

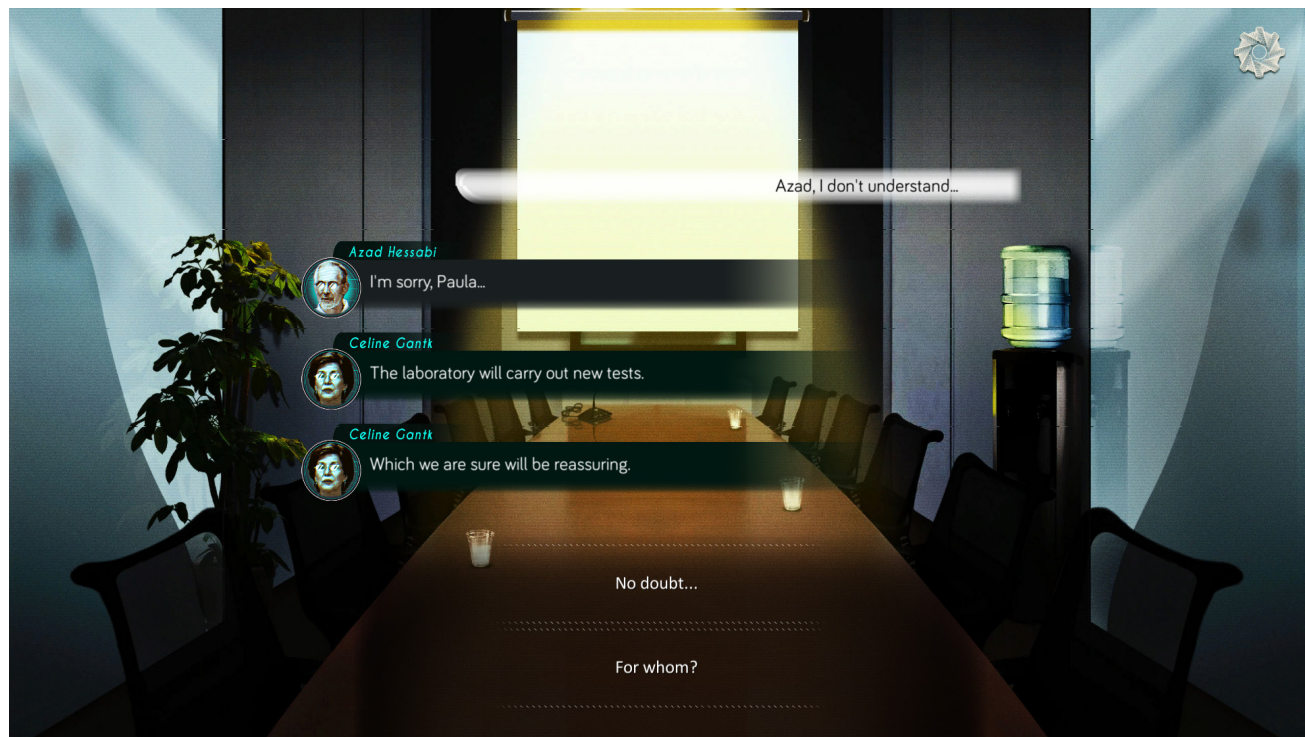


**PORTFOLIO**

# RUBICON : A CONSPIRACY OF SILENCE

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Arts Nicolas Terlon.

## *A game inspired by whistleblowers*

Rubicon: a Conspiracy of Silence, is a game inspired by whistleblowers. In this narrative game, you play as Paula Cole, a food safety officer for a multinational corporation, who gradually takes on the role of whistleblower.

Depending on your choices, you will be confronted with different situations inspired by real facts, the whole scenario being based on a journalistic work, coordinated with the online newspaper Media-part.

As a player, you'll discuss with multiple protagonists to investigate and find out your truth. From the first discoveries to the revelations to the press, you will make choices that will have an impact on what happens next.

*Genres*  
Narrative,  
Adventure game  
*Platforms*  
PC / Mac /  
Mobile devices,  
*Release date*  
2021

# THE WANDERER : FRANKENSTEIN'S CREATURE

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Arts by Charles Boury

## *A modern adaptation of Mary Shelley's masterpiece*

Featuring stunning art direction, reminiscent of watercolour paintings, «The Wanderer : Frankenstein's creature» tasks players with writing their own version of Mary Shelley's gothic classic by taking them on an enlightening trip, where they discover the world and its ways through the innocent eyes of the legendary Creature.

