



LostType



A Rhythm JRPG where every decision
shapes emotions

**STARRING
KAI AND ARIA**

Future saviors of Havenn...
or not?





WATCH THE TRAILER



[View on Vimeo](#)

Wanna listen to the soundtrack?
[Click here!](#)

PLAY THE VERTICAL SLICE



[Download on Itch.io](#)

What's Included in the Build

Character & World Introduction

- Introduction of the main protagonists and their dynamic
- Establishment of the world, setting and central conflict
- Presentation of the game's narrative tone and emotional direction
- First story arc culminating with the revelation of the game's central objective

Exploration

- 6 playable areas
- NPC interaction system
- Enemy encounters across the city

Combat System

- Turn-based battles
- Rhythm-based timing mechanics
- Boss fight

Estimated Playtime: 10–20 minutes
Platform: Windows PC

What is

LOSTUNE?



Kai and Aria set out to **uncover Havenn's anomalies** while confronting their own **coming-of-age struggles**.

- Strike in time, turn **combat into a concert** and **wow the crowd**.
- Choices **shape townfolks emotions** and change your fate.
- Explore Havenn, where **choices decide destiny**.

To succeed, they must **collect the 6 Resonant Crystals** and face **The Somber**, who seeks to unravel **reality into chaos**.



KEY FEATURES



JRPG and Exploration

- **Two complementary protagonists:** Kai (musical power) and **Aria** (light power).
- **Living world:** Havenn and its surroundings feature day/night cycles and NPC routines that affect quests.
- **Evolving narrative:** starts light and colorful, grows existential and dark, leading to three different endings.

Rhythm and Emotions

- **Rhythmic turn-based combat:** attacks and defenses executed to the beat, with the audience reacting like at a concert.
- **NPC emotional system:** choices shift their feelings, altering subplots and outcomes.
- **Memorable music:** original soundtrack that drives both gameplay and the game's identity.



✦ WHAT MAKES IT DIFFERENT?

In a world crowded with pixel-art, fantasy, or medieval JRPGs...

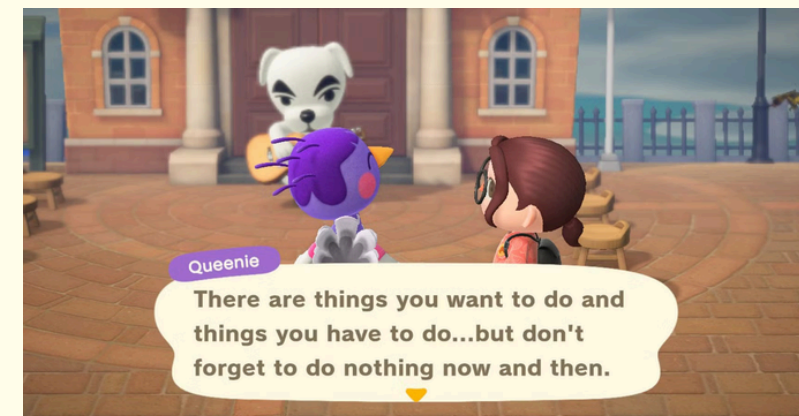
3D chibi diorama style: while most indie JRPGs stick to 2D pixel art. style



Music as a core mechanic: battling in sync with the beat and experiencing music as core gameplay.



Emotional system: every NPC is active, not background, enabling true narrative branching.



ART AND STYLE

Similar to Link's Awakening with **selective blur** to enhance the **miniature effect**.



Battles: **staged like concerts**, with audiences that **react to your performance**

