

**TRANSLATED FROM FRENCH
FOR [PANTAGRAME.COM](http://www.pantagrame.com)**

*Interview by Lara from Radio Gue Mozot, broadcasted February 5th, 2016 at 7am and 1pm then archived on the [Radiot Gue Mozot website](http://www.radiotguezmozot.com), in the [Etat-des-lieux category](#).
Direct link: <http://www91.zippyshare.com/v/1bD6ojHa/file.html>*



Lara (off)

Hello everyone, it's Lara on Gue Mozot. Welcome to the Friday chronic, today we're gonna talk video games with Raphael Lafarge. So Raphael Lafarge is the young creator of a video game called *Pantagrame* they presented at the Fantastic's Arts Festival of Gerardmer January 27th to 31th. But who better than the creator of the game can talk about it? I had the opportunity to conduct an interview with them and it's time to hear it.

Lara

So Raphael Lafarge, you are the creator of the game *Pantagrame*. Can you explain your game precisely?

Raphael

It's transmedia storytelling, meaning the story mixes multiple formats. It's a webcomic, an online graphic novel, with a video game aspect. The two media complete each other : the webcomic allows you to read, to have in-depth dialogue, and to have jokes, too (a joke every four panels, the same thing you might experience with old newspaper strips); the video game parts to explore the setting, to demonstrate the powers, to find items, files, to look at paintings, in short to familiarize oneself with the universe.

Lara

Where did the idea of the *Pantagrame* game come from?

Raphael

The universe has been slowly maturing in my head for a very long time, but something was missing. I didn't manage to reconcile my desire for interactivity with the comic book medium, even though that comic book aspect was essential to the whole adventure. Thanks to the influence of various USA webcomics, I managed to understand that it is possible to make a webcomic with video game sequences which would be part of the "flow", part of the way the storytelling works.

Lara

When did the development start?

Raphael

Three years ago! We started by the worldbuilding, the laws of physics, geography, chronology, cultures, the way cultures grow related to resources, we thought about it, and at the same time we started building the visual, musical, narrative identity, the precise tone we wanted... Very serious deep down but a comical appearance, we thought about this tiny, funny character... And we started building the levels. The project has existed for real, concretely, for three years, and today we are launching it for real, we are introducing it to the world. We think we have enough content now, we can show *Pantagrame*, we can be proud of *Pantagrame*.

Lara

How many people are currently working on the *Pantagrame* project ?

Raphael

We're a team of four! I deal with the narration, writing, visuals, the general design, Alex "Arkh" is entrusted with all of the programming and most of the gameplay, Oraziel who is a composer and a lyrical singer produces the entire original soundtrack, all of the themes, and finally Pierre "Bica" is the webmaster, he makes sure the site works.

Lara

So the gameplay of the game, can you talk about it, and for the people who don't know what it is, what is gameplay?

Raphael

Gameplay is defined as the sum of interactions between the player and their environment, the very heart of these interactions, the way the game is played... For example, the basic gameplay mechanics of a platformer are to jump from platform to platform, to avoid traps, this kind of things. And when I approached the *Pantagrame* gameplay, I wanted something which would be very simple at the beginning, that's why Level 1 is oversimplistic, there's almost zero danger – you can jump, avoid pits, pick up items, but it's a very simple level, really. And I wanted things to progressively become more complex. We add the corallian powers, we add enemies, we add riddles, we add trials everywhere, books to examine... As the player progresses in the game, they gain access to a lot of possibilities and to an ever-expanding world.

Lara

What about the future of the *Pantagrame* game?

Raphael

Pantagrame has been designed as a multimedia franchise. The 2D game itself will present about twenty or thirty levels, enough content to give the interactive experience a reasonable length, the life of the average game on your store shelf, and the sprite comic part will be long enough too... But as I said, multimedia franchise: there's going to be other stories on various medias, novels, other graphic novels too, a short movie, and 3D projects, other video games, prequels, sequels... The world is large enough and it was designed to welcome many stories.

Lara

Other video game projects in the works?

Raphael

Three of them. First, the *Musketeer project*, set in a distant past with "musketeers" and puppets, then the *Topaze project*, a direct prequel showing the past of the antagonist of *Pantagrame*, and finally the *Shattered project*, set in the future with a very pessimistic tone, very dark, desperate. Those three projects are planned to have completely different gameplay styles, they won't be played the same way as *Pantagrame*.

Lara

A last word before you leave?

Raphael

To our entire audience, thank you for your reception, for your attention, for the love you keep expressing for the project, it's really amazing, it's so nice, we hope you are ready for the challenges we are planning for you in the big *Pantagrame* adventure!

Lara (off)

Now it's the end of this chronic. I wish to thank Raphael Lafarge for joining us today. You can find their game *Pantagrame* on the website pantagrame.com. If you're interested in their other creations, they are also the author of the book *Teliam Vore* published by Flammarion and of the short story *Valeurs* published by Riviere Blanche. They also directed two short movies, *Dedans le monstre* and *Ordalie*. As for me, I tell you seeya soon in the next Friday chronic. Lara at the mike for Gue Mozot Radio, and now back to the studio.