

Versailles FAQ/Walkthrough

by PSC_Patterson

Updated to vFinal on Feb 24, 2007

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|
|  VERSAILLES
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|  FAQ/Walkthrough for PlayStation - Written by Patt3rson
|
|  Final version, since February 24 2007 - Copyright Patt3rson
|
|  patt3rson(at)gmail(dot)com - www.gamechoice.nl
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| ENGLISH VERSION |
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/ _1_ \ \ A / COPYRIGHT NOTICE /

Writing FAQ's and walkthroughs takes a lot of time and effort, so writers do a lot of work. Stealing work from others is unthinkable and one of the worst crimes you can commit in writing. It's also punishable, because all files on the web are protected by international copyright law and usage without

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[CONTACT ADDRESS]
patt3rson(at)gmail(dot)com

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/ _1_ \ _____
 B / ADDITIONS /

I translated this document from my Dutch walkthrough after that one was complete. Everything you see is new and the FAQ will not be updated anymore unless the Dutch FAQ is also updated.

/ _1_ \ _____
 C / PREPARATIONS /

This document is a translation of my other Dutch walkthrough. While translating I did not play the game anymore, so it is possible that some translations (Especially names for items, locations, etcetera!) are not entirely correct. Read the tips below before you start the game and use this walkthrough. These remarks contain valuable information about using this FAQ or the game.

In this game, different signs will tell you what you can do with a person or object. If a question mark appears, you can get historical information by clicking. A mouth means that you can talk to a person and an eye means you can look at something. There is also a weird sign that says you can use or pick up on object. A normal hand means you can't do anything. Directions are shown by a pointing hand.

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 A / STORY /

Although this game is fun and all, the total picture is a bit unclear to me. It seems that there are few people are conspiring to harm the reputation of the royal family, but how it all starts is a big question for me.

A man named Bontemps orders you, Lalande, to investigate the matter and to report suspicious things to him. So off you go, to save the king from his

downfall.

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 B / CHARACTERS /

[ALEXANDRE BONTEMPS]

Bontemps knows all, sees all and tells everything to the king. He knows everything about the king but doesn't say anything. The first 'valet de chambre' has the absolute trust of Louis XIV, who is also godfather of his child. He is one of the few people that attended the wedding of the king and Madame de Maintenon, two years ago. Governor of Versailles since 1665, the best informed man in the palace. He makes use of his Swiss guards.

[MONSEIGNEUR]

A friendly and uninfluenced man of twenty-four years of age, always ready to organize a ball or masquerade. The son of the king, who appreciates the fun of eating and hunting, is tall and pretty fat. The man is highly educated, even though he has a reputation of being dumb. He got a complete education from the notable of Boussuet. He is a great art lover and turned his private apartment, with his impressive collection, into one of the most beautiful museums.

[CHARLES LE BRUN]

Charles Le Brun is sure of his position, the king has always had him in high regard and trust. Even to a point where he interrupted the meeting of the council to admire the painting 'Christ on the cross'. When Colbert died two years ago, Mignard was able to give him this position with help from Louvois. Before that time, Le Brun put much of his talent into his work and career. A member of the founders of the Royal Academy of the Art of Painting, in 1648.

[MONSIEUR]

The big moment of his life was the victory over Willem of Orange near Cassel, in 1677. Since then there haven't been any glorious moments in the life of Monsieur. He was unfortunate to be born second and he would never recover from this bad luck. His brother, who distrusted him, kept him away from political affairs. He is doomed to live a life of luxury, only spiced up by his favorites.

[PÈRE DE LA CHAIZE]

Père de la Chaize has been Louis XIV's priest for ten years now, a position that he will keep until he dies. This professor in philosophy travels to Versailles every Friday to attend the meeting of the king's conscience. He is one of the people that know the secret of the king. It is also a fact that he was the official man at the wedding of the king and Madame de Maintenon in 1683.

[DUC DU MAINE]

This boy of fifteen years old who drags his foot through the hallways of Versailles is the son of the king and Madame de Montespan. He is declared legitimate, together with his younger brother and sister. He chooses the company of Madame de Maintenon over that of his own mother, because she raised him and still continues to take care of his foot. He was a student in literature.

