

ARTIUS

DEMO • PRATICAL MANUAL



PVICVG.COM/ARTIUS





**in times of constant noise, we choose to offer creative
silence: unique worlds designed to inspire, connect, and
spark dreams.**

**imagination is the ultimate
refuge of freedom.**



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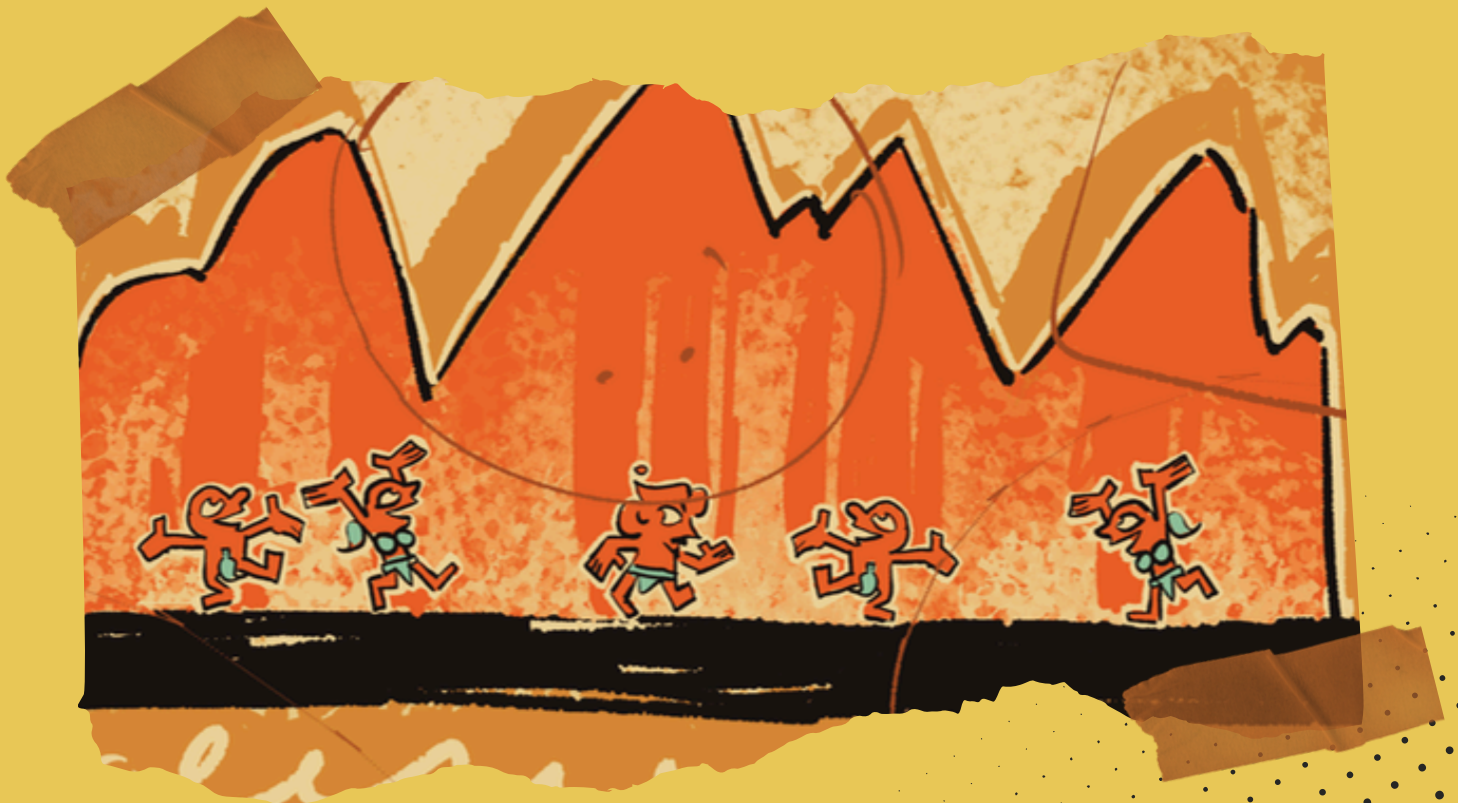


Story

(or, the story so far...)

FIVE THOUSAND YEARS AGO...

...the great city of **RUPESTRINE** was founded. Its earliest people expressed themselves through rock art, marking the dawn of their culture... not knowing they were also painting the first traces of *magic*.



FIVE HUNDRED YEARS AGO...

...four legendary artists mastered this power, channeling **supermagic through their art creations**.

Together they founded **EdAN**, the great university of art. Before their passing, they sealed their strength into a single object: the **ARTIUS book**. Each page was meant to be granted *only* to students who graduated with excellence.



FIVE DAYS AGO...

...four such students - **PIERRE, RENÉ, WALTER,** and **GUGA** - stood ready to receive their pages. But peace would not last. A rogue student named **PIVOLO**, seized control of the mystical and magical ARTIUS book from the chancellor's hands.

With its power, he began twisting Rupestrine to his will. Now, the burden falls to those four young artists. They must rise against Pivolo and protect their city!

