

CONCEPT

INTENTIONS

- **Strengthen the link between the player and the hero** : The hero is infiltrated in the FBI as an agent. The player builds the hero false identity himself, in dialogues. If he isn't coherent, he can be arrested, game is over.
- **Use anachronism** to prove a suspect culpability.
- **Choose a precise theme** maybe unknown from the player to do the puzzle
- **Propose a true moral choice**. The player and the character mustn't have the same opinion.

OVERVIEW

CONCEPT

Here, the target is an ex member of the Octopus organization with an unknown identity. The hero is infiltrated in the FBI and investigates about him. Finally, a suspect is found but he has a strong alibi.

All the puzzle elements are in the same place. The only way to find the solution is in the player's brain. The man is a classical piano concert artist.

GAMEPLAY & STORY ELEMENTS

The Piano with a message inside : The suspect piano is the main plot element. It contains the proof which breaks the alibi. A little hammer, newer than the others, corresponding to a note: G5. The player can play the piano and open its lid to watch the mechanics.

The shape-shifter FBI colleague : Agent Levinson is both your teammate on this investigation and a danger for the player. She is a very smart person, if the hero lies or

isn't coherent on his identity, she puts the him under arrest immediately.

One target, two choices: The player can choose to get only one information from the culprit

- about Jame's wife : The culprit kidnapped the hero's wife when he was in the organization. He's got critical information to share. But the kids kidnapped will never be found.
- about the children : He also knows the kid's position. The information about his wife are lost.

GAME OBJECTIVES

- **Long term goal** : Investigate about Olivia Douglas and Jam's wife, keep his own investigation as a secret.
- **Quests goals** : Eliminate targets, investigate without being trapped by the FBI.
- **Defeat** : get killed, discovered by the FBI colleague.

SETTING

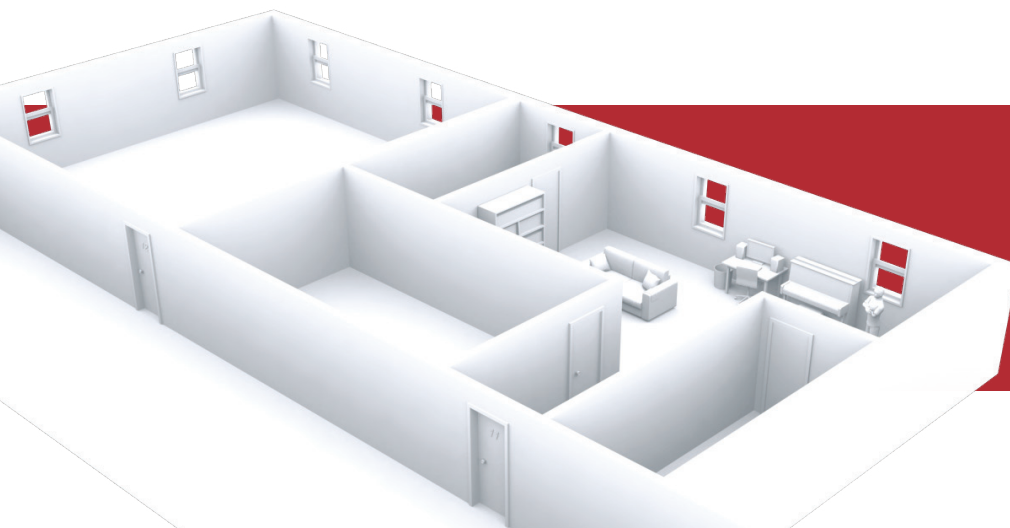
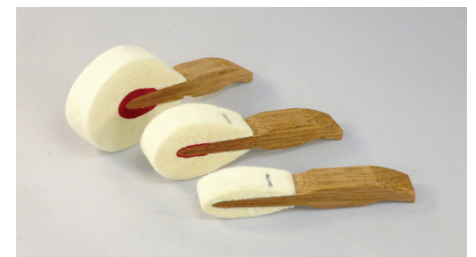
Who? The hero: James Douglas with a false identity : Agent Josua Algems

Where? NYC FBI HeadQuarter

When? 2012

What? James must eliminate a ex member of the Octopus organization.

Why? to achieve his contract.



UNIQUE SELLING POINTS

- **A special theme in an investigation** : The piano.
- **A fear of being discovered**: The hero colleagues can unmask the hero.

DESIGN DOCUMENT



GAME DESIGN OVERVIEW

SYSTEM MECHANICS

- **Main character navigation** : the player moves the character with the **left stick**
- **Cursor navigation** : the player can aim interactive objects with a cursor using the **right stick**
- **Selection** : the player can choose an action using one of the **four buttons** when the cursor focuses on an interactive object.
- **Dialogues** : the player has a maximum of four choices using the **four buttons** to answer a question.
- **Limited time choices** : a gauge decreases with time and forces the player to choose his answer quickly.
- **Inventory** : The character stores objects found in the environment and can use it when he focuses an object.
- **QTE** : The game proposes QTEs corresponding to the gameplay. For example, aiming an area with the cursor as quick as possible and push a button or repeating the same input quickly.