Since a few years, the european broadcasting channel Arte is coproducing art games. We worked with them to developp this game inspired by Mary Shelley's Frankenstein novel.

### *Genres*

Narrative,  
Adventure game

### *Platforms*

PC / Mac /  
Mobile devices,  
Switch

### *Release date*

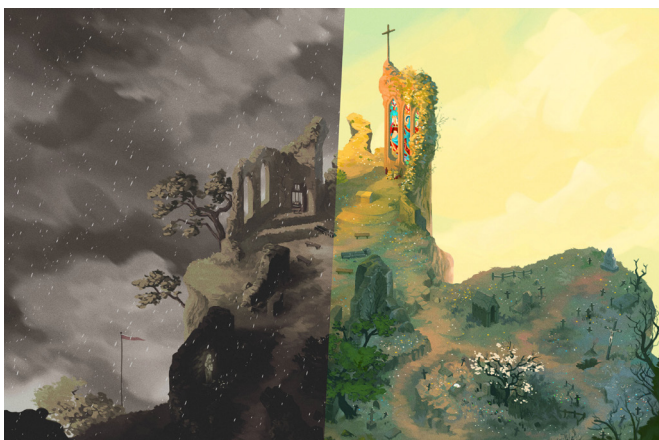
2019

### *Publisher*

Arte

# THE WANDERER FEATURES

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## A FRESH LOOK AT THE MYTH OF FRANKENSTEIN

Play as the Creature, a wanderer without memory or past, a virgin spirit in a completely fabricated body. To forge the destiny of this artificial being who is ignorant of both Good and Evil, you will have to explore the vast world and experience joy and sorrow.

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## A BREATHTAKING ARTISTIC DIRECTION

Imbued with a dark romanticism, the game's universe draws its astonishing beauty from 19th century paintings. Through evolving landscapes, the boundary between reality and fiction fades and the novel comes to life. Powerful and original, the soundtrack highlights the Creature's feelings of wanderlust.

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## EXPLORE YOUR EMOTIONS, WRITE YOUR STORY

One choice after another, feel your way towards your destiny. Confronted with humans, you will no longer be able to escape the question of your origins. Who gave you life? This introspective quest will take you on an adventure across Europe. Bitter or pleasant, your experiences will bring you closer to the truth. Will you be ready to face it?