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 C / CONTROLS /

Below are all the buttons for the PlayStation controller. It's possible that not all buttons have a function by default in the game! These are the default settings, it's a possibility that they can be adjusted to your own liking! Check the manual or the menus to find out how.

ARROWS:

Up - Move cursor up
Down - Move cursor down
Left - Move cursor left
Right - Move cursor right

SYMBOLS:

Triangle - NOT USED
Cross - Interact
Square - NOT USED
Circle - Open inventory

SHOULDER:

L1 - Move camera up and left
L2 - Move camera down and left
R1 - Move camera up and right
R2 - Move camera down and right

STICKS:

L3 - NOT USED
Left Analog - NOT USED
R3 - NOT USED
Right Analog - NOT USED

FUNCTION:

Start - NOT USED
Select - NOT USED

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\ A / WAKING THE KING /

When the game begins turn to the left and move through the door you can go through. Look at the painting above the fireplace in the next room. Beneath it are four jars. Open the second one from the right and get the key from it. Exactly opposite from the fireplace is a door, placed a bit deeper in the wall. Go through that door and turn left to talk to the man in brown, Le Brun. Choose for the upper option when talking to him and again after he said something. When you have to choose again, pick the middle option. Now an option will appear that will let you offer to look for the drawings. This is the middle option, so choose it and Le Brun will leave. Turn right to see two doors. Go through the left one to get inside a dressing room. Pull open the curtain to get some light. On the right side of the room are multiple closets, open the second one from the left and get the scissors from the fourth drawer from the bottom. Close this closet and open the second one from the right.

Get a piece of paper from the third drawer from the bottom and read it. Close this closet as well and leave the room, back to the place where you ran into Le Brun. Turn a little to the right and use the door to return to the room with the fireplace. To the left of that fireplace is a door next to the window, go through it and up to get to a hallway. Follow the hallway to a dark, small room. Look at the chest in the back of the room and use the scissors on it. Get the piece of paper from the chest and then look at the small desk with candle and writing equipment. Use the piece of paper you just collected from the chest on the candle and pick up the other paper from the desk before you leave the room. Go back down the stairs again to end up in the

room with the fireplace. Now the door to the bedroom is open, so go through it. Talk to the man next to the door and tell him Bontemps is waiting for your report so he will let you pass.

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 \ B / FROM RISING TO COUNCIL /

Turn to the left and walk through the open door. Look at the king's bed and talk to Bontemps. He will order you to look for a specific woman. Turn left again and enter the room with the fireplace. Go through to the door across from it to end up in Le Brun's room. On arrival, choose the door right in front of you, which will bring you to the guard's room. Again choose the door right in front of you to get to the room of the woman your looking for. You're not allowed to enter, so don't talk to the servant next to the door. Instead of talking to him, select the Pamphlet On The Arts you're carrying with you and use it on the servant. Talk to him after that and ask him if you may talk to the lady, that's the first option. After that, ask him if he can deliver a message. Then there's only one option left, so pick that one and the conversation will end. Go back through the door on the right behind you and then through the door in front of you. Do the same in the room after that. Turn to the right and use the open door to reach the bedroom. Select the Transformed Paper you have in your inventory and use it on Bontemps. End the conversation right now and turn a little to the left. Get a key and a candle from the closet on the left side of the bed.

Turn left more and go to the room with the fireplace. Opposite from the fireplace are two small closets, use the key you just found on the one on the right and take the drawings. Go back through the open door to the bedroom and then through the open door in front of you. You are addressed by a highly placed person, you answer the questions honestly and correctly. So the first time you pick the middle option. Then choose the third option from the top to avoid coming across as an idiot. Select the drawings you found and hand them over to this gentleman, Louis de France. Thank him to end the conversation, then turn right and go through the open door. Turn a bit to the right again and walk forward twice into another room. Turn left, select the drawings and give them to Le Brun. Select the forged drawing and put it on the table in front of Le Brun. Pick up a brush, dip it in the golden paint and use it on the drawing. Leave the room, back into the hall of mirrors. Immediately to the left of the door stands Bontemps, the man in blue. Select the drawing and give it to him.