OVERVIEW

- **Genre** : point & click
- **Design Platform** : NexGen consoles
- **Design Inputs** : DualShock 3
- **Players** : 1
- **Target** : Both casual & core gamers
- **Core target** : Thriller fans



GAME STORY OVERVIEW

BACKGROUND

Previously working for an architect office, James Douglas is now a new person, a killer. He works for the Octopus organization. Octopus professionals approach is based on infiltration. They must be close to their targets to neutralize them and make them disappear in order to keep the organization as a secret.

At the same time, James secretly investigates about his wife and his daughter, kidnapped three years ago.

MAIN CHARACTER



JAMES DOUGLAS

Age : 32 years old

Gender : Male

Job : Architect, Killer.

Background :

2009, James lives a normal life with his wife in a little city: Auburn, Maine. They are in love and they wait for a baby, a girl. But he suddenly loses his job. Back to his house, he finds it on sale and his wife disappeared. His cellphone rings. He lifts up. The name is Mowers, he introduces himself as his new employer. He asks him to get a folder in the house. James finds it, opens it : some pictures of a guy, identity fraudulent papers, a credit card, and a gun equipped with a silencer. Mister Mowers announces him the papers are his new identity, and the person on the picture is the target. James might deny if Mowers didn't tell him they kidnapped Olivia. It's been now three years and he eliminates target after target trying to investigate his employer...

Psychology :

James used to be smart and emotionally close to his wife and his friends. Anyway, after the fracture with his previous life, he became cold. Now, he lives without any emotion, simulating his infiltrating role perfectly. But, if it concerns Olivia or his previous life, he becomes aggressive and emotionally unstable and unpredictable.

SETTING

- **Who?** James Douglas
- **Where?** United States of America
- **When?** 2012
- **What?** James is a killer in spite of himself and must eliminate his targets
- **Why?** The organization he works for kidnapped his wife, Olivia.

GAME OBJECTIVES

- **Long term goal** : Investigate about Olivia Douglas and their daughter.
- **Quests goals** : Eliminate targets, investigate without being trapped by the FBI.
- **Constant goals** : survive, stay undiscovered by the FBI, keep his own investigation as a secret.



QUEST DESIGN OVERVIEW

BACKGROUND

James must eliminate a fired Octopus organization member, but the man identity is now obsolete. The target is known as a kidnapper for the organization but it is said he continues his activities and is searched by the FBI.

So, James infiltrates the FBI as an agent called Josua Algems. The quest begins in the NYC Headquarter. He is working to his desktop, reading the folder concerning the last disappearance, Johnny Marks a 7 years old boy, kidnapped the previous day. Agent Levinson stops him in his reading, his colleague comes to tell him the news. They have a suspect concerning the series of kidnapping...

CHARACTERS

AGENT ALGEMS - JAMES DOUGLAS IDENTITY

Player's avatar.

AGENT LEVINSON - ALGEM'S FBI COLLEAGUE

33 years old, Female, 1.72m, FBI Agent

A very smart person. she is mentally strong. and can estimate psychological profiles of a interlocutor easily.

ROBERT HUDSON - SUSPECT

43 years old, Male, 1.82m, Piano Concert artist

He is a weird person. He seems to know James personally.

DAN TROLEN - HUDSON'S NEIGHBOUR

48 years old, Male, 1,65m, job unknown

He is a poor man. He can't bear the piano.

JOHNNY MARKS - THE KIDNAPPED BOY

7 years old, Male, 1,18m

He is missing. Algems and Levinson investigate about its disappearance.

SETTING

- **Who?** James Douglas / Josua Algems
- **Where?** NYC FBI HeadQuarter
- **When?** 2012
- **What?** James must eliminate the ex member.
- **Why?** to achieve his contract.

QUEST SUMMARY

Agents Levinson and Algems are in the car and they go to the suspect flat. Levinson informs Josua about the child and the suspect described by a witness. Arrived, they find Mister Hudson, the suspect, in his flat. They question him. He has a strong alibi: he was playing the piano, as usually, for his next concert.

They question a neighbour, to verify the alibi, the man is strange but affirms he was playing. He doesn't like the show, but he loved when he plays "Für Elise". But the artist didn't use the mute pedal all the afternoon.

At the same time, Hudson leaves his flat. Agents pick the lock and go to his flat again. Now they can search deeply. They find a piece of paper, "G5 ordered" is written. Algems finally opens the top of the piano. One of the hammer seems to be newer. The G5.

The player has to prove it was missing when the kidnapping happened. Hudson wasn't training the piano because this note couldn't be played when the neighbor heard "Für Elise".

Hudson comes back and found the agents in his home. He is aggressive. Agents explain his alibi is false and the man goes mad. Algems stops him and put him under arrest.

The scene continues in the F.B.I headquarter where Hudson is questioned. Hudson is the ex-member of the organization. Algems ask Levinson to take a coffee during the interrogation. Alone with Hudson, it is time to kill his target. But he has many questions. The man knows about his wife and the series of kids. He hasn't got a lot of time before Levinson come back. The player has to choose.

MISSION OBJECTIVES

- **Long goal** : Investigate about Olivia Douglas and their daughter.
- **Quest goals** : Eliminate the ex member of the Octopus organization
- **Optional quest goals** : Save Johnny
- **Constant goals** : survive, keep Jame's identity safe.



DOCUMENT CONVENTIONS

The following pages uses those conventions. It concerns the way the dialogues and the choices are structured.

DIALOGUE IDENTIFIERS

Each Dialogue part is identified by numbers and a title.