# THE WANDERER DISTINCTIONS

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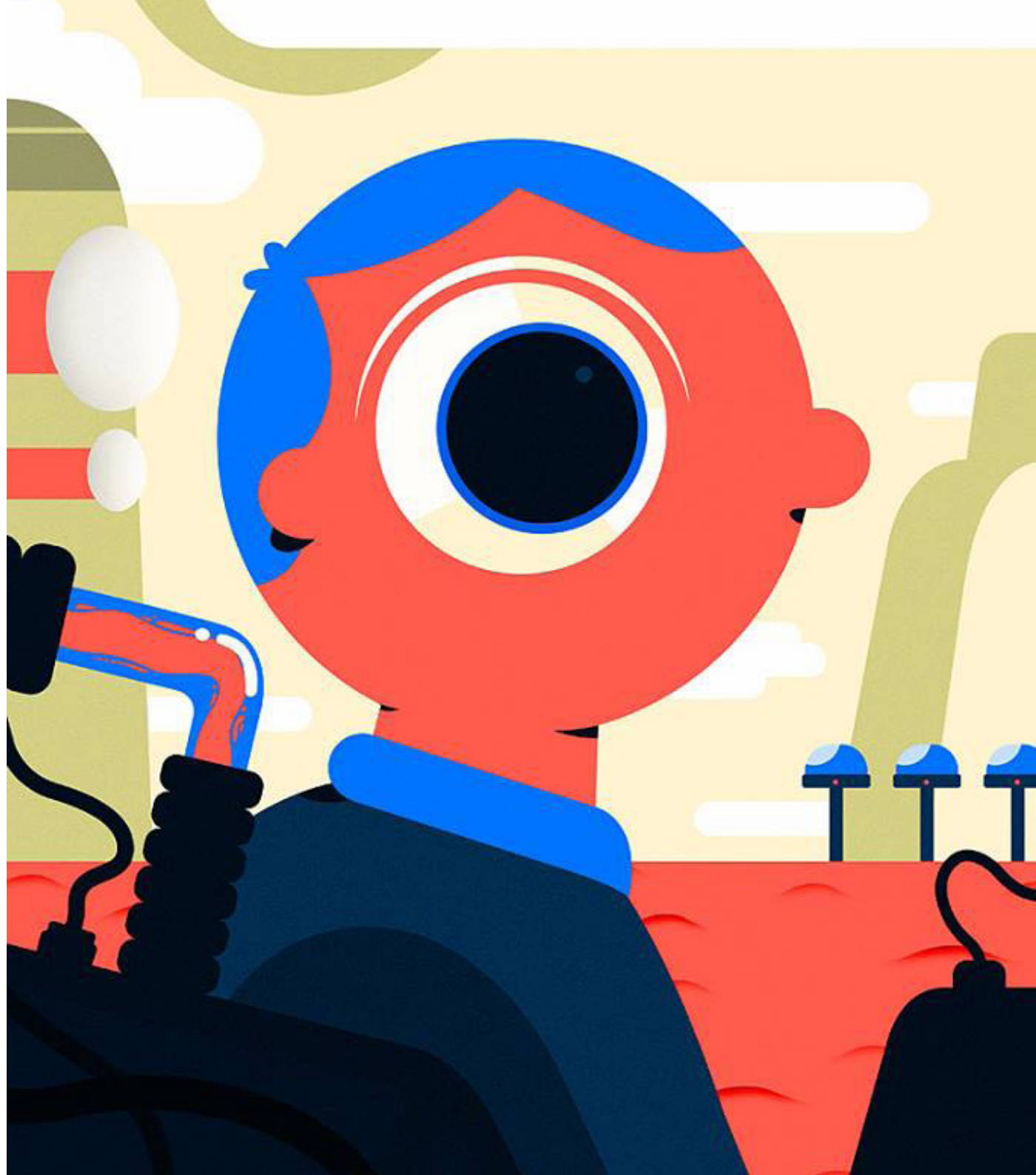
«Frankenstein-inspired The Wanderer is about beauty and childlike wonder», *Polygon*

«A retelling of Mary Shelley's classic tale. And it looks completely gorgeous», *Rock, Paper, Shotgun*

«The Wanderer, the beautiful narrative-driven adventure, is available now for iOS», *Pocket Gamer*

# EUGENICS

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*With Eugenics, you play the sorcerer's apprentice of genetic manipulation*



Eugenia-1 colony is the brave new world : far from any planet, no jurisdiction applies to it. The Eugenics consortium has funded the station with a particular goal : create a society genetically adapted to its environment, and also, make money...

You are the head of the clinic and in charge of the monitoring of newborns. As a demiurge, you secretly intervene in the genetic code of the future inhabitants to make this place a perfect world. Unless you have other personal goals...

Artwork by Lili de Bellons.