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 \ C / FROM COUNCIL TO MASS /

Turn left and talk to the guard next to the door. Ask him if you may enter the room, that's the middle option. End the conversation and turn back right to go through the open door. Walk forward again, through the open door. Turn left and pick up the stick from the pool table. Turn back right and walk through the open door again, then another time to end up in a hallway with paintings of Hercules. A bit to the left is a fireplace and if you move the cursor around it you can see that you're able to walk past it on the left side. So do that, between the two paintings in front of you is a secret door. You can't open it yet, so move back to the room with the pool table by turning around and walking through the doors a few times. Face the pool table and notice a statue behind it. Go through the door to the right of that statue to enter a nice room where a man and a woman are talking right in front of you. Turn left and go down the stairs, turn right and face the three gates with the guard. Talk to the guard and choose the top option to ask him for a key. Then select the middle option to tell him you're an a mission for Bontemps so that he will give you the key.

Turn around and go up the left stairs. Go through the door on the right to go back to the room with the pool table. Turn right there and walk through the open doors until you reach the fireplace I mentioned earlier. Walk to the secret door at the back of the room and use the key that fits the Apollo door to open it and go through it. Turn left and enter the hallway where you'll witness something short. Click on the music notebook and keep turning the pages until you'll eventually take one with you. Walk forward and give the same page to the musician. Choose the top option once the conversation begins and choose it again to offer some help. Confirm that by picking the middle option. Choose the upper option to tell him you saw the man you were talking about this morning, then select the middle option to be able to go look for him. Walk back through the hallway and enter the right door at the fireplace. Follow the open doors until you reach the room where you saw a man do something with a closet, that's forward twice. Turn to the left wall and you'll see two closets, open the bottom drawer of the closet on the right and pick up a key from it. Walk through an open door again to end up in the room with the pool table. Turn right and go through the door right of the statue again. You'll need the man that's talking to the lady here, so join the conversation. Choose the upper option to get the right answer and to end the conversation. Turn around and exit through the door you used to come in. Follow the open doors on the left until you reach the room with the secret door.

Go through that secret door, turn left and follow the hallway to the musician. Talk to him and choose the top option twice. Go back through the hallway and the door on the right near the fireplace. Walk through the open doors again until you get to the room with the pool table, go through the door to the right of the statue. Talk to Racine again and choose the upper option. After the conversation, go back the way you came and through the open doors in the hallway again to reach the room with the secret door. Open it and follow the hallway to the musician, his name is Lully by the way. Talk to him again and choose the second option, then the top one. Follow the long hallway back to the fireplace and go through the door on the right again. First walk towards the plants, then turn left and enter the next room. You've been here before, this is where you colored the forged drawing. Next to the wooden construction is a small table. Look at the table and then pick up the piece of coal and the empty paper. Go back through the open doors to the room with the pool table and open the door to the right of the statue. Walk down the stairs on the left, turn right and walk outside past the guard.

When you're outside, turn left and walk forward once. Turn left more to see a gate in the building. Next to the gate is Bontemps, so go talk to him. First choose the bottom option that mentions Lully. Select the Musical Score that you have with you and give it to Bontemps. Pick the top option to get more freedom in your quest from Bontemps. After the conversation, go back the way you came and into the palace again. Walk forward a little and go up using the stairs on the right. At the top, go through the door on the left. Turn right in the next room and go through the open door to the room you started in. The guard you have right in front of you is not the right one, so turn right and give the Authorization from Bontemps to the other guard. Then enter through the door to the right of him and open the drawer of the table in front of you. Use the empty piece of paper you found on the collection of medals and then use the piece of coal on the paper that now covers the medals. Leave the room and follow the open doors to the room with the pool table. Give the Reproduction Of Medals to the man leaning against the table, it's the king's brother. Choose the top option in the conversation and give the piece of paper to him again after it ends. Continue through the open doors to the room with the fireplace and the secret door. To your left is a man next to a silver piece of art, give him the piece of paper with the medals on it as well. Turn

a bit to the left and follow the open doors to the last room where both guards are. Now talk to the guard that's right in front of you.

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\ / D / DINNER /

Turn around in the first room and go through the door in front of you next to the guard. In the next room, move through the door on your right and then right down the stairs. Halfway down the stairs, turn around to see a man in blue. Look at what he's holding in his hand and take a piece of it with you. Turn left and walk down the last part of the stairs to end up outside Turn to the right and follow the huge outside area to a gate in a fence. Turn right again and find out where you can walk forward. Do that when you can to reach a new building. On both sides is a door and they will both bring you to a minister's office. Take the left door and talk to the man next to the desk. Select the piece of food you took earlier and offer it to this man. Look in the direction of the desk when the man is gone and turn a little to the left to see a small seat in the corner of the room. Move the cursor a bit up and to the right, to the second shelf from the bottom. Click here to find another note. Now examine the desk, but not the map yet. Get the feather from the jar of ink and use it on the empty piece of paper on the right side of the desk.