Example :



CHOICES

It is symbolized like this:

Yes 1.3.9 **No 1.3.10**

The player can choose the option he wants. A part of the dialogue is played, following his choices

INFORMATION STORED

According to the player choices, people remember what he said. They store the information in their mind. It is symbolized like this:

Levinson : Josua has a daughter

The first part is the **name** of the character and the second the **information** he/she stores

DIALOGUE LINKS & CONDITIONS

At the end of each dialogue part, there is a condition and a identifier.

Example :

Triggered once 1.1.4

It means that the part is called once. If a Dialogue is linked to this part, and the part was already played, it plays **1.1.4** instead.

CONDITION LIST

- **Next id** : Call a dialogue at the end
- **Triggered once id** : Call a dialogue only once.
- **Timed choice n sec. id** : Call a dialogue after n seconds if the player doesn't choose himself.
- **Checkpoint id** : It is a game over. The game goes back to the checkpoint.
- **All is triggered id** : When all choices have been triggered. It goes to the id.

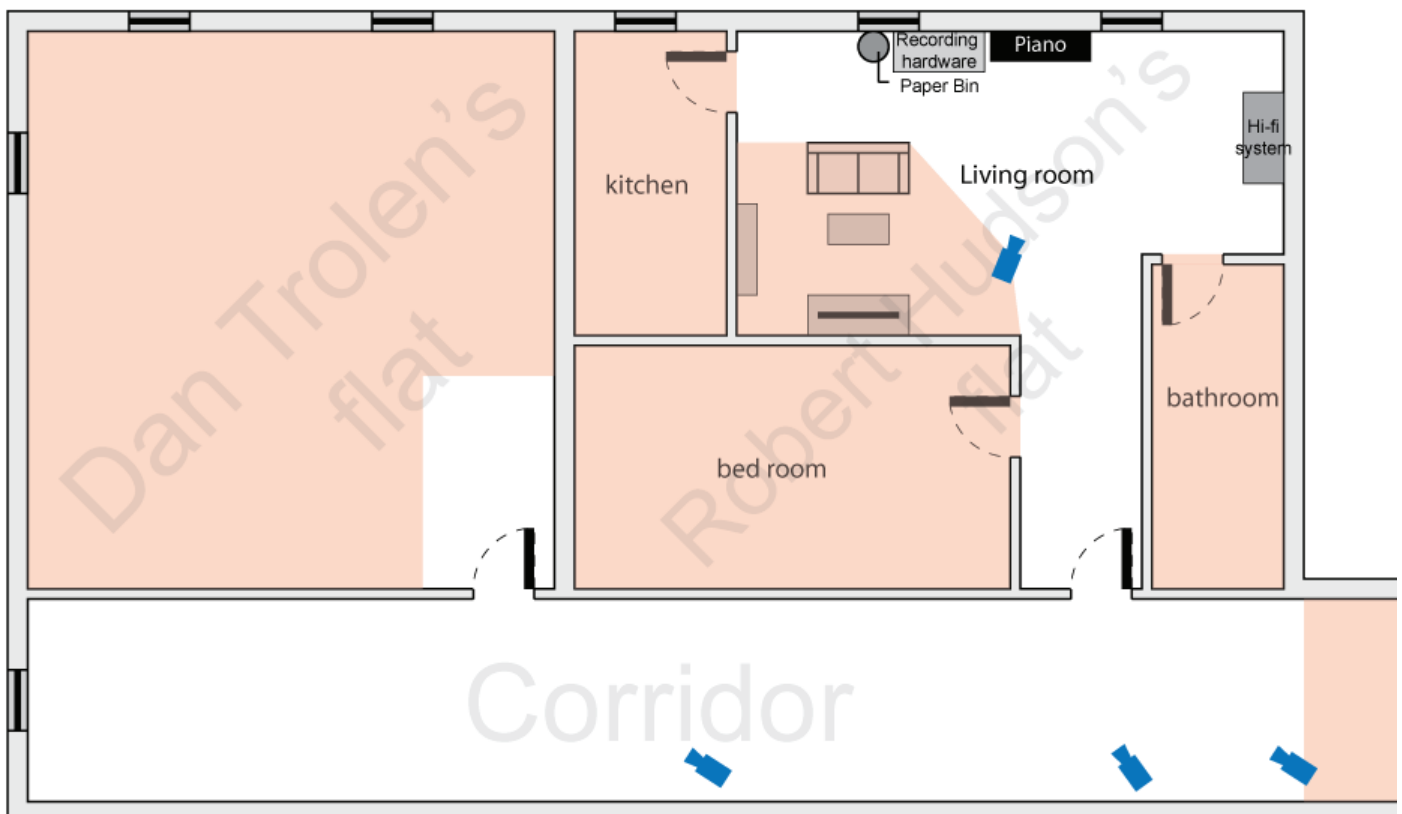
INTERACTIVE OBJECTS



In the landscape, the player can find objects that triggers a dialogue or which can be picked up. They are symbolized by this point



LEVEL DESIGN OVERVIEW



QUEST DESCRIPTION

1.1 - CAR SCENE

SETTING

Agents Algems and Levinson are in the car. Levinson drives. They are going to the suspect flat. The dialogue begins.



DIALOGUE

1.1.1 Introduction

- Levinson : I questioned the witness of Johnny's kidnapping. He didn't see the scene but he clearly said someone he never saw before was there. He looked like the famous classical piano concert artist, Robert Hudson.

