodie SEPARATES them with pure force, UNSHEATHING her rapier while doing so. It POINTS at Guillaume's throat and she SHAKES a bit.

ÉLODIE BAUCHET: *(ANGRY)*

But why my father? Why did he have to die? Marceau, stay back. This is between me and him.

Marceau STEPS to her side.

GUILLAUME DOUAY: *(ANGRY AND SOBBING)*

He - your father - killed her! The revolution gave me an opportunity to avenge her. It wasn't hard to convince those idiots to help me.

MARCEAU LAROQUE: *(FIRM)*

So that was what Rose Lacombe talked about? She came to me and was upset over something but before I could comfort her she ran away. That's why I asked you to look after her, Élodie.

GUILLAUME DOUAY: *(ANGRY)*

She overheard me talking to those connards. They wanted more money but I told them that the amount of gold they got after the murder was enough.

ÉLODIE BAUCHET: *(ANGRY)*

How much was my father's life worth?

GUILLAUME DOUAY: (NONCHALANT)

A couple of livres; just enough to keep them alive for a month or so. Too bad you killed their leader. Now they're just another pair of beggars.

ÉLODIE BAUCHET: (ANGRY)

Your life is worth nothing!

With a STAB, she PIERCES his heart. He SINKS to the ground, GURGLING and blood SEEPS through his mouth. Élodie and Marceau WALK away, leaving Guillaume there on the Champ du Mars. The National Guard with La Fayette and Bailly in the front ARRIVES just as Marceau and Élodie LEAVE. The demonstrators start THROWING rocks on the National Guard and La Fayette commands his troops to start firing at them. The camera LEAVES the scene with a last glimpse of La Fayette SCREAMING orders. It GLIDES over the roofs of Paris and then FOCUSES on Élodie and Marceau as they WALK over one of the bridges.

[Quick note: The events in this chapter depend on whom the player choose in chapter 6. The Federation Feast. In this chapter, the player has chosen Guillaume Douay. The events that occur when the player has chosen Marceau Laroque will follow after the end of this chapter.]

CHAPTER 10

The Proposal – Rebel’s Path

(Cinematic)

Élodie is in her room, STANDING by the open window. The wind BLOWS through her hair and she LOOKS distant and sad. Voices are HEARD from downstairs, then only murmurs and footsteps after that. Guillaume KNOCKS at the door and ENTERS. Élodie TURNS towards him and before she can say anything, Guillaume starts to talk:

GUILLAUME DOUAY: *(NERVOUS)*

Élodie, I have something I need to talk to you about.

ÉLODIE BAUCHET: *(QUIZZICAL)*

What is it Guillaume?

He KNEELS down before her. Marielle and Abigail who’d FOLLOWED him GASPS and then Marielle SHOO AWAY Abigail before she CLOSES the door SLOWLY, SMILING widely.

GUILLAUME DOUAY: *(NERVOUS)*

I have loved you for the first time I saw you, when I rescued you from the mob. Since then it has been hard not to reveal my feelings but after all we have been through... Élodie, will you marry me?

ÉLODIE BAUCHET: *(HESITANT)*

Even though I’m an assassin? Guillaume, I...

GUILLAUME DOUAY: *(NERVOUS)*

I don’t care about that! I love you. Élodie, do you love me?

(A) ÉLODIE BAUCHET: *(SURPRISED)*

I love you but the future is too unpredictable. There is too much danger in having a family and being an assassin. I hope you’ll find someone more suited for you.

(B) ÉLODIE BAUCHET: *(SURPRISED)*

No, I see you only as a friend and I don’t plan to marry anyone yet.

(C) ÉLODIE BAUCHET: *(HAPPY)*

Yes, I love you and I do wanna marry you!

If the player chooses dialogue option (A) or (B), Guillaume LEAVES, heartbroken. Marielle RUSHES in but STOPS when she SEES Élodie on the floor, CRYING. She tries to COMFORT Élodie but there is no stop to her tears. The scene where Marielle HOLDS her daughter tightly FADES into black. Then credits fills the screen and the Marseillaise

begin to play. If the player chooses dialogue option (A), Guillaume embraces Élodie and they kiss. The camera FADES OUT.