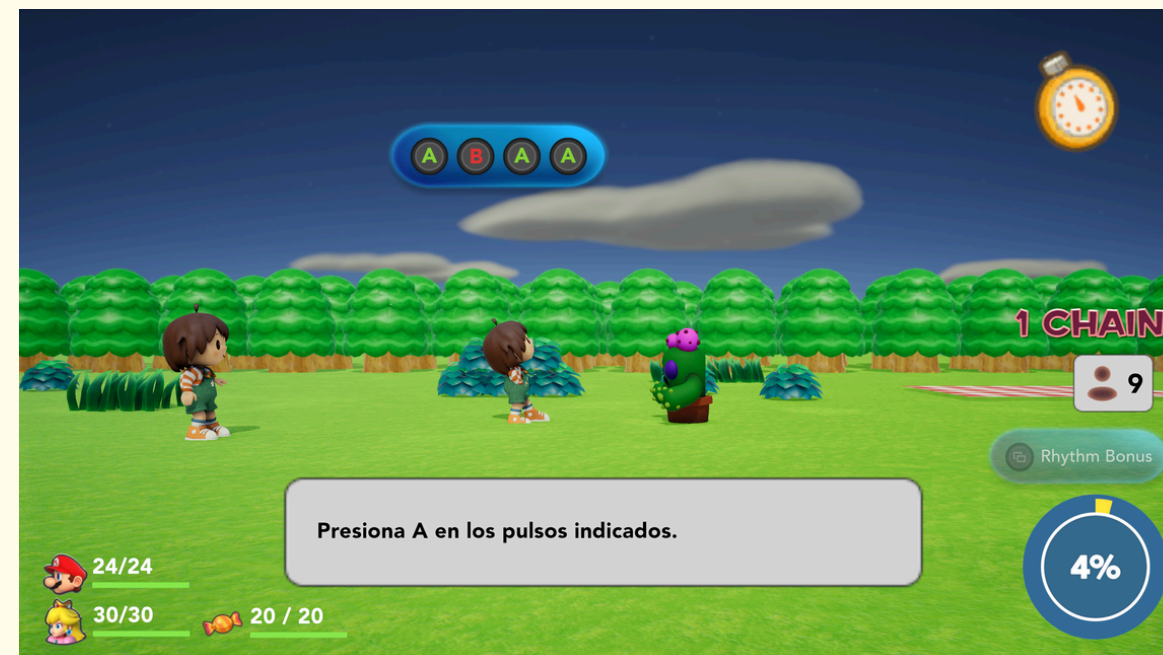


Characters: **3D chibi style**, inspired by the Super Mario RPG remake.



Lostune adopts a top-down diorama aesthetic, evoking the feeling of playing inside a miniature model.

GAMEPLAY SCREENSHOTS





✦ NARRATIVE

In Lostune, the city of Havenn is under attack by living shadows and awakening machines.



Kai, a young musician, and **Aria**, his childhood friend, ✦ uncover **powers tied to music and light** to defend it.

The journey is **jam-packed** with **music, action, plot twists and humor** that hooks players from the start. What begins as a **colorful and lighthearted** story evolves into an **existential journey** full of revelations about **identity, family, and free will**. Every decision resonates, reshaping relationships with the townsfolk and leading to **three possible endings: hope, doubt, or darkness**.

CREATOR TRACTION



- **Recognized and awarded musician** in Costa Rica and Latin America.
- Instagram: **+19k followers**, Reels reaching **10k–400k views**.
- YouTube: **10,9k followers**, Shorts **up to 1M views**; long-form videos surpassing **100k views**.
- TikTok: **12,3k followers**, Multiple videos reaching **100k–300k views**.
- Another game in development already recognized in Costa Rica.



TEAM

Lostune is an auteur video game by visual and musical artist Pictura.

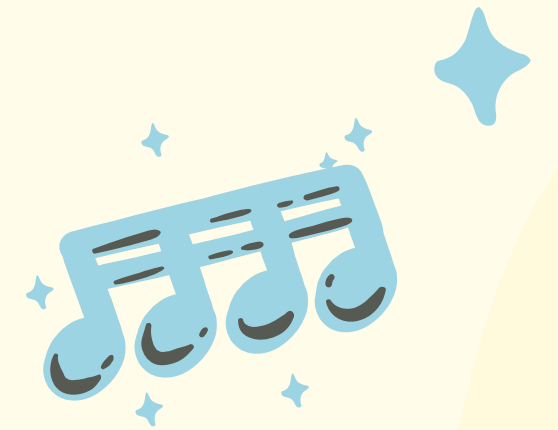
From musician to game creator, Lostune is where my story finally becomes interactive.

Where music and narrative are inseparable.

Pictura

Creator, musician, programmer, and multidisciplinary designer.

- Music and art: 5 years of experience releasing albums, concerts, and audiovisual projects on national TV.
- 5 years of experience as a project lead.
- 2 years of experience in video game development.
- Content and community: creator with presence on Instagram, TikTok, and YouTube, focused on curiosities and indie development outreach.



Diego Paut

3D Modeler/Designer

15+ years of experience in a wide range of interactive projects, from video games to websites and VR experiences.

Miranda Beesley

Illustrator

3+ years of experience in concept art, illustration, and design.