When did he see the suspect? 1.1.2

Being a criminal when you are famous, bad idea... 1.1.3

1.1.2 When did he see the suspect?

- Josua : When did he see the suspect?
- Levinson : The suspect was seen two minutes before the kidnapping according to the witness.
- Josua : I see, is it reliable?
- Levinson : It's our only clue for the moment, you know.

Being a criminal when you are famous, bad idea... 1.1.3

Triggered once 1.1.4

1.1.3 Being a criminal when you are famous, bad idea...

- Josua : Being a criminal when you are famous, bad idea...
- Levinson : Stupid yes, impossible no... I think to be famous can be a good alibi? Those people can be seen everywhere, unconsciously, people make a face correspond to someone they know...

When did he see the suspect? 1.1.2

Triggered once 1.1.4

1.1.4 The boy safety

- Levinson : I hope the tip is relevant... If we could find the boy....
- Josua : Chances are meager...
- Levinson : You are so indifferent, are you?
- Josua : ...
- Levinson : I don't know, do you have kids?

A daughter Levinson : Josua has a daughter 1.1.5

No Levinson : Josua has no kids 1.1.7 Timed choice 2sec 1.1.7

1.1.5 A daughter

- Josua : A daughter
- Levinson : How old is she?

3 years old 1.1.6

22 years old 1.1.7

1.1.6 3 years old

- Josua : 3 years old
- Levinson : What is her name?

Emily

- Josua : Emily

Levinson : Josua's daughter's name is Emily

Olivia

- Josua : Olivia

Next 1.1.8 Levinson : Josua's daughter's name is Olivia

Next 1.1.8

1.1.7 22 years old

- Josua : 22 years old

Levinson stops the car and pulls her gun out.

- Levinson : Don't move. You have no daughter, have you? Then, one question, who the hell are you, liar?

Checkpoint 1.1.4

1.1.8 Arrived

Levinson stops the car in front of a apartment block

- Levinson : This is the address, let's go.

End

1.2 - MEETING THE SUSPECT

SETTING

Agents Algems and Levinson are in the corridor in front of the apartment 11.

DIALOGUE

– Levinson : Mister Hudson, Robert Hudson?

Someone inside unlocks the door, he opens.

– Hudson What is this?

– Levinson : Mister Hudson? F.B.I!

Hudson watch James with insistence. Algems is ill at ease. Hudson seems to know him.

– Josua : Good Evening sir. Agent Algems, agent Levinson.

– Hudson : What do you want?

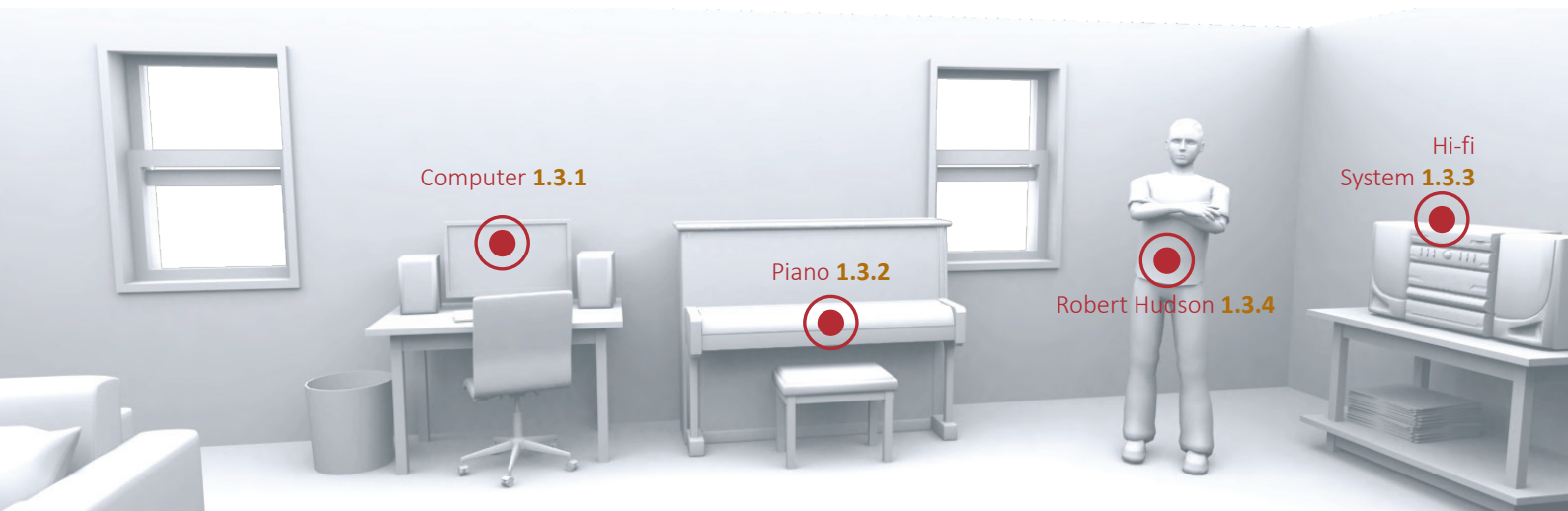
– Levinson : . Mister Hudson, We have some questions? Shall we speak?