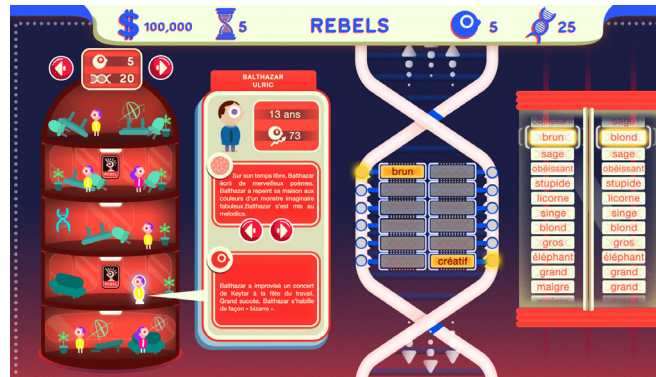
# EUGENICS FEATURES

*Experimentation is the core gameplay of Eugenics*



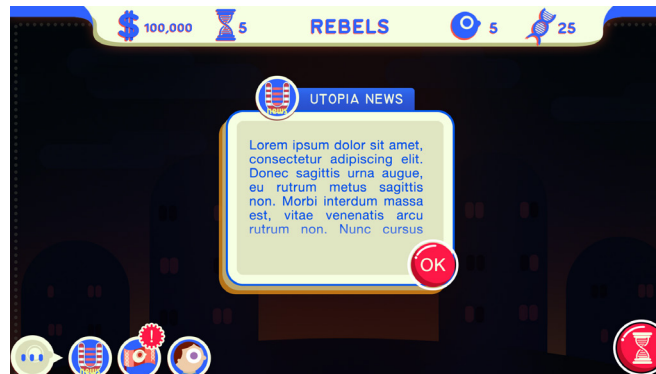
## COLONY DISPLAY

Like in Tiny Tower, the player can see their loving characters in activity. By clicking on them you can see the identified genes, physical and psychic characteristics. Some areas in the colony will develop more than others. For example, if we have people with a high IQ, the scientists sector will take up more space.



## GENETIC MODIFICATION

As a single large chromosome (X) with four branches each have five slots of genes, which may themselves vary according to 2 shades. Here we can identify genes, change them if we have enough money, etc.



## DIALOGUES

This screen can also be implemented in the screen colony. It is where the player identifies the social problems related to genetics (= the human is lonely because it is not fashionable or is sick) and try to see how to change it through dialogue.

# ARTE GAME JAM

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Arte jam prototyping session

## *An european game jam*

In march 2020, we coorganized the first game jam of the cultural TV channel Arte. The objective was to create an inclusive and caring event.

10 teams of developers worked with well known mentors from all Europe. The game jam took place at Commune Image, an old cinema transformed into a lab for Virtual Reality.

At the end of the game jam, very diverse creations have been showcased, like, for example, Cluedo meets a dating simulator, etc...

Konbini, the online Website dedicated to web culture and Gamekult, the french video games website were our media partners. All the games made during the jam are available on Itchio.



The live set up of the Mediajam.

# MEDIAJAM

*Journalists and creators collaborate to create original political games*

At the end of 2016, La Belle coorganized a game creation event, in partnership with the information Website Mediapart.

Eight teams composed of journalists, confirmed game developers and students of Ecole Estienne and Gobelins created games inspired by the french presidential campaign, during 48 hours.

The game developers that participated are active members of the european indie videogame including people from Klondike, Amplitude Studios or Le Cortex.

The main steps of the event have been broadcasted live during the week-end, in order to make the creation process intelligible for all the followers of the event.

Mediajam had a lot of press coverage. The biggest european videogames information Website, Jeuxvideo.com, was partner and casted all the streams. Canard PC, Gamerkult, but also Arte Journal and Le Figaro made a report of the event.

# MEDIAJAM HIGHLIGHTS

*Even if they were made in two days, the games created during the Mediajam have a high level of polish*



**MURMURATIONS**

A political allegoric game dealing with the question of conformism.



**POURPARLERS**

A cooperative multiplayer game where you'll experiment the pertinence of the voting systems.



**LUNDI SOIR**

In an hyperconnected world, where are the limits between work and leisure ?