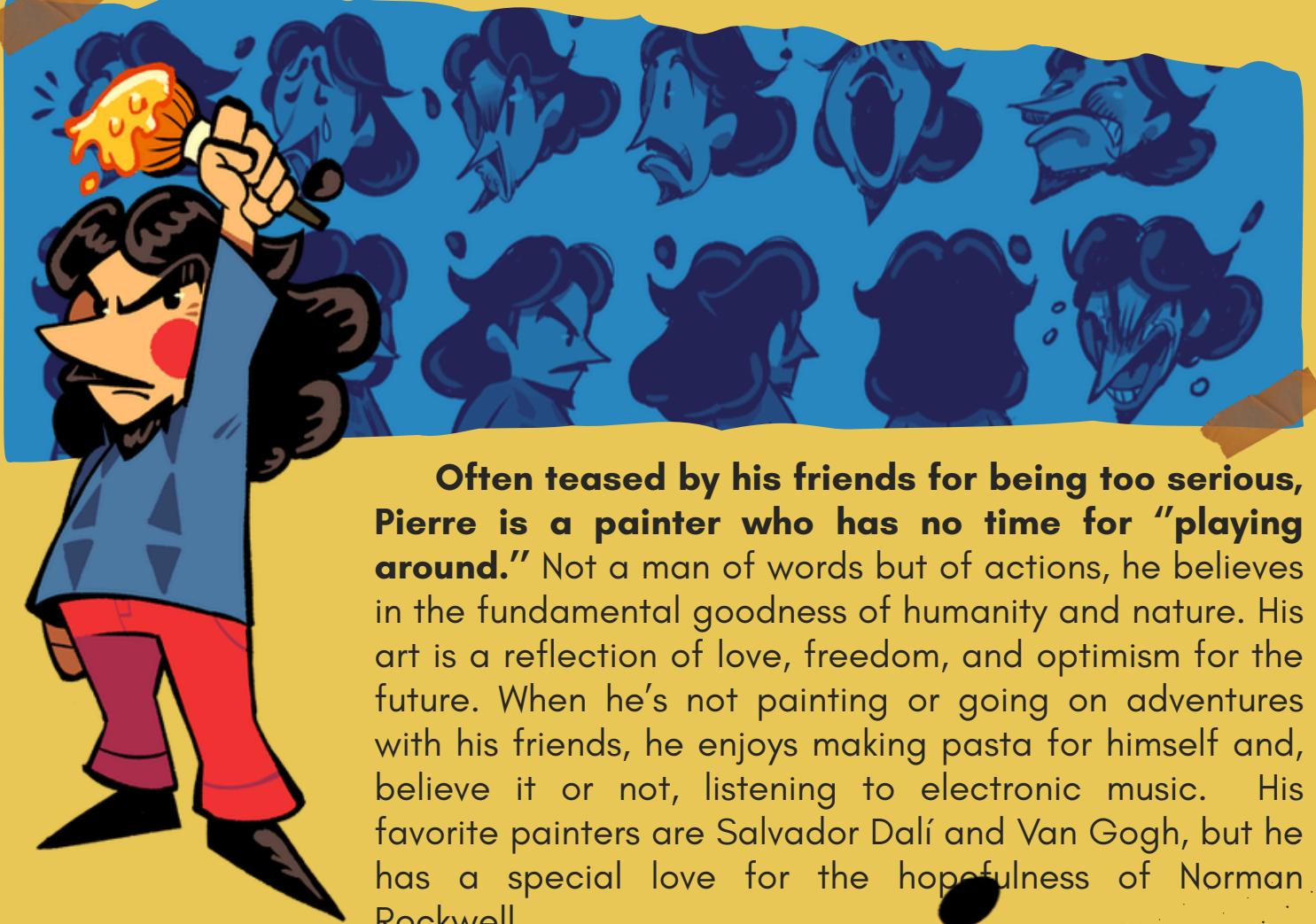


FIVE HOURS AGO...

...they uncovered his newest scheme: a plot that could hand him **even greater control over the city**. Their pursuit has brought them to the most unlikely of places... a water park known as the **BRILLIANT CLUB**.



PIERRE

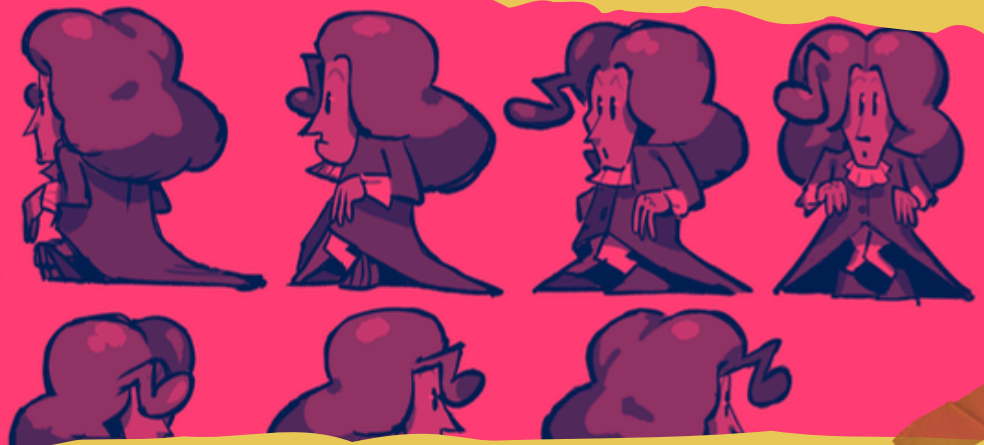


Often teased by his friends for being too serious, Pierre is a painter who has no time for “playing around.” Not a man of words but of actions, he believes in the fundamental goodness of humanity and nature. His art is a reflection of love, freedom, and optimism for the future. When he’s not painting or going on adventures with his friends, he enjoys making pasta for himself and, believe it or not, listening to electronic music. His favorite painters are Salvador Dalí and Van Gogh, but he has a special love for the hopefulness of Norman Rockwell.

He joined the prestigious EdAN art school as a child, **and thanks to his unwavering artistic professionalism and virtuosity, has gained both fans - and haters.** Being Pierre’s friend may not be the easiest thing in the world, but it is certainly one of the best!



RENÉ



René is the youngest of four children from an aristocratic family. Introduced to music at an early age, he was already playing Mozart on the piano by the time he was five. Timid and sincere, he came to Rupestrine to study music and joined EdAN later than his friends, making him the newest member of the group. Still uncertain about his future and searching for his place in society, one thing remains clear: his life will always revolve around music. A lover of elegance, René has a deep appreciation for French perfumes, vintage cars, and fine dining.