1.3 - HUDSON'S FLAT

SETTING

Agents Algems and Levinson follow Hudson in the flat. The player can't leave the flat.



DIALOGUE

1.3.1 Computer

– Hudson : I'm working on something. Please don't use my computer...

Triggered once

1.3.2 Piano

– Levinson : I used to play the piano younger. Shall I play a little?

– Hudson : I'd prefer you don't.

Triggered once

1.3.3 Hi Fi system

– Hudson : What do you want to use my station for? You wanted to ask me some questions?

Triggered once

1.3.4 Questioning Robert Hudson

– Hudson : What do you want?

– Levinson : A little boy, Johnny Marks is missing. We think he has been kidnapped. Do you know him?

She's showing the kid photographer. He is watching the boy.

– Hudson : Hum... bad news. I know him thanks to the TV. I didn't see him, I would use my phone if I did. But I don't think you are there to tell me that. What do you want to know?

Next 1.3.5

1.3.5 Questioning Robert Hudson

About him? 1.3.6

About his alibi? 1.3.7

If all is triggered 1.3.8

1.3.6 About him?

- Josua : You play the piano?
- Levinson : Please excuse him, mister Huds...
- Hudson : Yes I play!

Silence.

- Josua : What does your job consists in?

Robert Hudson smiles, he's about to laugh

- Hudson : I play a lot. It's my job. Like a watchmaker manipulating cogs smaller than a ant, I train my accuracy on each song I play. It takes me more than seven hours a day. When I'm not training here, I play for concerts. Old women, classical music lovers constitute my audience. I recorded some discs alone or with famous musicians.

Triggered once 1.3.5

1.3.7 About his alibi?

- Josua : Where were you yesterday at 4:30 pm?
- Hudson : I was there as usually. I was training for my next concert. I always play between 2 pm and 5pm, an arrangement with my neighbors.
- Josua : Is anybody able to confirm your statement?
- Hudson : I'm sure some neighbors were there...

Triggered once 1.3.5

1.3.8 Hudson, a suspect?

- Hudson ... Am I suspected?
- Levinson : No, it's just a verification, no fear about it.
- Josua : A witness affirmed you were at Johnny's school at 4:30pm.
- Hudson : Impossible. I confirm I didn't move from this chair during all the afternoon.

Levinson touches Josua's arm to tell him to stop the questions.

- Levinson : Thank you very much for your time Mister Hudson. Good bye

They are about to live when

- Hudson : And you agent Algems, what is your job?

Silence. Levinson watches his colleague and Hudson one after another.

- Josua Algems : I'm here to do my duty Mister Hudson, like everyone does?

Hudson closes the door behind the agents

- Levinson : What was that? Do you know him?

Yes 1.3.9

No 1.3.10

Timed choice 2sec. 1.3.9

1.3.9 Yes

- Josua : Yes
- Levinson : Where did you...
- Josua, Imitating his colleague, a smile on the face : He's a great piano player!

Levinson is laughing.

Next 1.3.11

1.3.10 No

- Josua : No
- Levinson : He seems to know you. It's strange. What did he wanted to say? What does your job consists in?
- Josua : Maybe we are the first agents he meets.

Josua seems worried

Next 1.3.11

1.3.11 Neighbourhood

- Levinson : It's time to verify his alibi.
- Josua : Let's speak to the neighborhood.

End

1.4 - APPARTMENT 12

SETTING

Agents Algems and Levinson are in the corridor. They lead their way to the neighbor flat

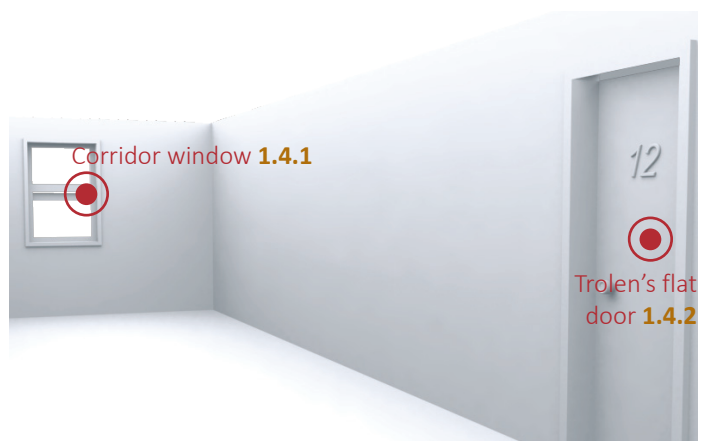
DIALOGUE

1.4.1 Corridor window

Levinson is watching outside

- Levinson : A good day to go out...
- Hudson : You're right yes.

Triggered once



1.4.2 Trolen's flat door

Josua is knocking the door

- Josua : Anybody there? F.B.I! Open the door please.

He's knocking again with insistence

- Josua : F.B.I
- Someone inside : I'm coming! Don't break the door!

The door lock makes noise and it is opening.

- Josua : Good afternoon, we are agents Levinson and Algems. We have some questi...
- The man : Are you there to put my neighbor under arrest?
- Levinson : What?
- The man : I'm Dan Trolen. Please come in.

With the smell coming from the flat, the agents hesitate a few and finally come inside

- Trolen : Please, stop him.

Why? 1.4.3

We can't put anyone under arrest like this. 1.4.4

Timed choice 2sec. 1.4.3

1.4.3 Why?

- Josua : Why?

