

**We never see the Phoenix in the game, but we feel his presence all the time.  
How did you create this effect?**

That was the hardest part of the job – defining the Phoenix's style, his distinctive signature, so to speak, his way of thinking, and how he created, dubbed and produced the CD-Rom, which is conceived like a work of art. We needed to convey the impression that all the graphic and sound elements, his style of talking, correspond to one and the same person, even though they were produced by different individuals. So the CD-Rom had to have a strong personality to reflect the character you never see but who, in the end, is ever-present: the killer. Eric Viennot often helped the various contributors re-focus on things by talking to them about the killer's personality – his way of thinking, his cultural and esoteric references.

**How would you describe the Phoenix's personality?**

He's a highly intelligent and very cultivated individual, obsessed with purity and a higher truth which he takes it into his head to make public by any means, including killing. That makes him very dangerous indeed. In common with many serial killers, he desires recognition and fame. But, if you want to get a better understanding of his psychology, I suggest you read the messages written by the profiler the agency employed to shed light on his personality.

**How does his psychology show through in the game?**

First of all, through his language. Secondly, through his esthetic sense and the esoteric and historical references he makes.

**Is the Phoenix a serial killer like any other?**

In a way, yes. He has a specific way of operating. He moves around a lot. He has no family ties. He has a strong need for recognition. The main difference is that, this time, it's up to you to find out exactly what motivates him and what makes him ticks  
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