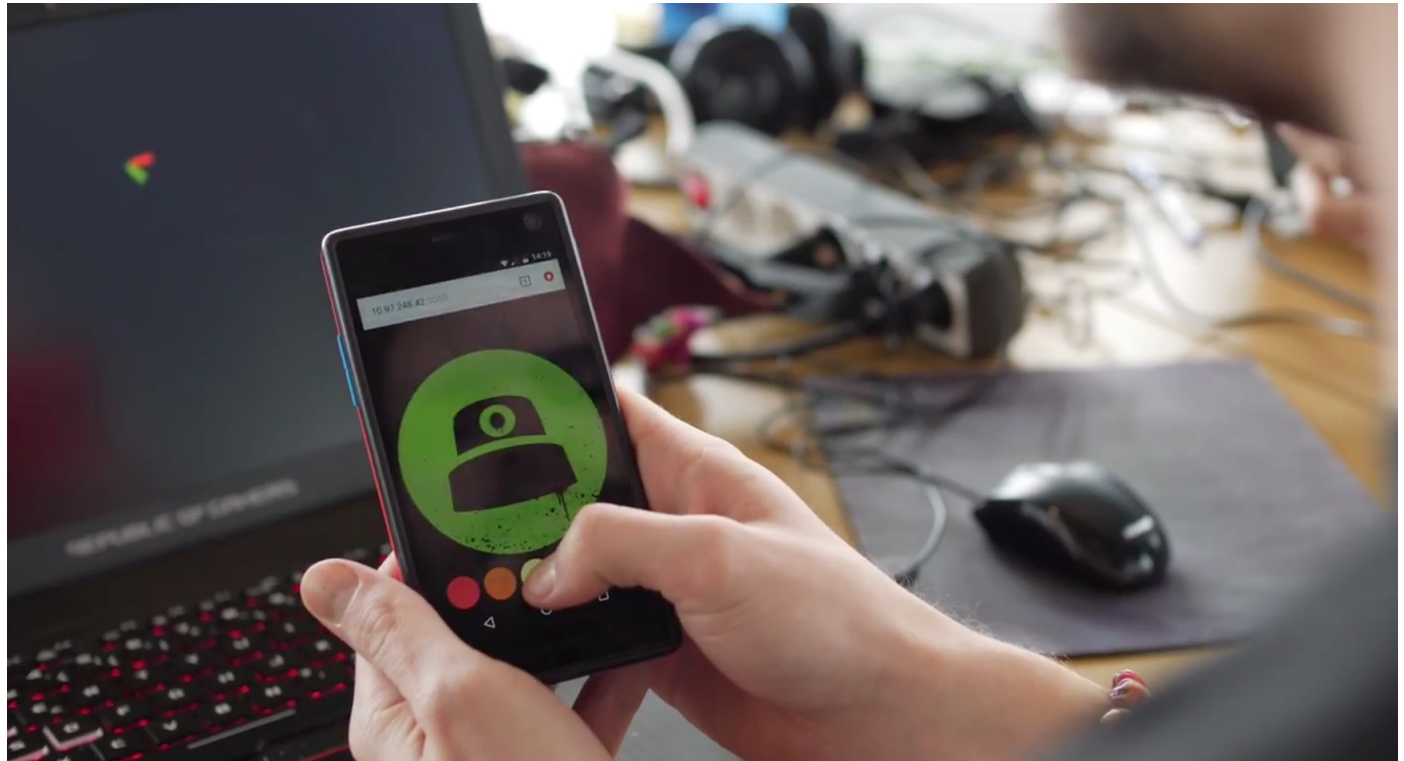
**LE FIL ROUGE**

You are a journalist and you have to find why the leader of Russia is having dinner with a bunch of oligarchs.

# MEDIAJAM REVIEWS

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An app created during the urban jam.

# URBAN JAM

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*A game jam dedicated  
to urban cultures*

In february 2018, we organized a game jam based on urban cultures, in partnership with Medialab 93, Est Ensemble and BETC.

8 teams of developers worked with street artists to create original gameplays. Graffiti artists like Da Cruz were among the participants.

At the end of the game jam, very diverse creations have been showcased : graffiti made with spray paint on smartphones, rap in virtual reality, or even interactive clips...

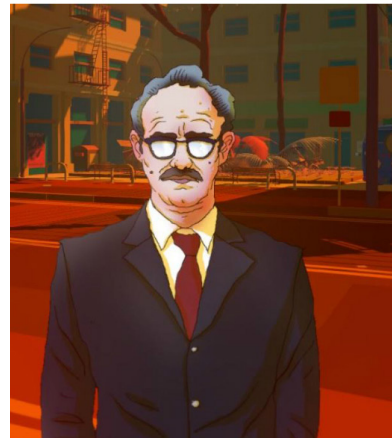
Arte, the european broadcasting channel and Le Mouv', the french radio were our media partners. You can play the games made during the Urban jam on Itchio.



# ABOUT US

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*La Belle was founded by 3 people, eager to push the videogame medium forward*



**THIBAUT DE CORDAY**

A documentary films and video games producer dealing with social issues and a TV and games writer.

**LAURENT CHECOLA**

After a first career at Le Monde, he became "indie journalist" working on webdocumentaries and game projects.



**CEDRIC BACHE**

Cedric is a veteran of the indie scene. As business dev, he helps young and innovative creators for 15 years.



## CONTACT

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