However, his clumsiness and awkward demeanor often get in the way of making a good impression, leading him to fumble through words and actions, much to his own embarrassment.



GUGA



Hyperactive and always up for a prank, Guga is the super-athletic ballet dancer from EdAN. A small ball of energy, he can't stop moving and loves playing jokes on his friends, especially Pierre, who is constantly irritated by him. Despite this, Pierre tolerates him (or at least tries to).

A child of the isolated northern regions of Rupestrine, he's unafraid to explore the unpredictable and the strange, much to the amusement of his friends and colleagues. **Whether it's pushing boundaries or cracking jokes, he makes life more fun and unpredictable for everyone around him.**



WALTER

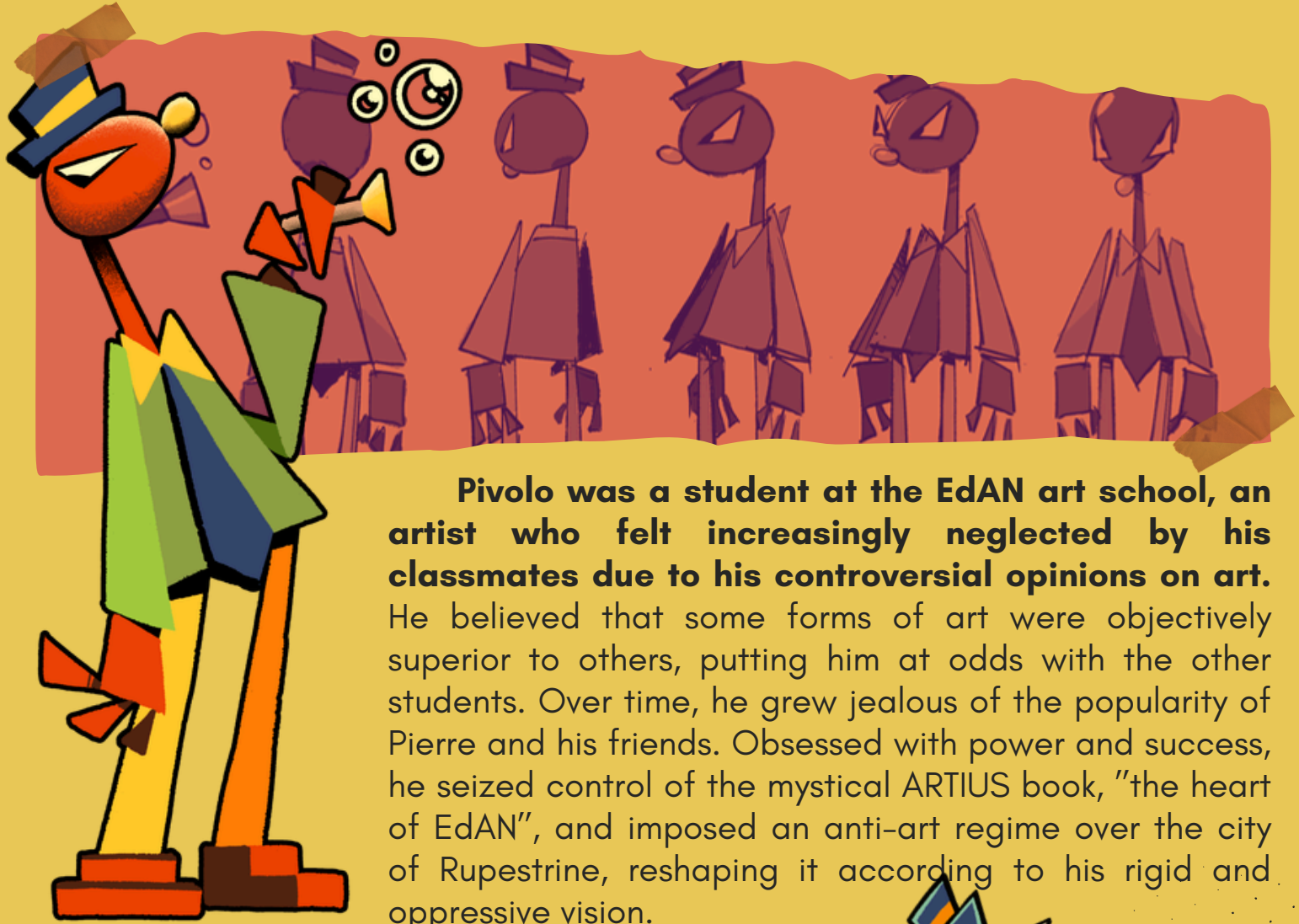


Finding someone who doesn't love Walter, the lovable photographer of EdAN, is harder than finding a needle in a haystack. Selfless to a fault, he is always ready to help anyone he can, regardless of whether they are a friend or a stranger. A passionate photography enthusiast, Walter has immersed himself in every place a camera can reach, capturing moments of his friends, landscapes and events.