You can select the letters one by one. Spell the words FOX AND CRANE, they will end up next to each other though. Now you have to go all the way back to the room you started in, so leave the room and walk down the stairs to get outside. Turn left, go through the gate in the fence and walk across the area until you stand still in front of a stairs. Turn left again and go through the open gat. Follow the stairs upwards en turn left again, go through the door and into the next room by using the door in front of you. Bontemps is to your right looking at some tables. Give him the Pamphlet On Government and then the Epigraph. Turn right and exit through the door you came in by, then through the door in the wall to your right. Go down the stairs on the right and then again to end up outside. Turn right and follow the large area again until you're past the gate in the fence. Turn right again and enter the building. This time pick the door to your right, turn around and get the telescope. Turn around again and look at the desk. Open the drawer in the middle and pick up the piece of paper. Look at the wall to the left of the desk and aim your attention at the centre of that wall. Move your cursor to the spot where the closet with books turns into the floor and click there, open the small closet after that. You have to enter three numbers to open the safe. Leave the office and the building using the stairs. Turn left and follow the area to the wide stairs. Go inside to the left, move up the stairs and go through the left door. Take the next door in the room where you end up to get to the room you started in.

There are two men here that weren't here before. Listen to them and write down the year they mention, 1643. Turn to the left and go through the door left of the guard in pink. Use the white door to the right of the fireplace to end up in the hall of mirrors. Walk forward once and look up at the ceiling. Use your telescope on the left chandelier on the ceiling. Write down the year, 1674 and turn around. Use the telescope again, this time to look at the middle chandelier on the ceiling you are the closest to. Write down this year as well, 1668. Walk forward a little and look at the wall on your left. To the right of the brown statue is the door you used to get here. Go through it and also through the next door. In this room you started in, go through the door in front of you and then through the one in the wall on the right. Walk down the stairs to the right until you're outside. Follow the area to the right until you reach the gate in the fence. Turn right and enter the building again. Choose the door in the right and enter the office. Look at the wall to the left of the desk and open the small closet at the bottom, in the middle of

the bookcase. The combination is formed by three rows of four numbers. Enter 1643 at the top row, 1674 in the middle row and 1668 on the bottom row. Take the secret documents from the safe and leave the office. Enter the office on the other side and look at the desk and the map. Use the maps you just found on this map to get a few words again. Leave the office and the building using the stairs. Turn left and walk forward to the wide steps. Enter on the left and go all the way up the stairs. Go through the door on the left and the one in front of you after that. You'll be addressed by a woman and she'll give you something, so read it and choose the bottom option. Go through the door in front of you to end up in the room you started in. Give the Pamphlet On Religion to Bontemps.

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\ E / THE KING AT WORK /

Turn left and look at the painting to the right of the door. To the right of the painting is another piece of paper, use the stick from the pool table to get it. Then go through the door left of the painting, to the room with the pool table. Turn right and go through the door to the right of the statue. Go down the first stairs, turn right and go down the stairs. Turn left and follow the fence to the chapel. Right of the altar is a white door, go through it to get to a room full of wood. Click on the small drawers in front of you and open them all until you get a key and a drawing. Turn to the wall on your right and pick up the rope located in the lower right corner of your screen. Return to the chapel and from there you have to go back to the stairs. Climb the first part, turn left and go all the way up. Upstairs you go through the door on your right. Turn a bit to the right and go through the open door in front of you. Behind you is Bontemps, so turn around and talk to him. Choose the bottom option to make things a bit more clear. Go through the door to the right of Bontemps, turn left and walk through the door to the right of the statue. Go all the way down the stairs and back to the chapel. Enter the small room through the white door and you'll meet Père de la Chaize. Talk to him and select the middle option. Then select the Pamphlet On Religion and show it to him.