(Cinematic)

The wedding is held at either one of these three churches: Notre Dame de Paris, Sainte-Chapelle on the island Île de la Cité or Église Saint-Sulpice. The cinematic begins with showing the church and people arriving and then switches to an indoor scene with people taking seats. Then a close-up of Élodie's mother Maribelle looking proud and teary beside her chambermaid Abigail. Guillaume is escorted to the altar by his father, who looks proudly at him and hugs him awkwardly before he takes his seat. The music organ begins to play a wedding march and Élodie enters the church. She wears a beautiful dress in the color of the artist's choice, as it was not custom then for the bride to wear all white at her wedding. The bride and groom are seated on two red velvet chairs underneath a silk canopy called a *carre*. The *carre* was a predecessor of the veil, a square of silk fabric. The church is filled with incense and flowers and Élodie's bouquet is a mixture of red roses, blue lilacs and yellow tulips. The minister performs the ceremony and the bride and groom kiss. Laughter, cheers and an occasional sob is heard. Guillaume offers his arm to Élodie who takes it. The married couple runs laughing out of the church and the sunlight makes the whole screen white. Then credits fill the screen and the Marseillaise begin to play.

The end.

The Proposal – Nobleman's Path

(Cinematic)

Élodie is in her room, *STANDING* by the open window. The wind *BLOWS* through her hair and she *LOOKS* distant and sad. Voices are *HEARD* from downstairs, then only murmurs and footsteps after that.

MARCEAU LAROQUE: (*SERIOUS*)

Élodie, I have something I need to talk to you about.

ÉLODIE BAUCHET: (*QUIZZICAL*)

What is it Marceau?

He *KNEELS* down before her. Marielle and Abigail who'd *FOLLOWED* him *GASPS* and then Marielle *SHOO AWAY* Abigail before she *CLOSES* the door *SLOWLY*, *SMILING* widely.

MARCEAU LAROQUE: (*SERIOUS*)

I have loved you since the first time I saw you, when I rescued you from the mob. Since then it has been hard not to reveal my feelings but after all we have been through... Élodie, will you marry me?

(A) ÉLODIE BAUCHET: (*SURPRISED*)

I love you but the future is too unpredictable. There is too much danger in having a family and being an assassin. I hope you'll find someone more suited for you.

(B) ÉLODIE BAUCHET: (*SURPRISED*)

No, I see you only as a friend and I don't plan to marry anyone yet.

(C) ÉLODIE BAUCHET: (*HAPPY*)

Yes, I love you and I do wanna marry you!

If the player chooses dialogue option (A) or (B), Marceau *LEAVES*, heartbroken. Marielle *RUSHES* in but *STOPS* when she *SEES* Élodie on the floor, *CRYING*. She tries to *COMFORT* Élodie but there is no stop to her tears. The scene where Marielle *HOLDS* her daughter tightly *FADES* into black. Then credits fills the screen and the Marseillaise begin to play. If the player chooses dialogue option (A), Marceau embraces Élodie and they kiss. The camera *FADES OUT*.

(Cinematic)

The wedding is held at either one of these three churches: Notre Dame de Paris, Sainte-Chapelle on the island Île de la Cité or Église Saint-Sulpice. The cinematic begins with showing the church and people arriving and then switches to an indoor scene with people taking seats. Then a close-up of Élodie's mother Maribelle looking proud and teary beside her chambermaid Abigail. Guillaume is escorted to the altar by his father, who looks proudly at him and hugs him awkwardly before he takes his seat. The music organ begins to play a wedding march and Élodie enters the church. She wears a

beautiful dress in the color of the artist's choice, as it was not custom then for the bride to wear all white at her wedding. The bride and groom are seated on two red velvet chairs underneath a silk canopy called a *carre*. The *carre* was a predecessor of the veil, a square of silk fabric. The church is filled with incense and flowers and Élodie's bouquet is a mixture of red roses, blue lilacs and yellow tulips. The minister performs the ceremony and the bride and groom kiss. Laughter, cheers and an occasional sob is heard. Guillaume offers his arm to Élodie who takes it. The married couple runs laughing out of the church and the sunlight makes the whole screen white. Then credits fill the screen and the Marseillaise begin to play.

The end.

Ça Ira or We Will Win!

