

Concept art for a cosmic horror rhythm game.

Control the infection and stop the dream world from seeping into reality, before engineered memory destroys all consciousness.



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SCIVIAS



## Glossary

D.O.O.R. : Department Of Oddity Removal, a Government agency.

Corporate : A manufacturing company with shareholder stakes in the Mirror Council.

Mirror Council : A group dedicated to the study and worship of the Cosmic Entity.

Patient Zero : The original point of contact with the Cosmic Entity. Also known as the macabre vessel.

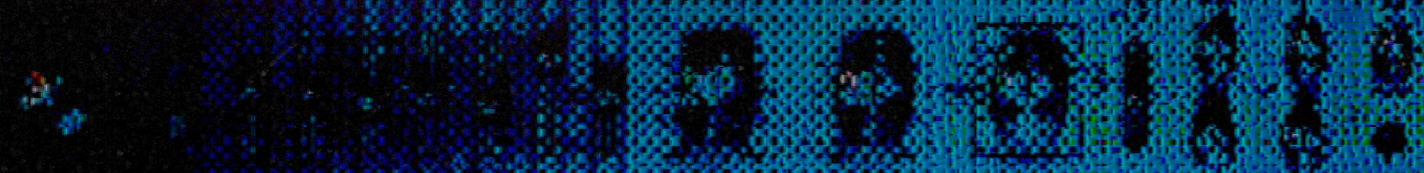
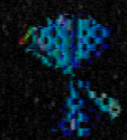
Cosmic Entity : The higher dimensional being considered a god by the Mirror Council.

Oddity: A being infected by cosmic miasma.

S C I V I A S  
s c i v i a s d o m i n i



# SCIVIAS



Witness the birth of a new type of organism as a strange cosmic miasma slowly infects the world.

Scivias is a cosmic horror rhythm game, mixing a retro RPG aesthetic with experimental mixed media techniques. Enemies and infected areas may occupy a different dimension to that of the base game world. Navigate the dreamscape and uncover the mysteries.





The story takes place in an alternate 2009, in a small, isolated city. In the last couple of years, strange sightings of unexplainable creatures and bizarre phenomena have been reported. The government assures citizens that they have investigated all claims, and that the city is safe.

hp STATUS: Stopped

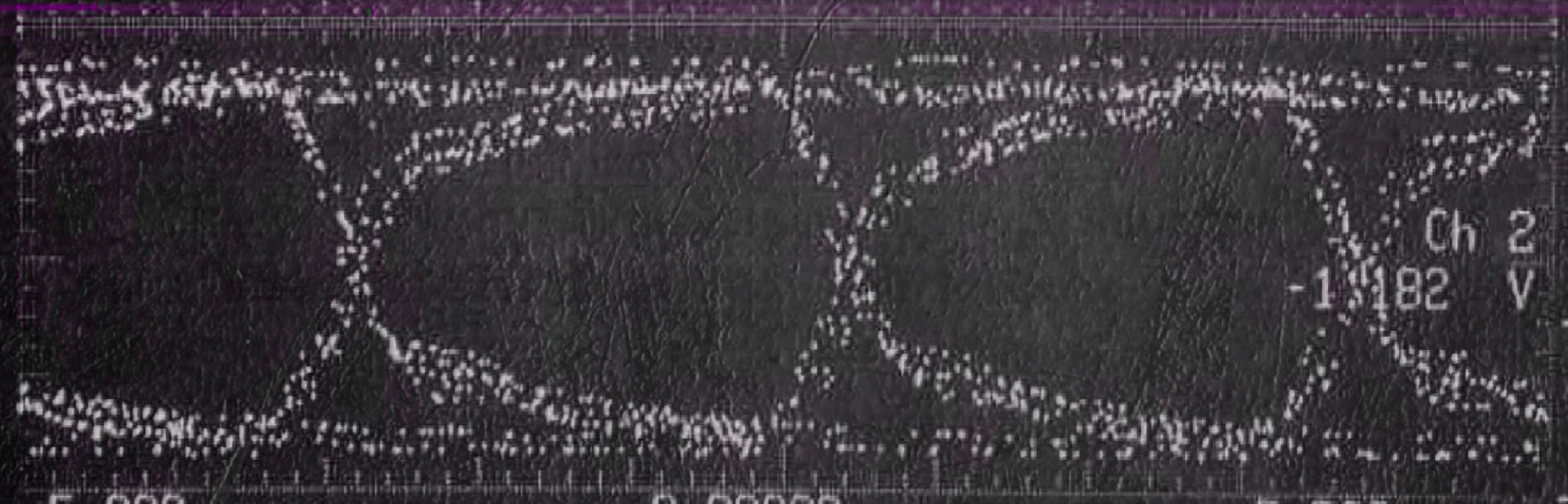
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SEC  
DIV