A cinephile at heart, he loves watching movies and if you let him, he'll go on and on about all the 'fun facts' you can imagine. **Among his friends, he is the voice of reason, keeping their wilder ideas in check.**



PIVOLO

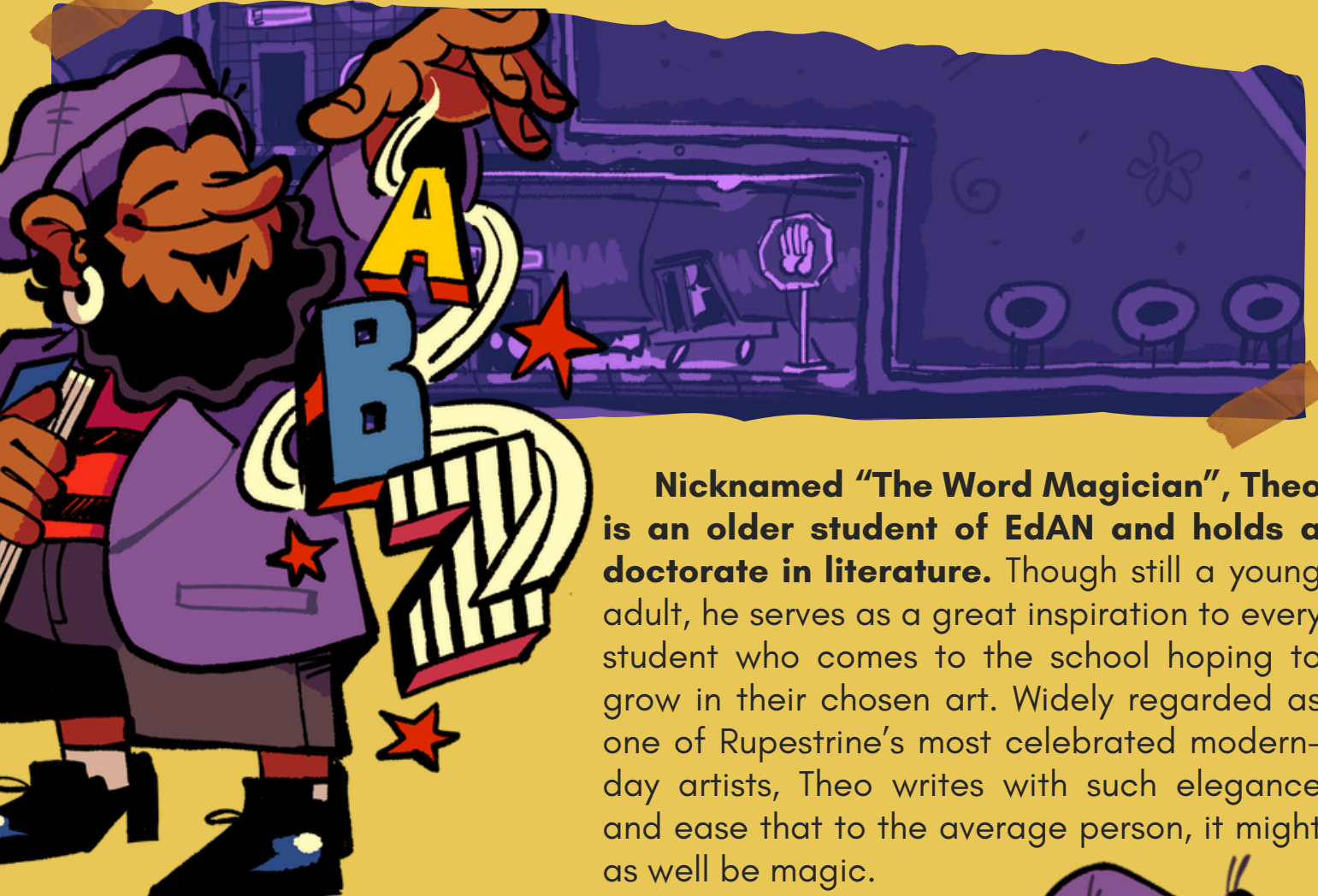


Pivolo was a student at the EdAN art school, an artist who felt increasingly neglected by his classmates due to his controversial opinions on art. He believed that some forms of art were objectively superior to others, putting him at odds with the other students. Over time, he grew jealous of the popularity of Pierre and his friends. Obsessed with power and success, he seized control of the mystical ARTIUS book, "the heart of EdAN", and imposed an anti-art regime over the city of Rupestrine, reshaping it according to his rigid and oppressive vision.

Under his rule, creativity is stifled, self-expression is outlawed, and the role of art in society is reduced to fitting his own artistic vision. **As Pivolo's tyranny spreads, society begins to question the value of art itself, forgetting its power to inspire, heal, and bring people together.**