<p>Ah! ça ira, ça ira, ça ira, Le peuple en ce jour sans cesse repète: Ah! ça ira, ça ira, ça ira, Malgré les mutins tout réussira!</p> <p>Nos ennemis confus en restent là, et nous allons chanter Alléluya! Ah! ça ira, ça ira, ça ira,</p> <p>Quand Boileau jadis du clergé parla Comme un prophète, il a prédit cela, En chantant ma chansonnette, Avec plaisir on dira: Ah! ça ira, ça ira, ça ira, ça ira,</p> <p>Malgré les mutins tout réussira. Ah! ça ira, ça ira, ça ira,</p> <p>Pierrot et Margot chantent à la guinguette, Ah! ça ira, ça ira, ça ira,</p> <p>Réjouissons-nous, le bon temps viendra. Le peuple français jadis "a quia" L'aristocratie dit: "Mea culpa." Ah! ça ira, ça ira, ça ira,</p> <p>e clergé regrette le bien qu'il a. Par justice la nation l'aura, Par le prudent LaFayette Tout trouble s'apaisera, Ah! ça ira, ça ira, ça ira,</p> <p>Malgré les mutins tout réussira. Ah! ça ira, ça ira, ça ira,</p> <p>Petits comme grands sont soldats dans l'âme, Ah! ça ira, ça ira, ça ira,</p> <p>Pendant la guerre aucun ne trahira. Avec cœur tout bon Français combattra, S'il voit du louche, hardiment il parlera. Ah! ça ira, ça ira, ça ira,</p> <p>Lafayette dit: "Vienne qui voudra." Le patriotisme leur répondra Sans craindre ni feu ni flamme, Les Français toujours vaincront, Ah! ça ira, ça ira, ça ira, ça ira,</p> <p>Malgré les mutins tout réussira. Ah! ça ira, ça ira, ça ira,</p> <p>Les aristocrates à la lanterne! Ah! ça ira, ça ira, ça ira,</p> <p>Les aristocrates, on les pendra! Le despotisme expirera, La liberté triomphera, Ah! ça ira, ça ira, ça ira,</p> <p>Nous n'avions plus ni nobles, ni prêtres, Ah! ça ira, ça ira, ça ira, L'égalité partout régnera. L'esclave autrichien le suivra, Ah! ça ira, ça ira, ça ira,</p> <p>Et leur infernale clique Au diable s'envolera.</p>	<p>"We will win, we will win, we will win", The people of this day neverendingly sing "We will win, we will win, we will win, In spite of the traitors, all will succeed"</p> <p>Our confused enemies are staying low But we are going to sing "Alleluia!" "We will win, we will win, we will win",</p> <p>When Boileau once spoke about the clergy "Like a prophet he predicted as much., By singing my ditty, With pleasure I will say: "We will win, we will win, we will win, In spite of the traitors, all will succeed" "We will win, we will win, we will win,"</p> <p>Punch and Judy sing at the show "We will win, we will win, we will win,"</p> <p>Let us rejoice, for the good times are coming The French people were once nobodies But now the aristocrats say "we are guilty" "We will win, we will win, we will win,"</p> <p>The clergy now regrets all its wealth . Through justice the nation will have it all, Through the wise LaFayette All trouble will be quieted, "We will win, we will win, we will win, In spite of the traitors, all will succeed" "We will win, we will win, we will win,"</p> <p>The weak as well as the strong are soldiers in their souls "We will win, we will win, we will win,"</p> <p>During the war, not one will be a traitor. With their hearts, all good Frenchmen will fight, And when he sees a slacker, he will boldly speak up "We will win, we will win, we will win,"</p> <p>Lafayette says, "Let he who will follow me!" And patriotism will respond, Without fear of fire or flame. The French will always conquer "We will win, we will win, we will win, In spite of the traitors, all will succeed" "We will win, we will win, we will win,"</p> <p>Let's string up the aristocrats on the lampposts! "We will win, we will win, we will win,"</p> <p>We'll string up the aristocrats! Despotism will die, Liberty will triumph "We will win, we will win, we will win,"</p> <p>And we will no longer have nobles or priests "We will win, we will win, we will win," Equality will reign throughout the land/world And the Austrian slave will follow it. "We will win, we will win, we will win,"</p> <p>And their hellish clique will be sent to the devil.</p>
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Lyrics borrowed from <http://www.fordham.edu/halsall/mod/caira.html>