DELAY

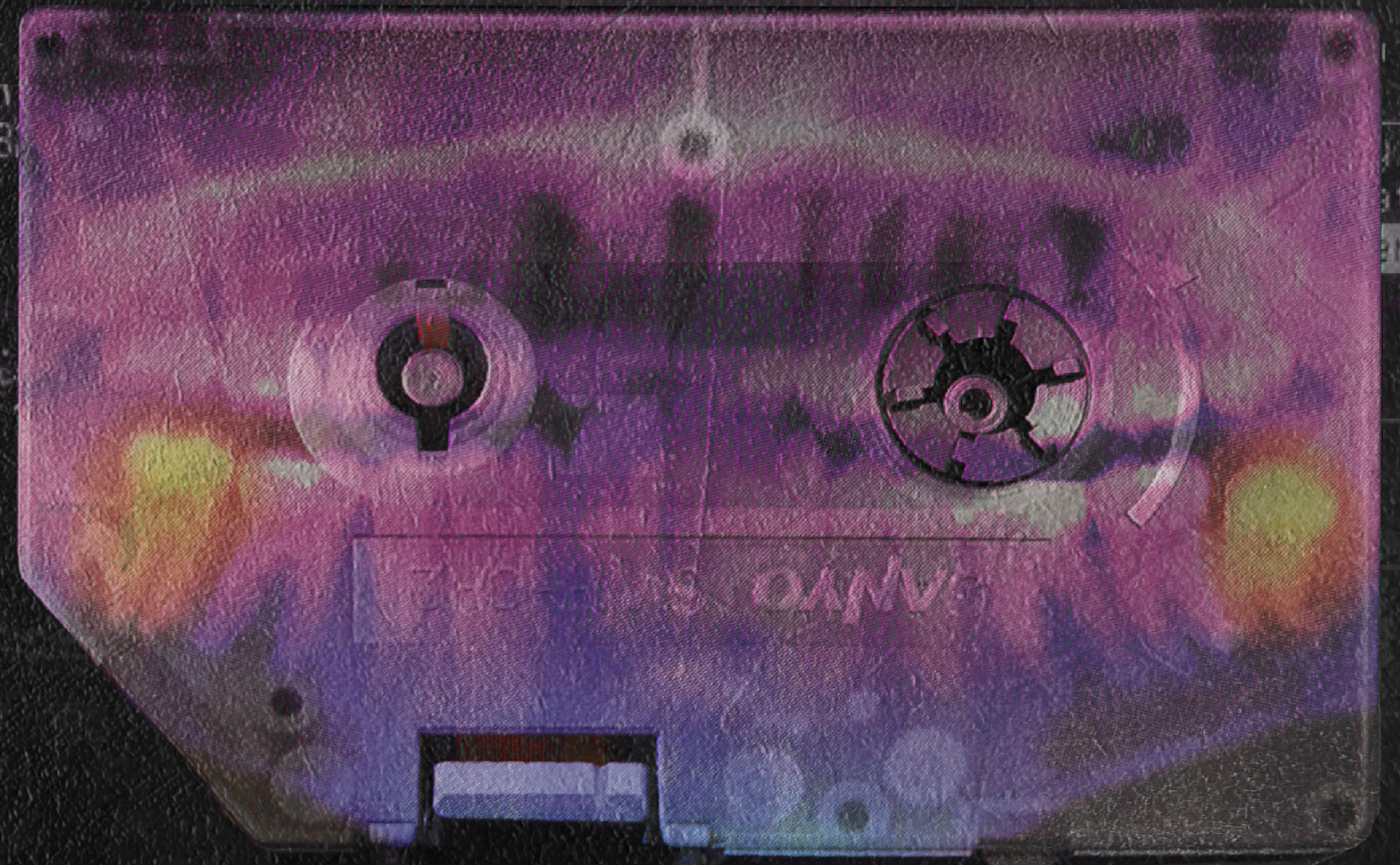
Delay  
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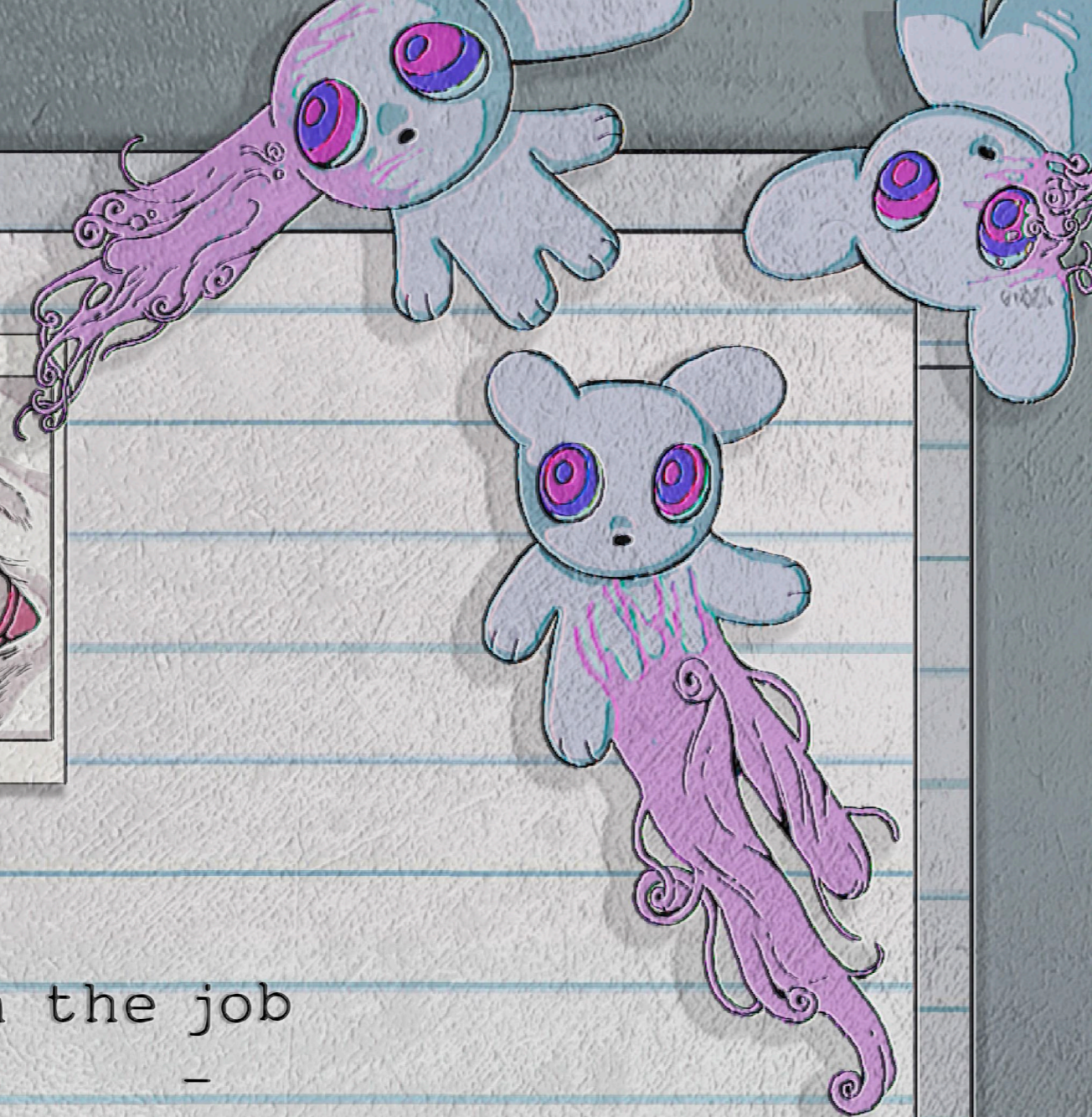
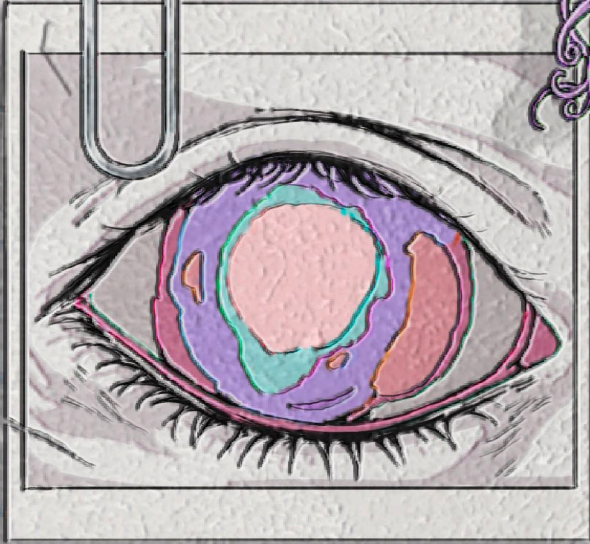


Auto/  
Trig'd  
Sweep

-5.000 ns      0.00000 s      5.000 ns  
Ch1= 200.0 mV/div      1.00 nsec/div      Ch2= 200.0 mV/div

Chan 1 | Chan 2 | Timebase | Trigger | Display | Delta V | Delta t | More





[Act 1]

First day on the job

You play as Dale, an unqualified shut-in who has been (inexplicably) personally head-hunted by D.O.O.R, a fringe government agency.

A freak accident and transplant complications have delayed your workplace debut til today, and the other new hires have already adjusted to the new job.