THEO

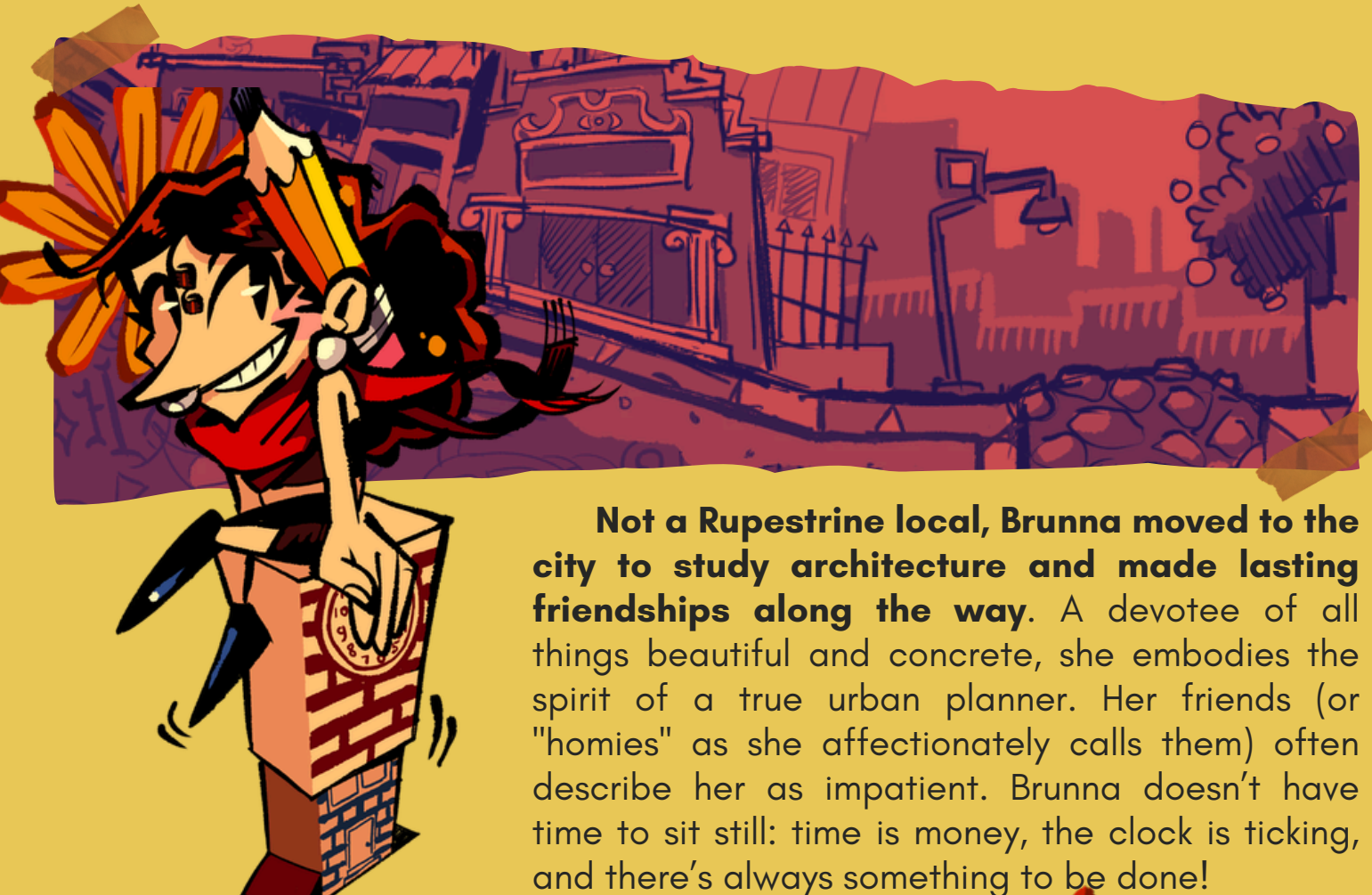


Nicknamed “The Word Magician”, Theo is an older student of EdAN and holds a doctorate in literature. Though still a young adult, he serves as a great inspiration to every student who comes to the school hoping to grow in their chosen art. Widely regarded as one of Rupestrine’s most celebrated modern-day artists, Theo writes with such elegance and ease that to the average person, it might as well be magic.

Naturally, he leans into this image - often seen wearing wizard robes (though some genuinely believe he is a magician!). A proud descendant of Scots, he cherishes both the language and his heritage.



BRUNNA



Not a Rupestrine local, Brunna moved to the city to study architecture and made lasting friendships along the way. A devotee of all things beautiful and concrete, she embodies the spirit of a true urban planner. Her friends (or "homies" as she affectionately calls them) often describe her as impatient. Brunna doesn't have time to sit still: time is money, the clock is ticking, and there's always something to be done!