Leave the little room and return to the stairs through the chapel. Go back up the left stairs and through the right door at the top. Turn left in the next room and walk through the open door where you started. Behind you is a man in black, give him the Pamphlet On Religion and choose the middle option. Show him the same piece of paper again and move through the door to the left of him. Turn right, go through the door right of the statue and back down the stairs. Return to Père de la Chaize by walking through the chapel and opening the white door to the small room. Show him the same piece of paper again and choose the middle option. Give him the Engraving and choose the top option. Leave the room and the chapel and head up the stairs on the left. Open the door to your right, move through it and turn a bit right to go through the open door. Turn around and give the Pamphlet On Religion to Bontemps. Move back through the door to the right of Bontemps and keep on going through the open doors until you get to the last room, with the wooden structure. In front of you is a large curtain, use the rope you have with you on it and take the ladder. Turn around and use the ladder on the wooden construction. Climb up the ladder, turn left and take a close look at the hanging chandelier. Go back down and walk through all the open doors back to where Bontemps is.

Start a conversation with him and choose the bottom option to get a key from him. Go to the room just before the one with the wooden construction and turn a little to the left. Walk forward and through the secret door. Behind it, walk straight forward and up the stairs to your right. You'll come across a hatch, use the Key To Attic you got from Bontemps on it and go through it. Turn left and walk forward to reach a mechanism. You only have to click on it

to 'bring the light down'. Go back the way you came and through the hatch and down the stairs. Open the door to return to the hallway, turn left and go through the open door. In this room with the wooden construction you can now find the chandelier on the ground. Get the piece of paper from it and move through the open doors to reach the last room with Bontemps. First you need to talk to him and choose the upper option. Then give him the Memorandum and select the top option again.

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\ F / THE PROMENADE /

Turn left en walk along the wall. Turn back right and walk forward twice. To your right is a tree with a rake next to it. Pick it up and turn around. Try to go up the stairs, you'll end up at the pharmacy. Turn and face the door. The flask you need is on the third shelf from the bottom to the left of the door. On that shelf it's the first one from the left. Leave the pharmacy with the flask and walk all the way forward to reach another stairs. Talk to André, the man who's standing there. Choose the third option to give him a compliment and then choose the upper option three times in a row. After the conversation is over, walk past him on the left to reach the maze.

Choose the left path and keep on going straight until you reach some kind of cage. To your right you can see the king's son, talk to him. Pick the middle solution and then the upper one. Use one of the exits to exit the cage, turn around and enter it again. Talk to the prince again and choose the upper option. Give the medicine you found to him and choose the lower option. Pick up the card he leaves behind and turn around to go through the exit behind you. Keep on going straight to reach the exit of the maze where you'll find Bontemps. Don't talk to him yet, but examine the piece of paper with Fables and the card you got from the prince just now. You'll discover something important and you need to remember that. Talk to Bontemps and pick the middle option to tell him your done. Confirm that by choosing the top option.

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\ G / FROM SUPPER TO BEDTIME /

Turn right and go through the door to the right of the fireplace. Turn around and pick up the long object leaning against the chair. Go back through the door you used to come in, that's the one left of the chair. Walk through the next door in front of you, the black hole. Turn right, towards the wall with the fireplace in it. To the right of that fireplace is a door you need to use to return to the hall of mirrors. Slowly turn right and find the tree that as the key, the left one of the two trees. Use the rake on that pot to get the key, then turn around and go through the mirror door you used to come in.

Get the candle you have with you and use it on the fireplace. Use the lit candle on the door left of the fireplace and then go through it. Go through another door at the top of the stairs, turn right and walk forward. Look at the wall to your right, it has a hole in the lower part. You can go through it, so do that to find a bomb. Use key one to four on the keyholes from left to right and click on the screen with the light. You have to type in IT IS NOT IN THE POWER OF THE KINGS TO ATTAIN PERFECTION. That disables the bomb and ends the game.

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\ A / FINAL WORD /

Good looking game, especially for such a long time ago. Unfortunately it's also pretty short. But hey, short games make quick FAQ's. Since there were no other FAQ's available for this game, it was worth it to buy the game and finish it while writing a walkthrough.

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\ B / CREDITS /

[CRYO]

They created yet another interesting and informative, entertaining game.

[JAAP KAPPERT]

For giving me the motivation to buy this game.

[GAMEFAQS]

For hosting this document.

[NEOSEEKER]

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[SUPERCHEATS]

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