Next 1.4.5

1.4.4 We can't put anyone under arrest like this.

- Josua : We can't put anyone under arrest like this.
- Trolen : I have good reasons to ask you that.
- Levinson : Tell us. we are listening.

Next 1.4.5

1.4.5 Mad

- Trolen : He is driving me mad. He never stops playing. I would like him to stop. He is a concert artist yes, it can seems beautiful , but it isn't. He plays seven hours a day, you know. People pays to hear him, how do they do...
- Levinson : Please, calm down mister Trolen.
- Trolen : You are not there to put him under arrest, are you?
- Algems : Not really. We have some questions.
- Trolen : Oh... yes?

Next 1.4.6

1.4.6 Questions

About Hudson's alibi 1.4.7

About their relationship 1.4.8

If all is triggered 1.4.9

1.4.7 About Hudson's alibi

- Josua : Did mister Hudson played yesterday?
- Trolen : YES! He did!
- Josua : Can you remember if he was playing at 4:30pm?
- Trolen : Oh yes! I was there all the afternoon and the evening, and he was playing loudly. The most of the time, he uses what he calls the mute. It's much better for my ears, you know.
- Josua : The mute?
- Trolen : Yes it's a pedal on the piano. It softens the sound, he told me. He uses it the most of the time.
- Algems : Nothing out of the ordinary?
- Trolen : He didn't play yesterday in the morning. It was great. But during the afternoon he never stopped, and without softening the sound. I tried to hit the separation wall but nothing.

Next 1.4.6

1.4.8 About their relationship

- Josua : Do you personally know your neighbor?
- Trolen : When he moved in, three months ago. He was less distant. He shew me his piano. It was great. I remember he asked me to tell him a song... "Für Elise". This is my favorite, you know. My mother used to play it when I was a kid. And he played it as good as my mom... Now he just plays and I never see him.

Dan Trolen is thinking.

- Trolen : He played it again yesterday... Maybe to appease me, but it doesn't work with me!

Next 1.4.6

1.4.9 Goodbye

- Josua : Thank you for your cooperation.
- Trolen : Your colleague, she is beautiful, you know.
- Levinson, murmuring : Let's move out before I hit him.
- Trolen : I hope you'll arrest him.
- Josua : Goodbye sir.

Trolen opens the door. His neighbor is getting out, he can see him in the corridor.

End

– Trolen : Look... He is going out, this prick!

Agents wait a few time and get out, ready to search Hudson's home.

1.5 - UNLOCKING THE APPARTMENT 11 DOOR

SETTING

Agents Algems and Levinson are in the corridor. The player can move freely in the corridor but can't go out.



DIALOGUE

1.5.1 A warrant?

- Josua : We must go inside to search.
- Levinson : You can't do that we don't have the warrant.
- Josua : We can't wait, he's out. It's our only chance. He knows us now, maybe he will clean up the evidences if we wait.
- Levinson : I don't want to have problems! And you, what will you say to your daughter if we are involved!

I don't have any child I said. 1.5.2

I don't want to think about her right now. 1.5.4

Timed choice 4sec. 1.5.2

1.5.2 I don't have any child I said.

If Levinson : Josua has no kids

Next 1.5.7

If Levinson : Josua has a daughter

- Levinson : Wait! You told me you have one in the car... Are you lying to me?

Silence

- Josua : I have one I just don't want to think about her n...
- Levinson : What is her name? ...Her name?

She pulls her gun out and aims at Josua.

Olivia

- Josua : Olivia

If Levinson : Josua's daughter's name is Emily

- Levinson : You told me her name was Emily!

If Levinson : Josua's daughter's name is Olivia

Next 1.5.5

Next 1.5.3

Emily

- Josua : Emily

If levinson : Josua's daughter's name is Olivia

- Levinson : You told me her name was Olivia!

If Levinson : Josua's daughter's name is Emily

Timed choice 2sec. Olivia

Next 1.5.5

Next 1.5.3

1.5.3 The good name

- Josua : I'm sorry Levinson. Stop aiming me.

Next 1.5.6

1.5.4 I don't want to think about her right now.

- Levinson : OK.

If Levinson : Josua has a daughter

Next 1.5.7

If Levinson : Josua has no kids

Silence. She pulls her gun out and aims at Josua.

- Levinson : Wait! You told me you have no kids in the car... Are you lying to me?

Next 1.5.5

1.5.5 Under arrest

- Levinson : I don't know who you are and what are you doing here... but you are under arrest, liar!

Checkpoint 1.5.1

1.5.6 Calm down

She stops to aim at Josua.

- Josua : Calm Down please, ok?
- Levinson : Don't lie to me! Everyone there can be a mole. I must be able to trust you.
- Josua : OK... OK.

Next 1.5.7

1.5.7 Picking the lock

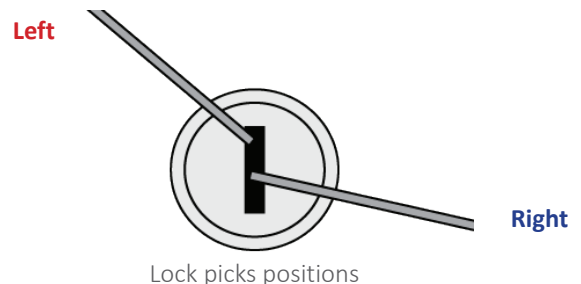
- Josua : We must go inside.
- Levinson : OK, I'm following you.