She admits... occasionally... that her fast-paced lifestyle might rub some people the wrong way, but she is widely loved. **Always ready to lend a hand, Brunna will support you wholeheartedly, even if it comes with a few "tough words" along the way.**



TYLER



Clumsy but incredibly stylish, Tyler is one of Rupestrine's biggest film buffs. Although shy and awkward, he's always around with his clapperboard, searching for everyday scenes that might inspire his next script. Tyler was born in a neighboring town but adopted Rupestrina as his home. Enchanted by the city, he quickly became involved in its cultural scene.



MRS. DODO



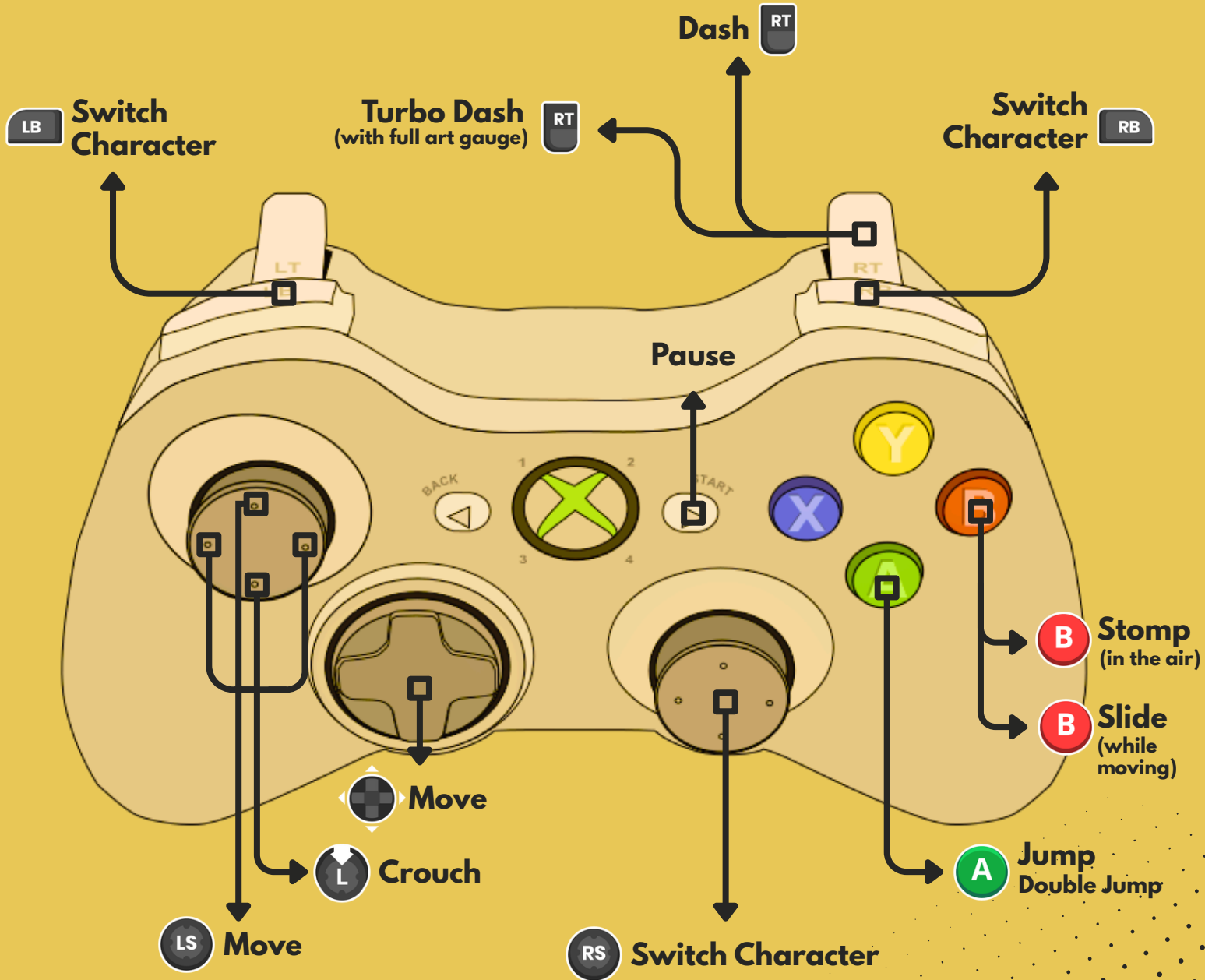
Lively and determined, Miss Dodo is one of the city's sculptors. Popularly known as a nomad, she's always wandering around Rupestrina in search of new inspirations. Her nephew Tyler is her creative partner and adventure companion. Her iconic works are scattered all over, eternalizing the history and events of the region!