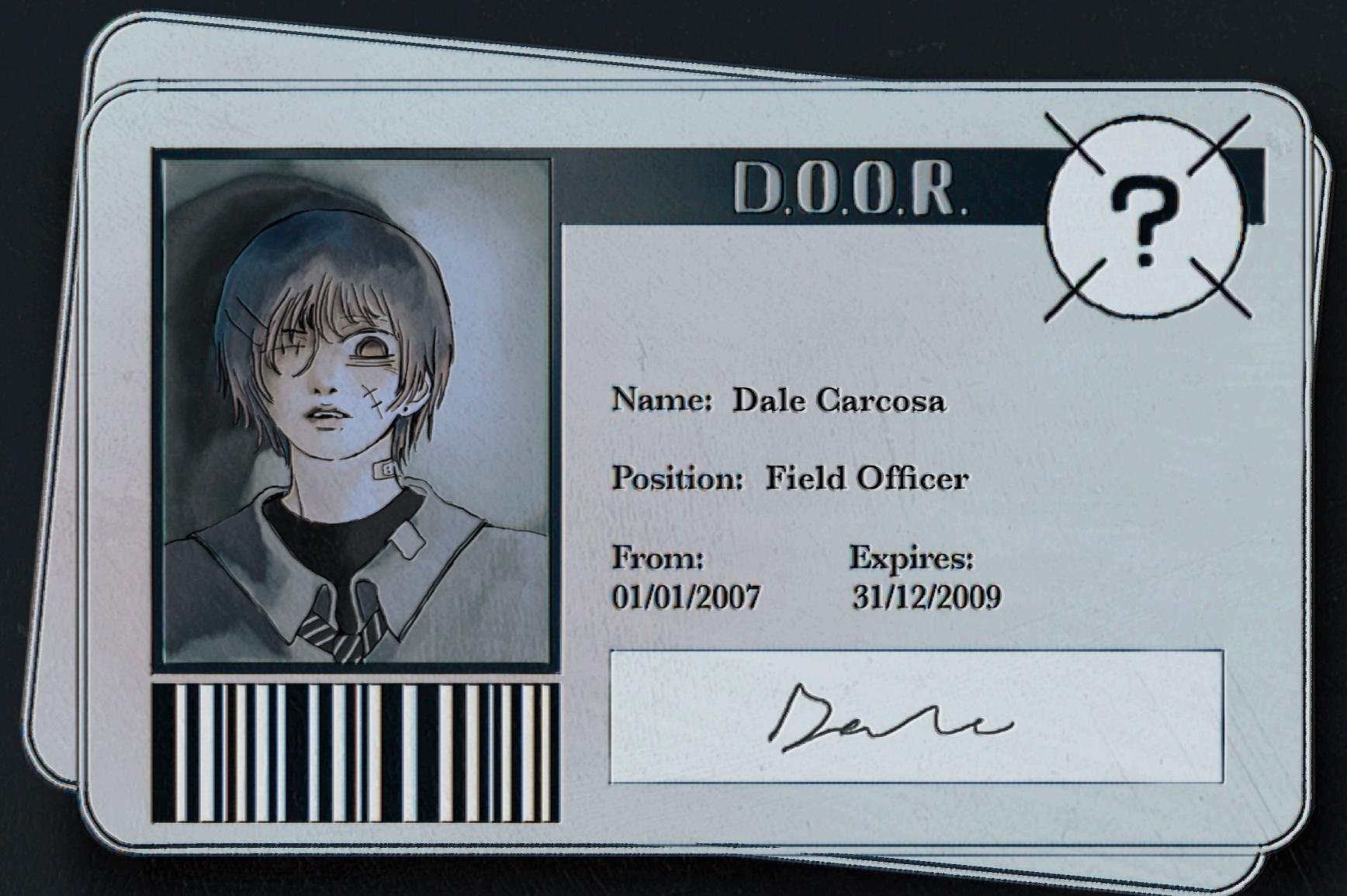
To make matters worse, a recurring dream of a childhood friend is haunting you.



Player Character: Dale



Naive and withdrawn. Desperately wants to make a good impression on the first day at D.O.O.R, but spends so long adjusting the pins in their hair that they're half an hour late. The embarrassment comes across as cold and off-putting to their coworkers. Lives alone in a dingy flat with water leaks and mould.



Coworkers at D.O.O.R.

01



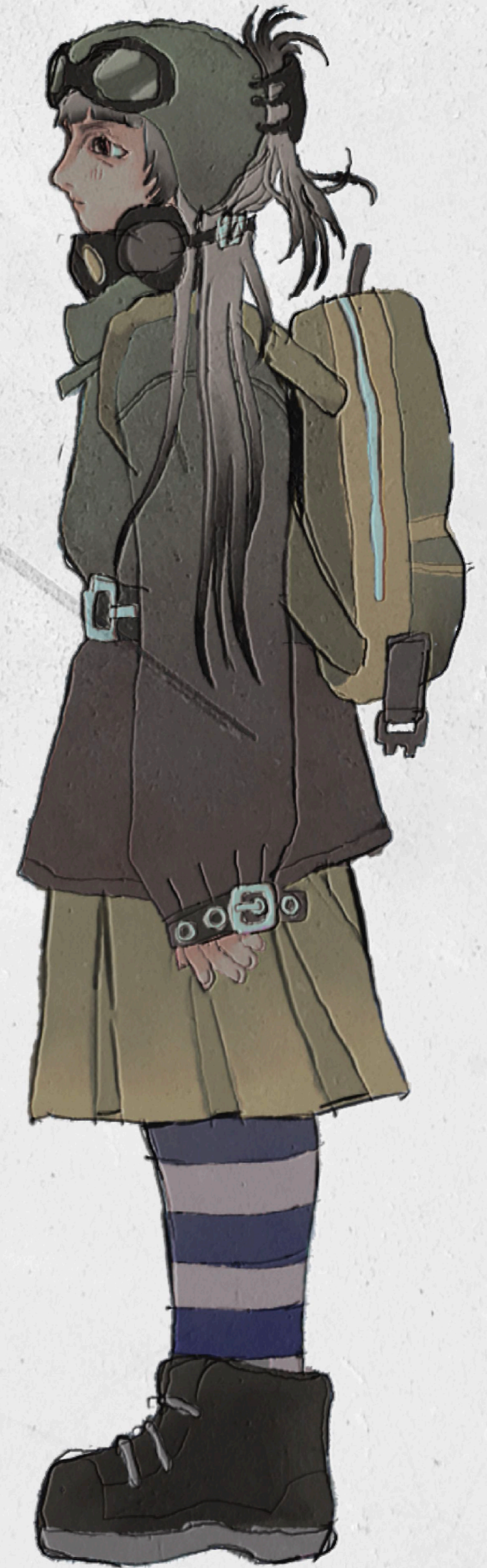
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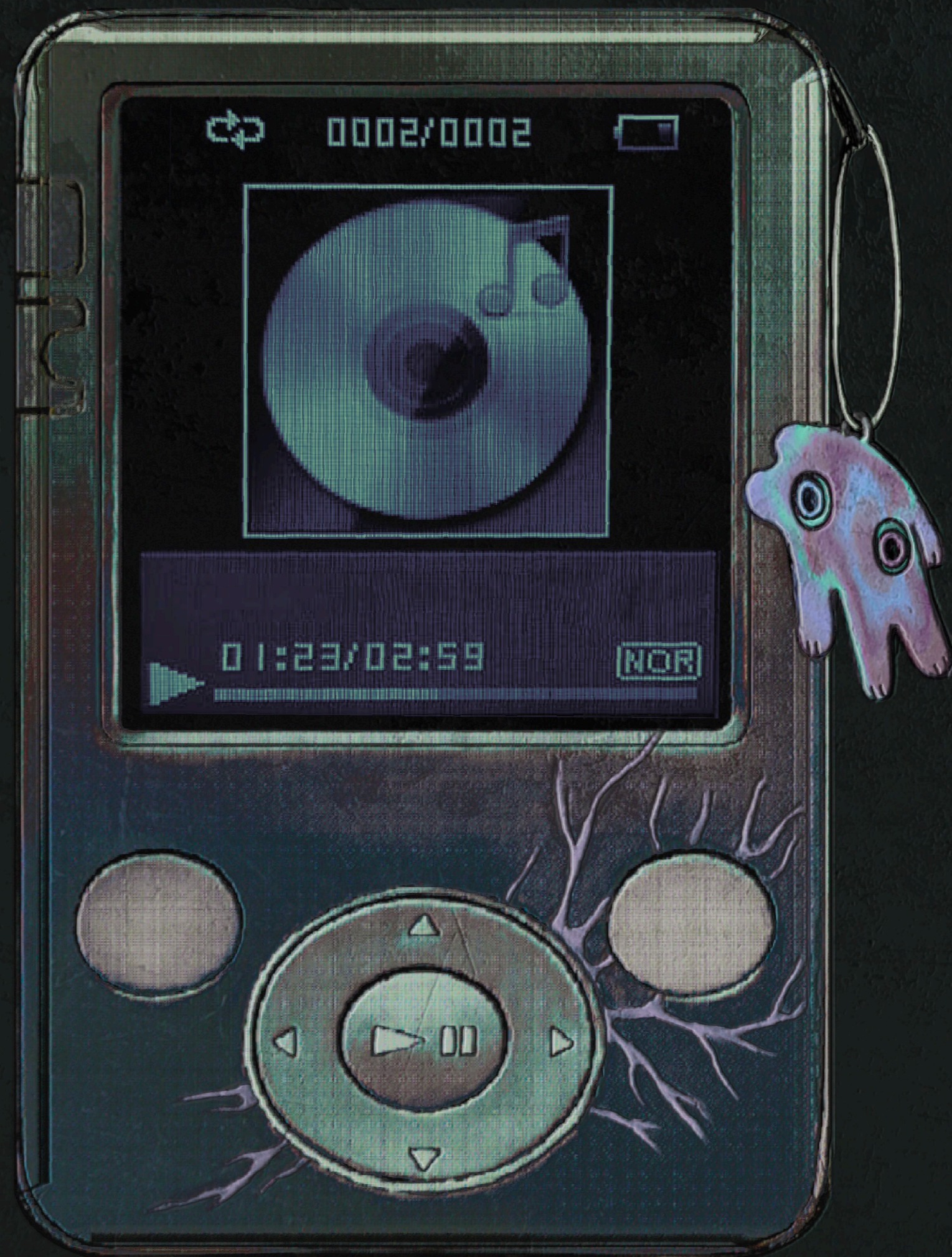
03



04



## Mp3 Player



Your hub for track selection, settings,  
and infinite gameplay mode\*.

