

Jeanne d’Arc –Playstation Portable Game

In the game Jeanne d’Arc religion and belief in a higher power is a strong theme. The first stage of this game is called “A Voice from Heaven”, implying that the first part of the story will be heavy on the religious side. Joan acquires an armlet from a dead soldier and it clasps itself to her wrist (with her being unwilling to accept it). After the armlet has moulded itself to her arm and presumably cannot be removed, a pack of orcs (demonic creatures) attack her and her friend Lianne. Joan hears a disembodied voice talking to her, encouraging her to defeat them. It tells her “You must fight. Take the sword.” It instructs Joan how to defeat

① these orcs. Via the coaching Joan manages to defeat her enemy. This voice is the game’s interpretation of the Voices Joan heard as a child, the ones she claimed were of Saint Michael, Saint Katherine and Saint Margaret, telling her God’s orders.

② “When she was asked what was the voice that first came to her when she was 13 or thereabouts she replied that it was Saint Michael” (Procès et Condamnación.)

③ After the first battle the Voice instructs her to awaken the armlet’s power to save the village of Domremy and its inhabitants. The power is triggered by “soul power” and “pious hearts” showing how Joan’s spiritual beliefs are the source of her power in this game. This could reference when Joan was still a peasant girl. “*divino spiritu adflata est.*” “she was filled with

④ the divine spirit” (The Life of Joan of Arc by Aeneas Silvius I.) In the Latin version Joan was led to the Dauphin but in this case her divine power is used to power a weapon. In the game the armlet transforms Joan from her usual peasant attire to warrior’s armour. This could be signifying Joan’s transformation from the villager into La Pucelle the Maid of Orleans brought about through the guidance of the voices. It is implied throughout the game that Joan’s power and strategic genius come from the advice of the armlet itself. Then Joan follows the

⑤ Voice’s instructions and travels to Chinon to see the Dauphin, telling him it is God’s will for him to be King of France. This is just like the Latin version “*eius nuntia veni. si parueris tibi tuum solium, Remisque propediem tuo capite coronam imponam.*” (The Life of Joan of Arc by Aeneas Silvius III.)

⑥ In the game her next mission from the Voice is to save Orleans. After she saves Orleans (just like in the Latin version) Joan starts to hear the Voice less frequently, indicating that her mission is almost over with Orleans free and the Dauphin crowned.