Gameplay Pick a Lock

GAMEPLAY : PICK A LOCK

It consists in using the two sticks together and to understand the pad vibrations and the sound.

The player controls two lock picks instruments respectively. By moving the **right** one up or down he can find a point. The pad vibrates a few when he is on the right position. The **left** lock pick is linked to the sound. When the player finds the two positions, he must **keep his input at this position a few seconds**. The door is open.



1.6 - BACK TO THE APARTMENT 11

SETUP

They are in the room. They put some plastic gloves to avoid the prints, and start searching.



DIALOGUE

1.6.1 Computer

- Josua, using the computer : He seems to work on music. He records himself, for a disc probably...
- Levinston : I would love to live his life.

Triggered once

1.6.2 Hi Fi system

Levinson push the buttons: Beethoven's "Ninth symphony"

- Josua : Can you find "Für Elise" on the same disc? I'd like to know something....

Levinson push the buttons again : "Für Elise".

- Josua : Do you think the same?
- Levinson : It is possible he just switched on his hi-fi system. And he has the perfect alibi. The question is, how to prove he wasn't playing yesterday at half past four?
- Josua : Let's take the disc.

Beethoven songs disc added to the inventory

Triggered once

1.6.3 Paper bin

- Josua : I found a piece of paper. The dates match. But what is a G5?

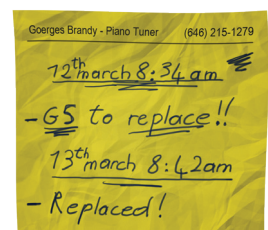
- Levinson : Let me see?

She watches the paper carefully

- Levinson : I don't know...
- Josua : It's written on a post-it from a piano tuner.

Piano tuner note added to the inventory

Triggered once



1.6.4 The G5 hammer

- Josua : This piece of the mechanics is more white than the others. G5 is written on it. It should be that piece on the paper. The tuner replaced it. So, this part wasn't on the piano yesterday. Do you know what it is?
- Levinson : This is a hammer. G5 is the note of the piano. The hammer hits the chord. Without it the note doesn't work. But, how to link the fact he wasn't there and the fact this hammer is missing?

The hammer is found

1.6.5 The link

Josua is watching the mechanics when Levinsons is playing. The new G5 hammer hits the chord very often.

- Josua : Our G5 is hitting three times a second. I think we have a proof.

Levinson smiles

- Levinson : Let's see when I play without using the G5? No doubt about that we can't recognize anything without the note...

End

PIANO INSPECTION



Open the lid :

The player can open the lid. It's the only action he can do at this stage.



Keyboard :

The player can focus the keyboard with the cursor and chooses between two actions :

1.Play

The player can translate Josua's finger over the keyboard. Pressing a button plays the note under the finger. He can stop playing with another button.

2.Ask Levinson to play "Für Elise"

The player can ask Levinson to play "Für Elise" on the piano. He can stop her when he pushes a button.

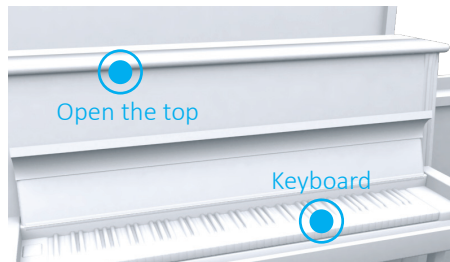
If The hammer is found Next1.6.5

If the piano tuner note and the Beethoven songs disc are in inventory

Open the top :

Finding the Piano tuner note allows the player to open the top and watch in the piano.

The top is open once. When it is open the player can play the notes or ask Levinson to play "Für Elise" by putting the cursor on the keyboard.



1.7 - HUDSON UNDER ARREST

DIALOGUE

1.7.1 Hudson, aggressive

Hudson comes in, upset.

- Hudson : What the hell are you doing here?!!
- Josua : We have evidences.
- Hudson : Have you got a warrant?
- Josua : You weren't playing the piano at 4:30 pm yesterday and we can prove it!
- Hudson : You can't prove anything!

A fight with Hudson

1.7.2 Under arrest

- Levinson : Robert Hudson, you are under arrest!

End

A FIGHT WITH HUDSON

It works with QTEs.

Hudson try to strangle Josua.

1. The player has to **repeat an input frenetically (a few seconds)** to prevent him.

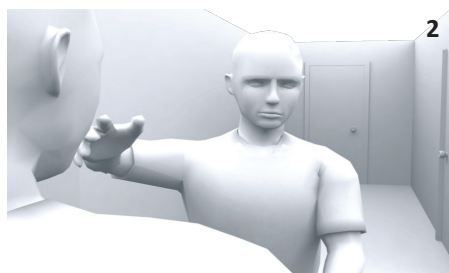
Levinson hits him in the back. He stops to strangle Josua and push Levinson. She falls down. Hudson turns back to Josua.

2. The player must select his head. He **aims his head with the cursor and pushes a button**. He has a little delay to do that. The sequence repeats three times.

Hudson falls next to the piano. He tries to stand up and pushes the notes.

3. Josua must close the piano's lid on his hands. The player **aims the lid and pushes a button. He aims his head for a last time.**

Hudson lied on his chest, **the player must aim his hands one after another.** to get the handcuffs on him.