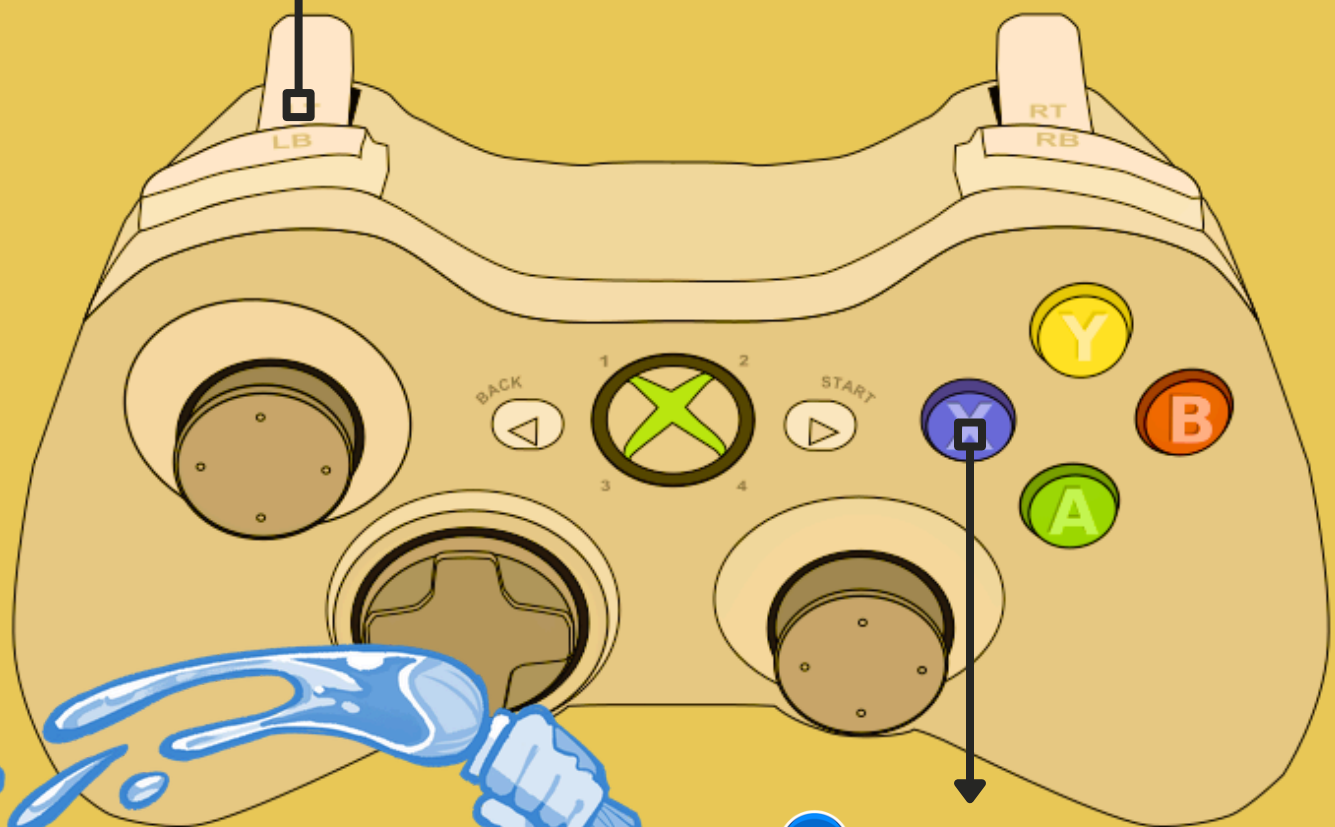
Controls

GENERAL



PIERRE

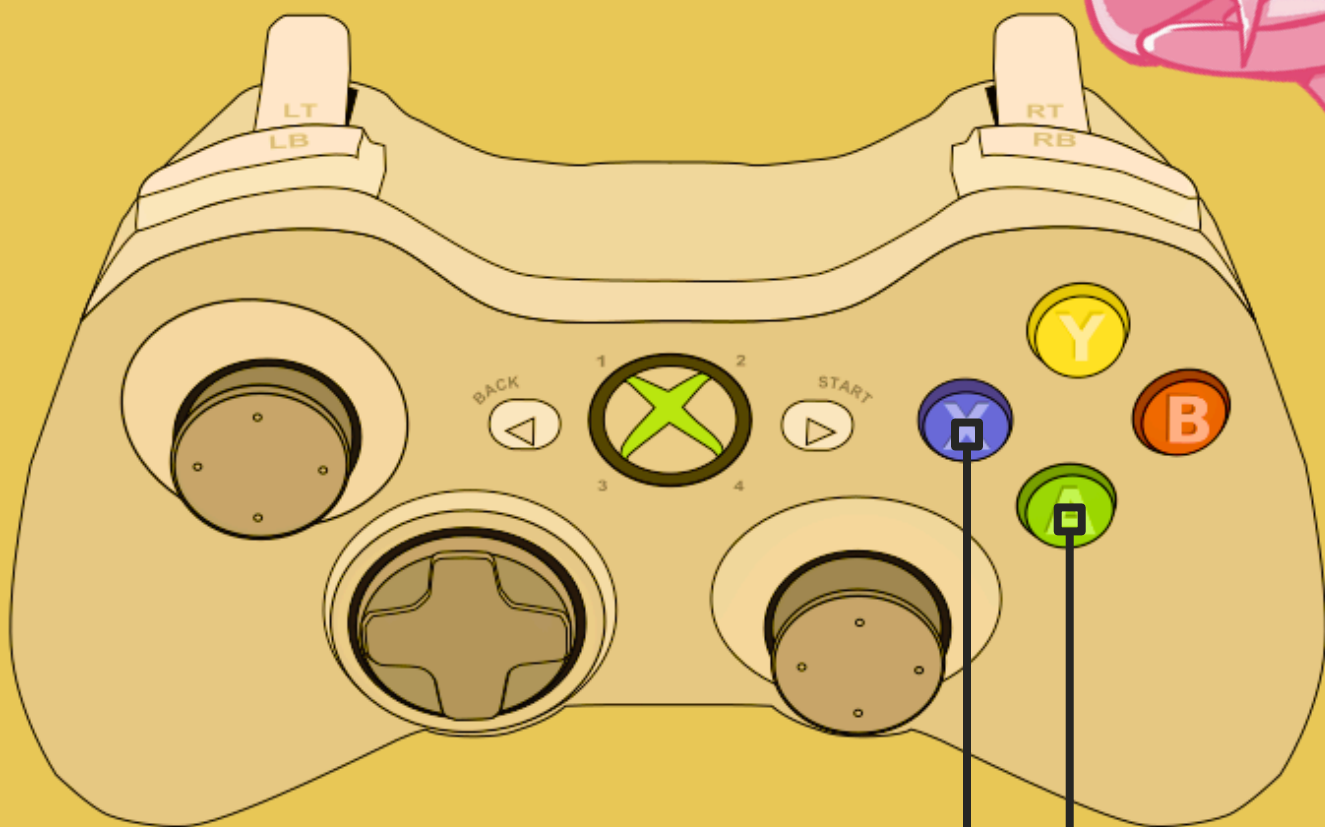
LT Dropdash
(on air)



X Standard Attack



RENÉ



Dash Attack 

Slams down the guitar and bounces back up

 Guitar Bounce
(Double Jump + Hold)

WALTER



GUGA



Forward Kick **X**

This will allow you to wall jump upon certain walls

A Triple Jump

On the third jump, Guga spins in the air and descends slowly, allowing for more aerial control

NOTES!

You can freely switch between characters at any time (if unlocked/allowed)

Turbo Dash requires a full Art Gauge.



Each character has unique attacks, physics, and movement quirks. Experiment to master each one!




Stages



Spoiler Warning.

(We're aware this is a demo but the following pages deal with in-game content. You may want to play it first before reading this!)