\*Infinite gameplay unlocks when a boss is  
defeated for the first time.

## Keyrings



Customise your Mp3 Player with keyrings  
you find in the game world. Each one  
provides you with unique buffs.

## Stages of Oddity development

First, the host aches and sweats.



Then they cocoon themselves in an iridescent sac/cocoon for the initial transformation.

They emerge as a phase 1 oddity host, and their dream world seeps into the real world.



Phase 2 is triggered by stress and leaves them vulnerable to exorcism.

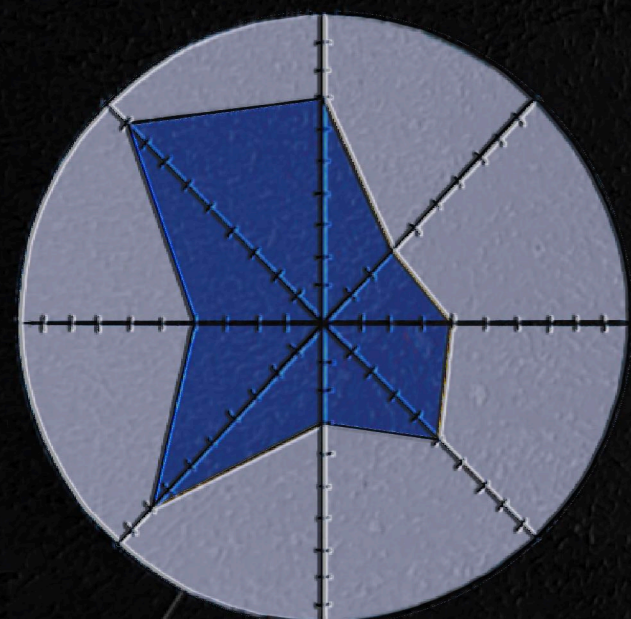


Oddity Code: SPIDER

Uses 6 legs to scale walls and ceilings.  
It spins its head round rapidly like a  
yo-yo, inducing double vision and  
confusion.



Found in The  
Sewers.

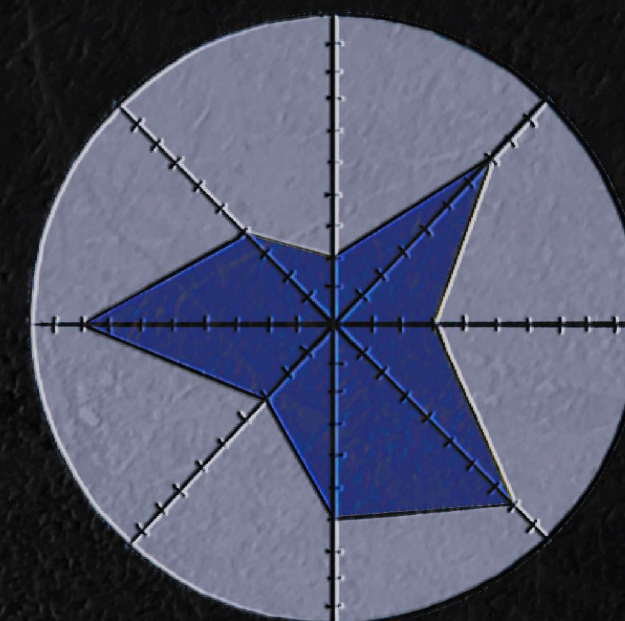


Weakness: Easy to  
attack if lured out to  
an open area.

Strength: Legs create  
an impassable barrier  
that inflicts damage.

Oddity Code: HARPY

Crawls on the ground using  
their wing to navigate its  
surroundings. The wing has a  
serrated edge that inflicts  
poison.



Weakness: Slow moving.

Strength: Poison causes paralysis, slowing the  
player down to the harpy's speed.

Found in The  
Forests.