Next1.7.2

1.8 - ELIMINATION

SETTING

The scene takes place in the F.B.I headquarter, in the interrogation room. Hudson is handcuffed. Agents Levinson and Algems question him.

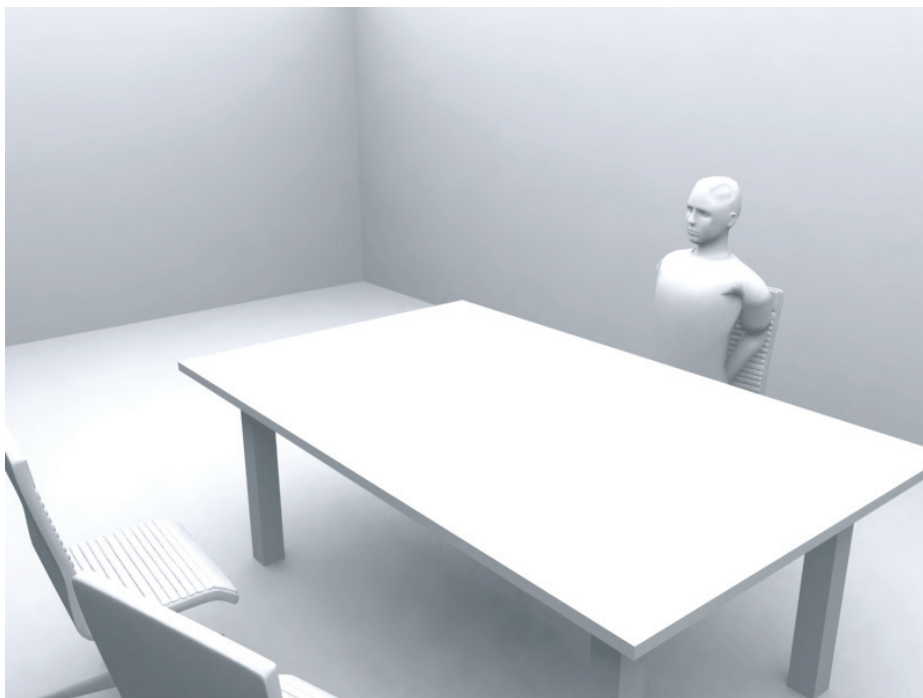
DIALOGUE

1.8.1 Who is Hudson

- Levinson : I'm not sure you understand your situation, Mister Hudson?
- Hudson : ... I want an attorney. I know my rights. You didn't have a warrant.

Levinson is immersed a little.

- Josua : Levinson, could you get us a coffee please? We are here for a long time I think.
- Levinson : Ok.
- Josua : Thank you.



1.8.2 Hudson and the Octopus Organization

Hudson smiles.

- Hudson : What the hell are you doing here?
- Josua : Who are you?
- Hudson, *laughing* : I know you, you work for the Octopus organization... like I did.

He is going to the camera in the corner of the room and is breaking it. Now, he pulls his gun out, pull a silencer from his pocket, adds it on the gun, and aims it at Robert Hudson.

- Hudson, *not impressed* : Am I the target? ...

No answer. Hudson laughs again.

- Hudson : Octopus is old. They always use the same methods... Using a killer to eliminate his own killer.
- Josua : What do you mean?
- Hudson : I know you James. I remember your face, and I know your wife too. You are here because I was there.

He is laughing again

- Hudson : I'm her kidnapper. It was easy, easy as kidnapping those children. I have informations.

Josua's hand is shaking. The gun is noisy.

- Hudson, *smiling* : Your colleague is coming back. What do you do?
- Josua : I need information. I want to know...

About the kids. 1.8.2

About Jame's wife. 1.8.3

Timed choice 4sec. 1.8.2

1.8.2 About the kids.

Hudson smiles.

- Hudson : I don't think I'm ready to cooperate. Get me out and maybe..

James aims his shoulder and shoots.

- James : Where are the kids?
- Hudson, *suffering* : You could have information about your wife and your daughter and you choose to speak about those little things.
- James, *ready to pull the trigger again* : Where are they?!
- Hudson : 3122 Bruckhner Boulevard in the Bronx! **Josua knows the kids position**

Next 1.8.4

1.8.3 About Jame's wife.

Hudson smiles.

- Hudson : I don't think I'm ready to cooperate. Get me out and maybe..

James aims his shoulder and shoots.

- James : Where is my she?
- Hudson, *suffering* : I don't have this information.
- James, *ready to pull the trigger again* : Where is Olivia?!
- Hudson : I don't know! I kidnapped her three years ago, but I wasn't alone. The staging in your house. We were several. I have a name. The name is Nicholas Gevano, he works for the organization. He still may be in New York.

Next 1.8.4

1.8.4 Target eliminated.

- James : You made me. Let me thank you for that.

James aims his head and pulls the trigger. He removes his gun, and gets out of the room, closing the door. Levinson is outside with a coffee in each hand.

- Levinson : What are you doing?

If Josua knows the kids position

- Josua : I know the kids position. Send a patrol to the 3122 Bruckhner Boulevard in the Bronx!

Next 1.8.5

Else

- Josua : I must find my wife!

Next 1.8.5

1.8.5 Escape

- Levinson : Wait.. wait. What happened?

She opens the interrogation room's door.

- Josua : Thank you Levinson.

He starts to run

End