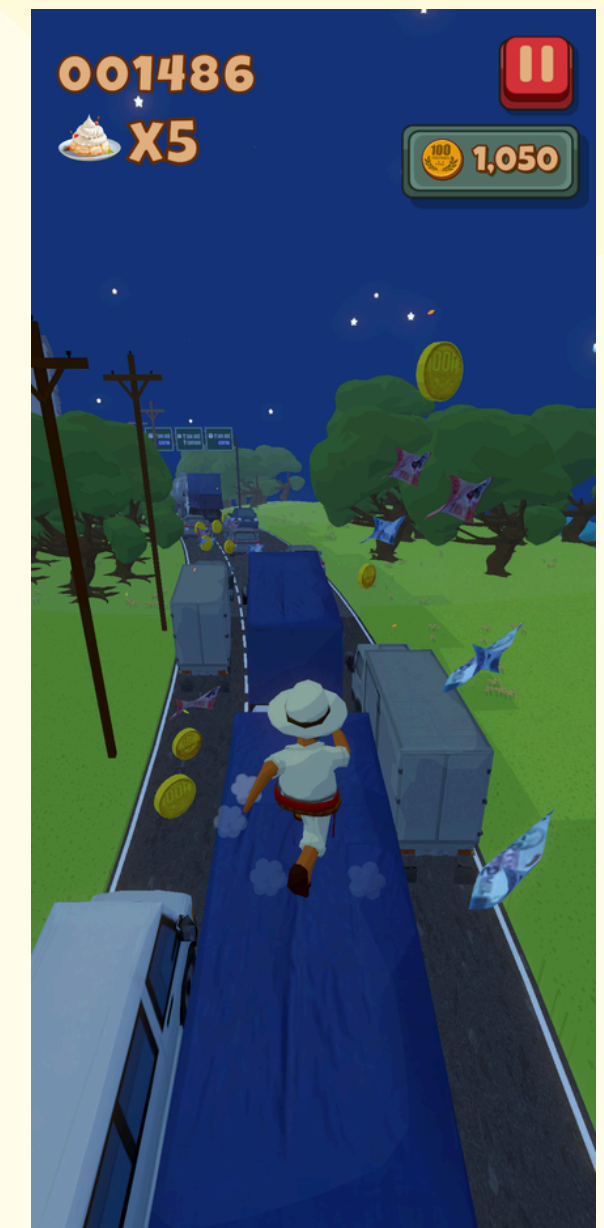
OTHER GAMES BY PICTURA AND TEAM

Cimarrona (mobile, endless runner)

Focuses on showcasing Costa Rican identity through a video game.

Currently in development, with release planned for 2026 on Google Play and the App Store.

An active community is already awaiting the launch.



MARKET AND AUDIENCE



- **Target:** JRPGs fans with eccentric narrative, humor, and unique gameplay, such as **EarthBound**, **Undertale**, **Mario & Luigi** series, and **Paper Mario** series.
- **Range:** initial appeal for teenagers and kids, deeper emotional impact for adults.
- **Market differentiator:** most current indie JRPGs are 2D pixel art. **Lostune** delivers a **3D JRPG** with a **unique time and emotional system** uncommon in the genre.
- **Platforms:** **PC first**, followed by **consoles**. (Switch, Switch 2, PS4, PS5, Xbox One, Xbox Series)



ROADMAP

Production time: 2 years

Q1 2026

Vertical Slice

One complete chapter with combat, basic NPCs, placeholder art and music.
(Target: December 2026)



Q4 2026

Chapters 1-3

(Playable Demo)

Playable beginning of the story, bosses, expanded NPC and combat systems.
(Target: Q4 2026)



Q4 2027

Chapters 4-7

Broader exploration, cooperative puzzles, narrative progression, and most final assets.

Q2 2028

Beta

Full game with 7 chapters, three endings, final art and music, and external testing.



Q4 2028

Gold Master

Final optimized version with complete art, UI, and music, ported to Switch, PlayStation, and Xbox, ready for release.



NEEDS



To bring Lostune to its full version, support is required in three main areas:

- **Art and Production** → budget to allow the team to focus fully on the project and accelerate visual development.
- **Voice Actors** → budget to hire professional voice talent.
- **Porting and QA** → for console releases (Switch, PlayStation, Xbox) and stability validation.
- **Global Marketing and PR** → to reach JRPG, rhythm game, and indie gaming communities worldwide.



REQUIRED INVESTMENT

(Open to Negotiation)

Full Partnership Investment – \$300,000 total

- \$200,000 – Team salaries (66.7%)
- \$60,000 – Art & Animation (20%)
- \$30,000 – Music & Voice Acting (10%)
- \$10,000 – Licenses, fees, contingency (3.3%)

Publisher Commitment

- Marketing & PR
- Localization (EN/ES/JP/ZH-CH/PT/FR/DE/IT/RU) - Expandable depending on scope
- Console ports (Switch, PlayStation, Xbox)
- External QA



Revenue Split

Publisher recoups full investment first. Post-recoup split is open to negotiation, with a typical range of 70–80% publisher / 20–30% developer, scalable depending on scope.



CLOSING



Contact

Email: picturasofficial@gmail.com

IG / TikTok: [@picturatheartist](https://www.instagram.com/picturatheartist)

YouTube: [Pictura](https://www.youtube.com/Pictura)

[Listen to the Lostune Original Soundtrack here!](#)