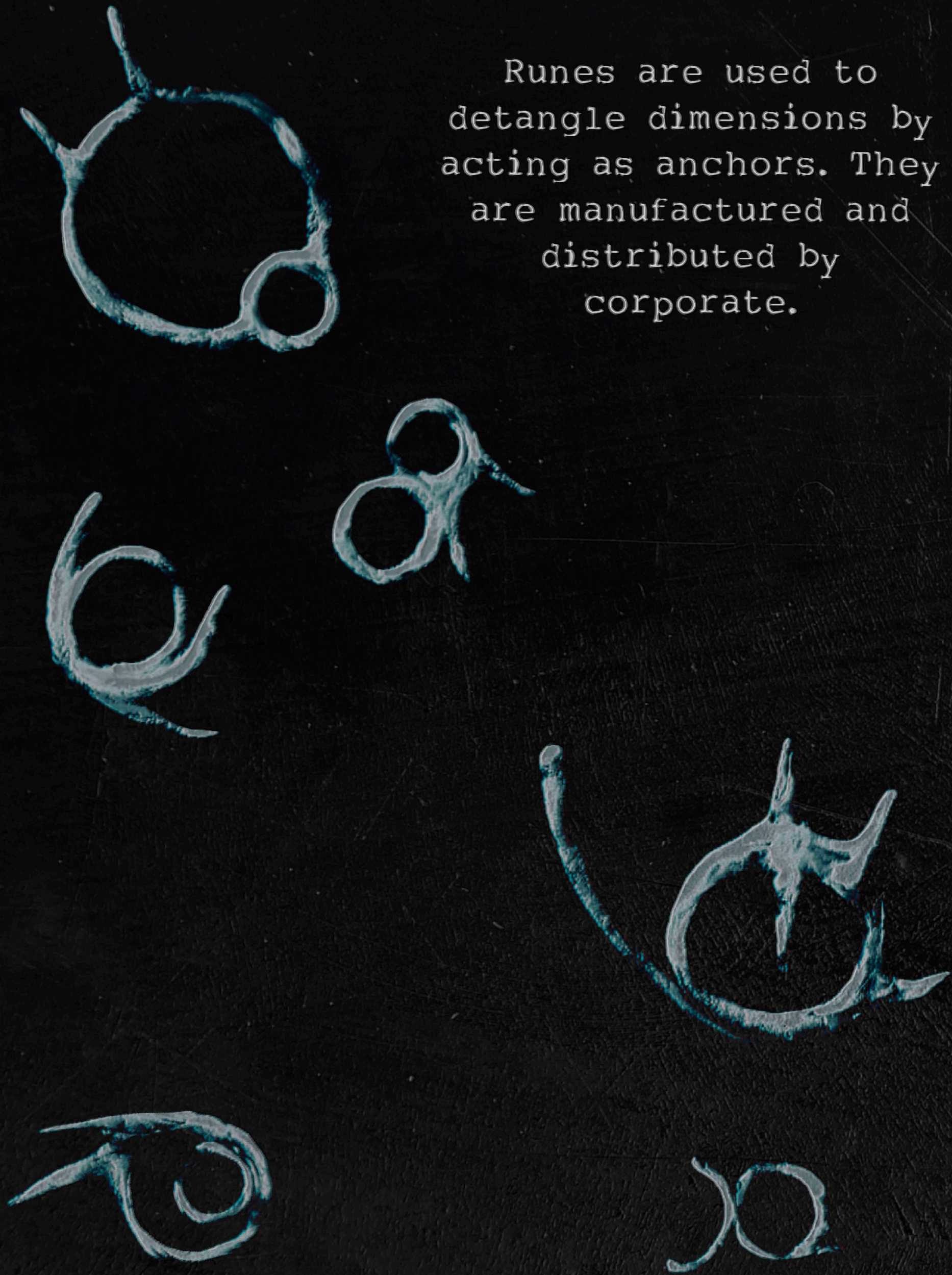
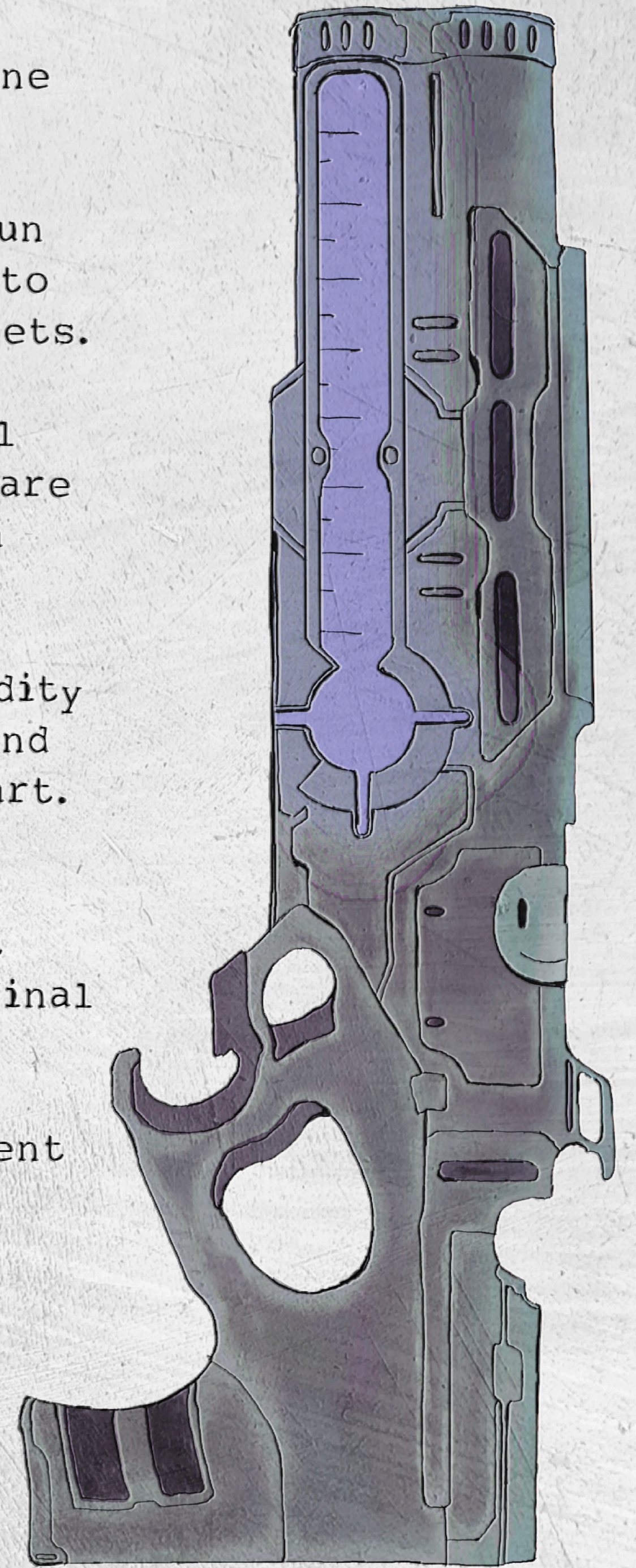


Runes are used to  
detangle dimensions by  
acting as anchors. They  
are manufactured and  
distributed by  
corporate.

Charge up your rune  
gun with rhythm  
combos.  
A fully charged gun  
can attach runes to  
the mutation targets.

When all the vital  
mutation targets are  
sealed by runes, a  
Phase 2  
transformation is  
triggered. The oddity  
further mutates and  
exposes their heart.

Attach the final  
rune to the heart  
and execute the final  
combo, shattering  
the heart into  
shards of iridescent  
glass.