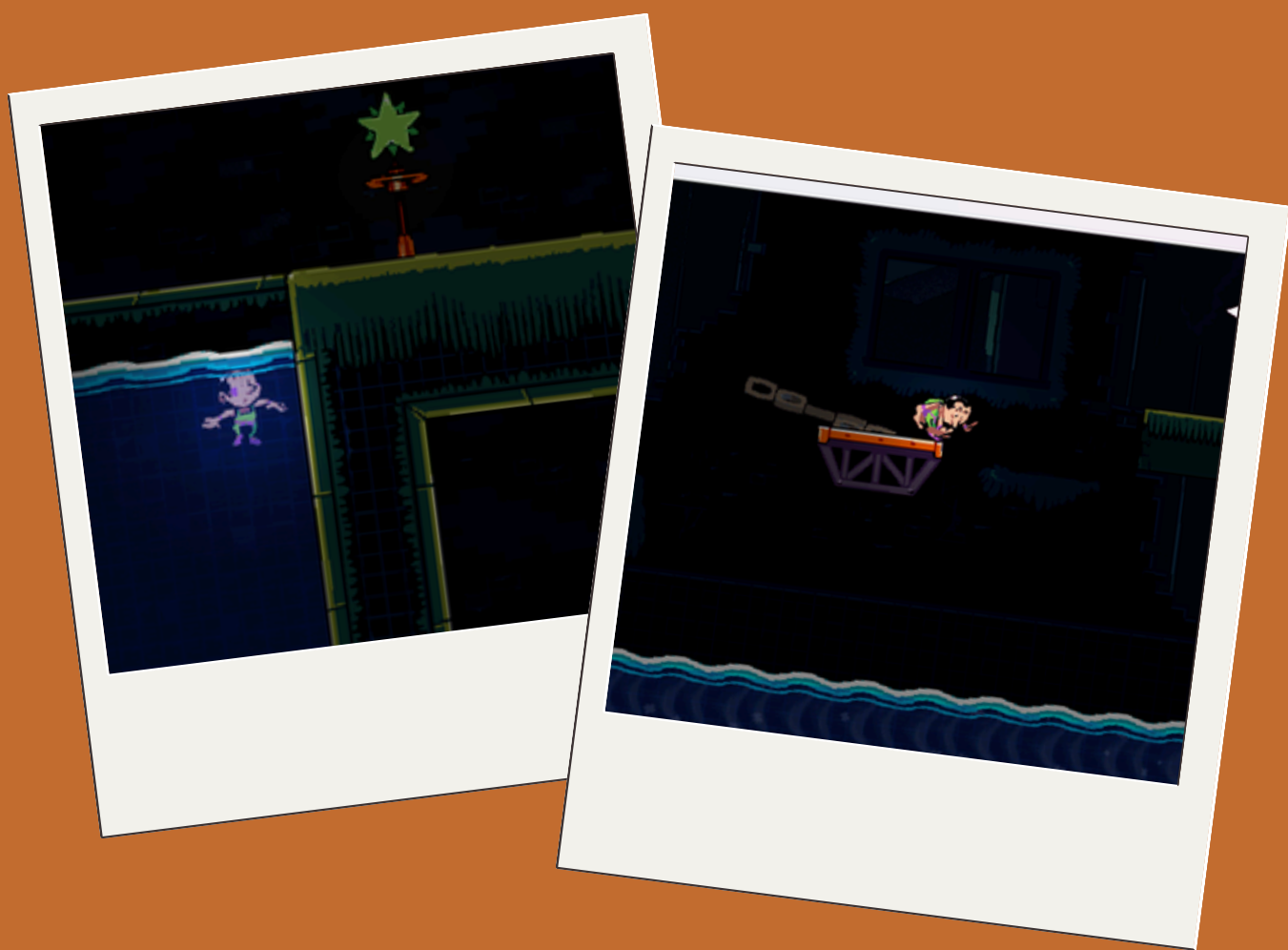
PARKING LOT



At the Parking Lot, you're going to learn how to play the game. Pay attention and interact with BRUNNA and THEO, friends of Pierre and his team. They're going to tell you just what you need to get going with the game. Feel free to explore: destroy crates, TNTs and smash enemies!

BRILLIANT CLUB ACT 3

DEEP DOWN



The Brilliant Club's flooded caverns are a nightmare of valves, traps, and razor-sharp predators. **Guga's swimming abilities are put to the ultimate test.** Getting in might be easy, but getting out is the hard part!

BRILLIANT CLUB ACT 3

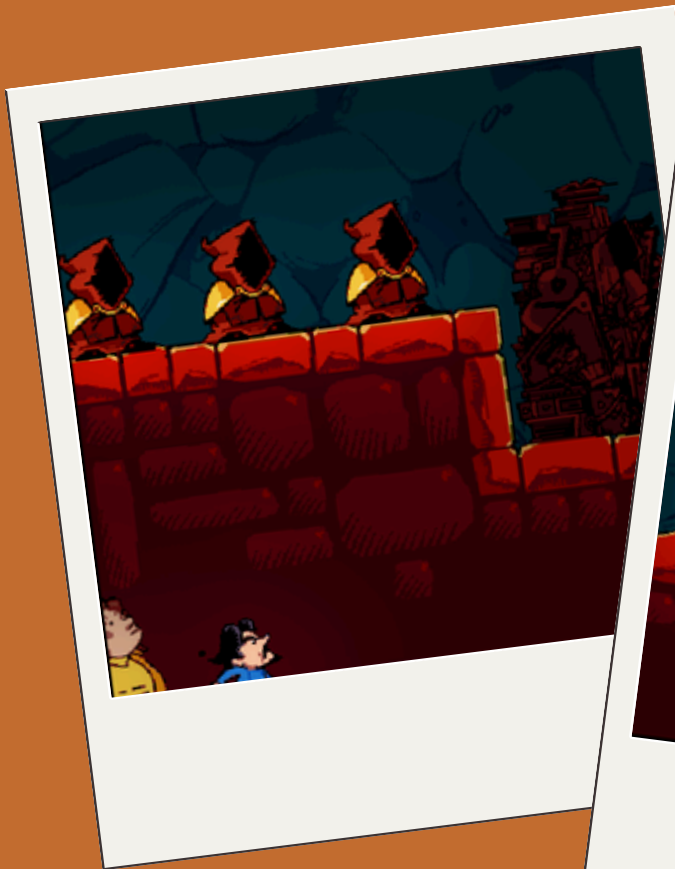
ROCK ART



The team reaches a bright cavern filled with ancient ruins. To get through, Pierre must talk to a magic statue to get powers. **He transforms into a rock-art caveman.** With his massive strength, Walter helps him navigate this strange, ancient path, while learning about the city's secret history.

BRILLIANT CLUB ACT 3

THE MYSTERY



The artists find themselves caught in a dark conspiracy. They watch as a cult destroys priceless works of art to **summon an ancient, magical god-deity**. They want to wipe out all art and every artist in the world. **Can Rupestrine survive?**



About

ABOUT THIS DEMO

This build of ARTIUS: Pure Imagination is a public demo. It represents a special preview of the adventure we're building, crafted with care for this community showcase.

We hope you enjoyed exploring, experimenting, and catching a glimpse of the world we're creating. **Your feedback and support mean the world to us as we continue shaping the full experience.**

In the meantime, please do not forget to **WISHLIST ARTIUS ON STEAM** and **JOIN OUR DISCORD SERVER!**

This is just the beginning!
— *The PVic Games Team*