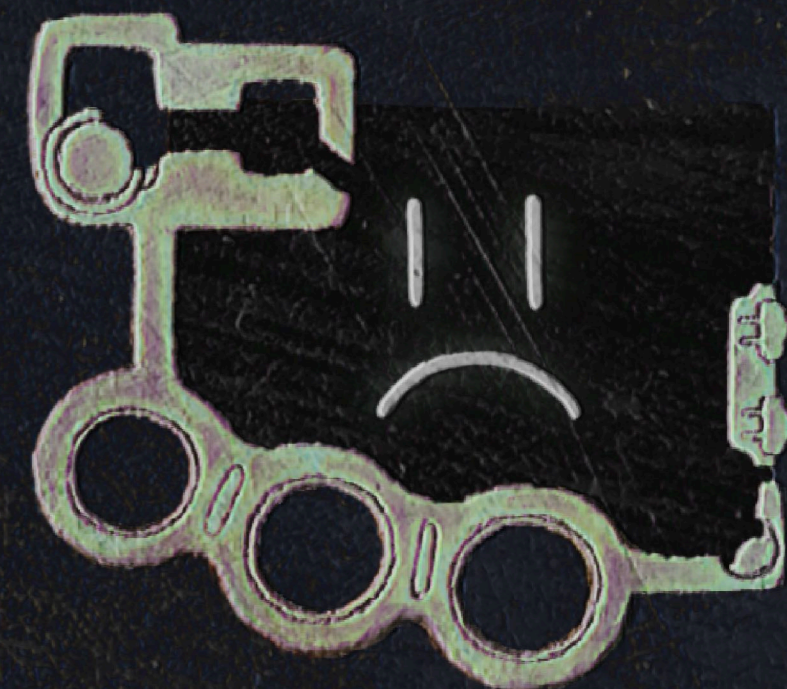
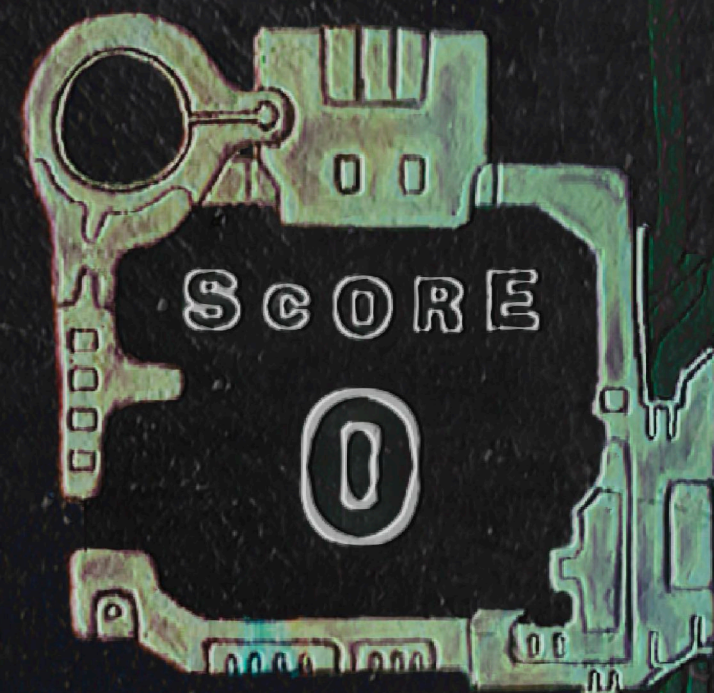
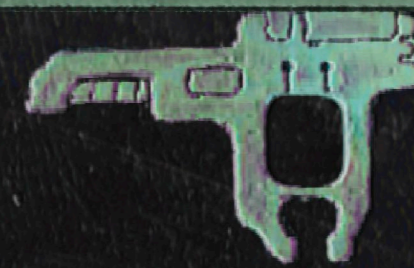
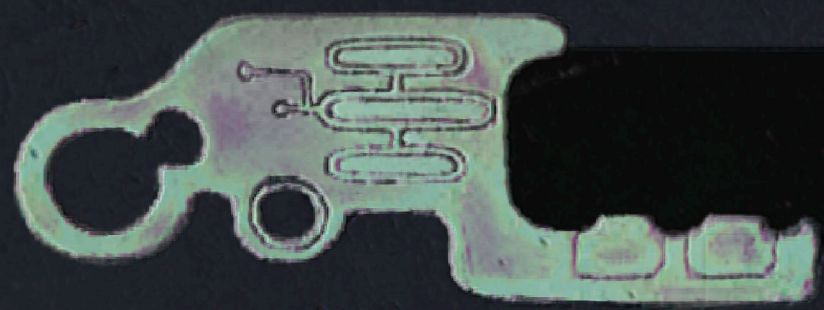
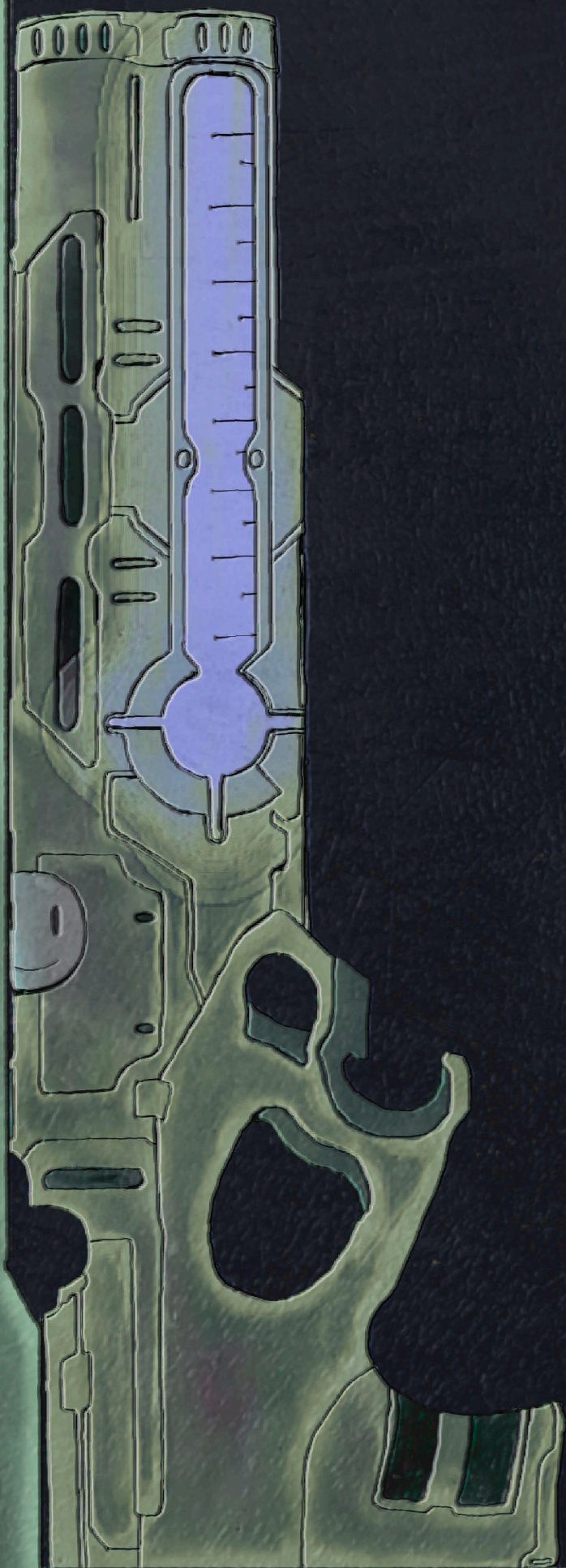
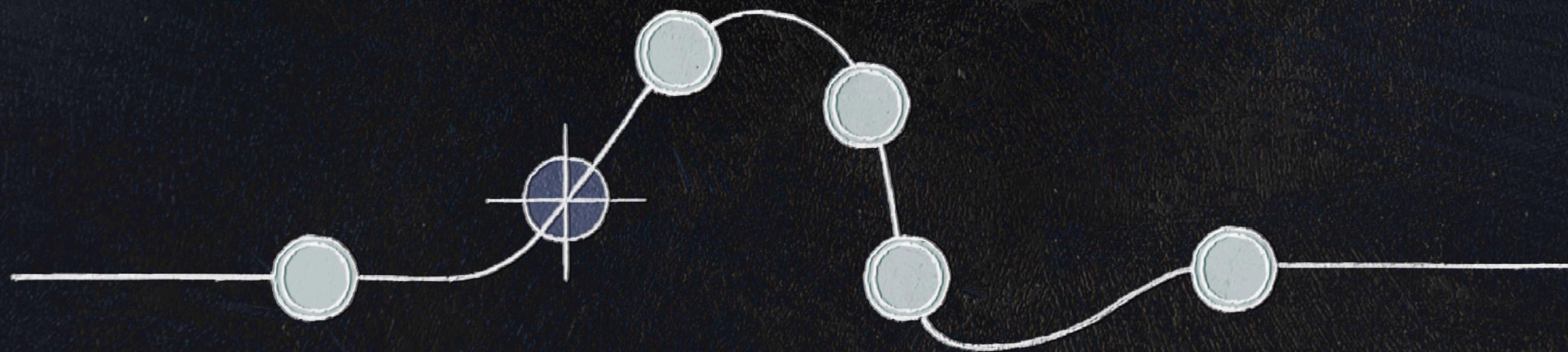
X

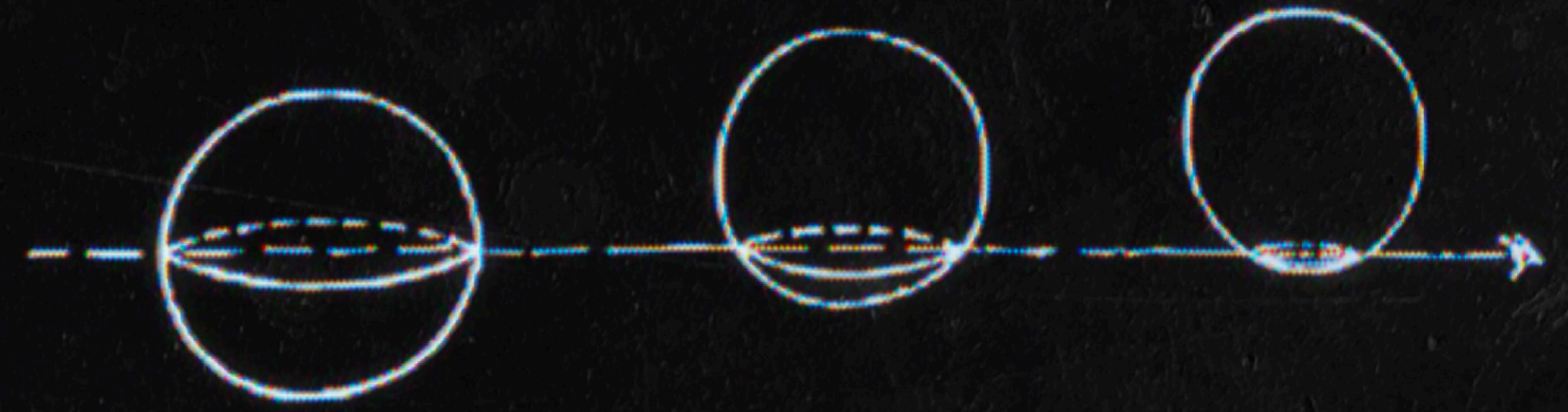
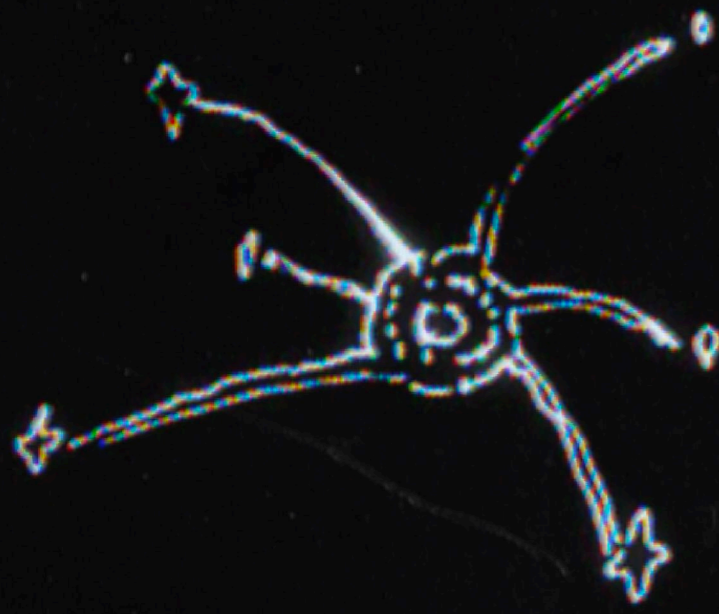
PHASE 1

PHASE 2

SCORE

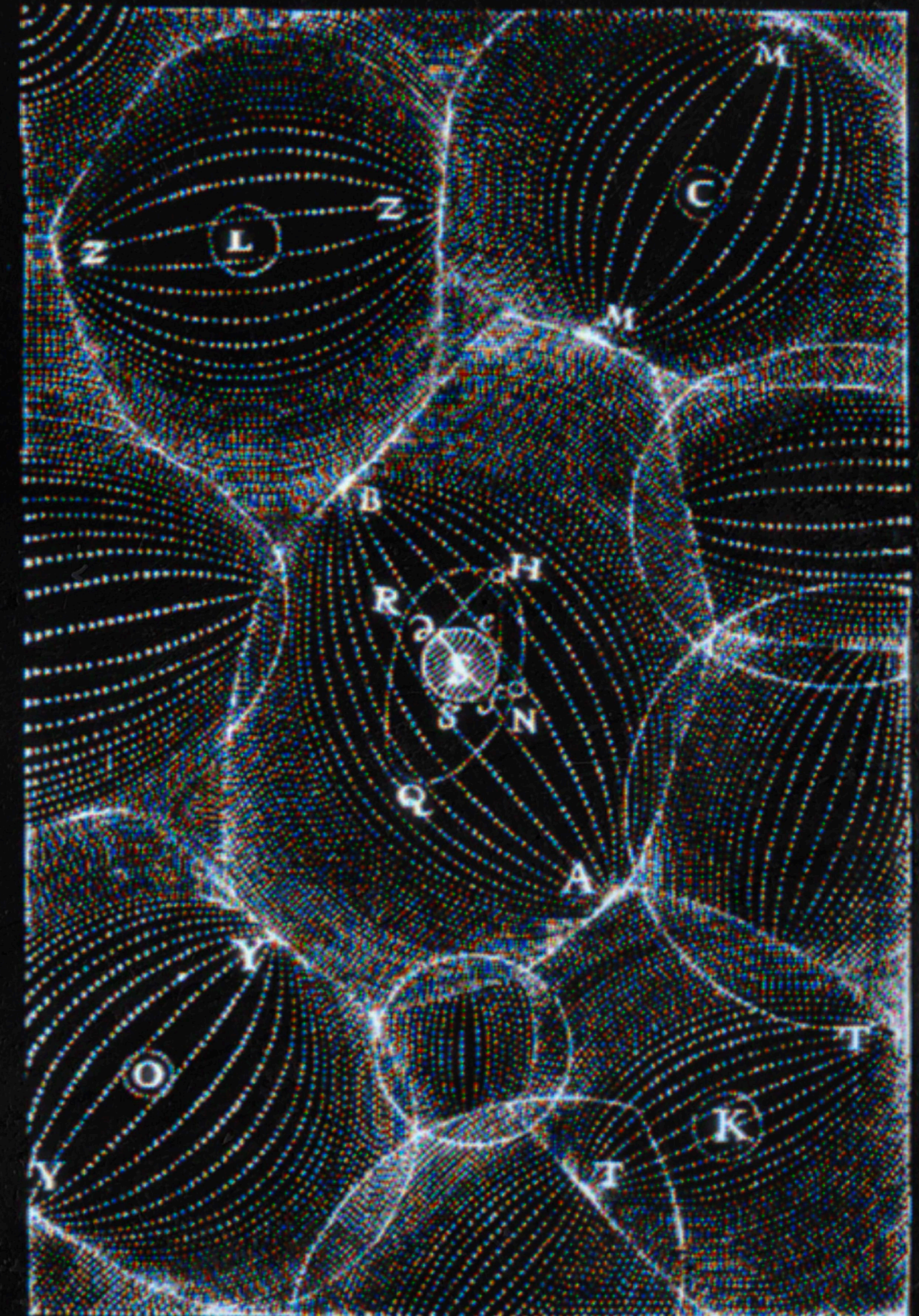
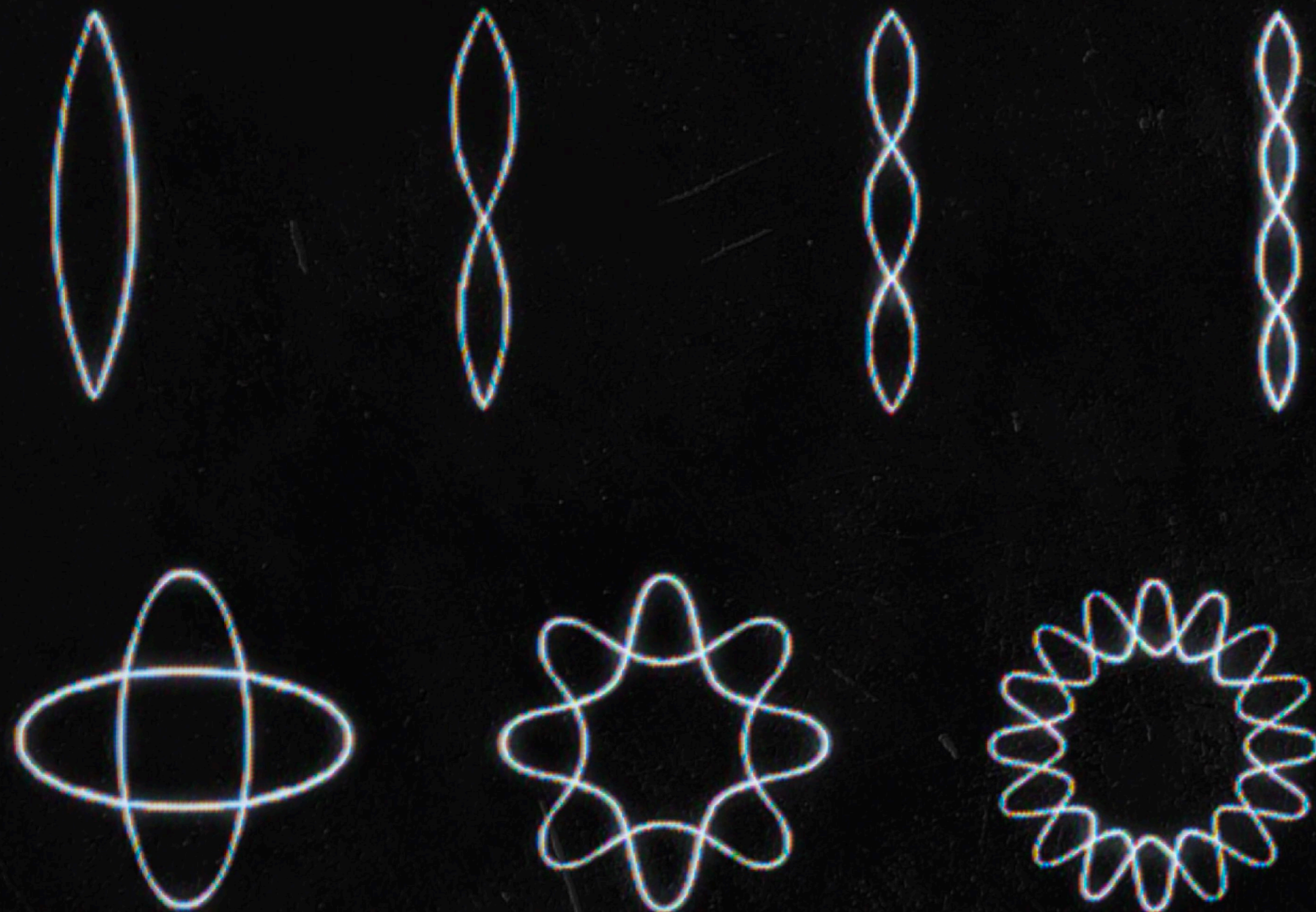
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The game universe is bound by the laws of Melodic String Theory. Fundamental particles are strings, and their vibrational frequency can be tuned to the correct brane via the rhythm game.

The world exists within a 2D brane, and interacts with a 3D brane world.



# Core loop:

Explore the map:  
shortcuts, bus stops,  
hidden areas, etc.

-

Collect: keyrings, heals,  
items for upgrades, lore  
or story items, and keys.

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Beat puzzles and fight  
mini enemies

Leads to **BOSS**

**BOSS**

Rhythm game  
challenge

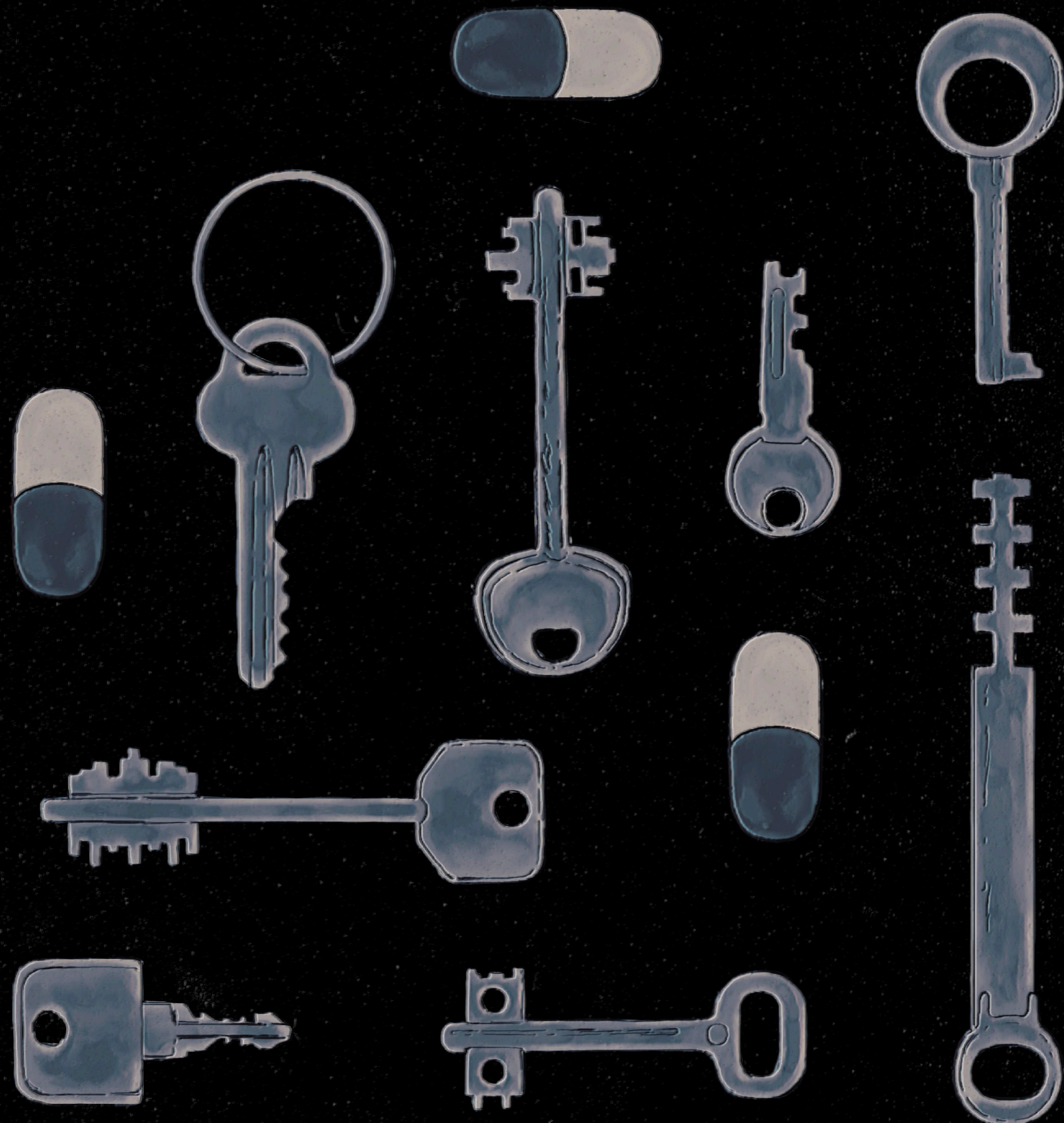
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Collect vestiges  
from the bosses  
and unlock new  
missions

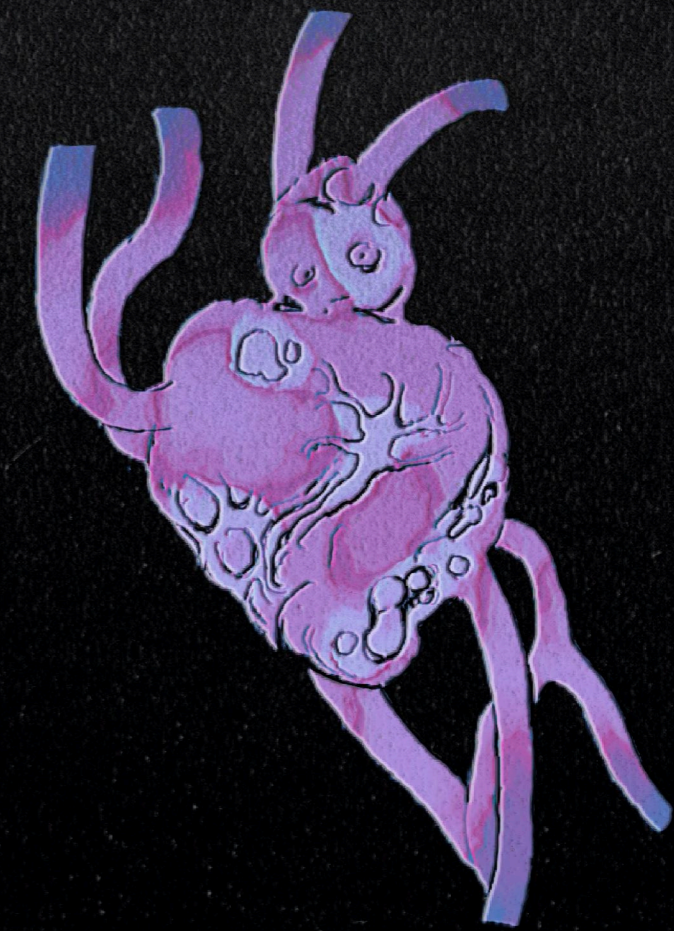


Keys: Unlock shortcuts and discover new areas.

Painkillers: Replenish health lost while exploring.

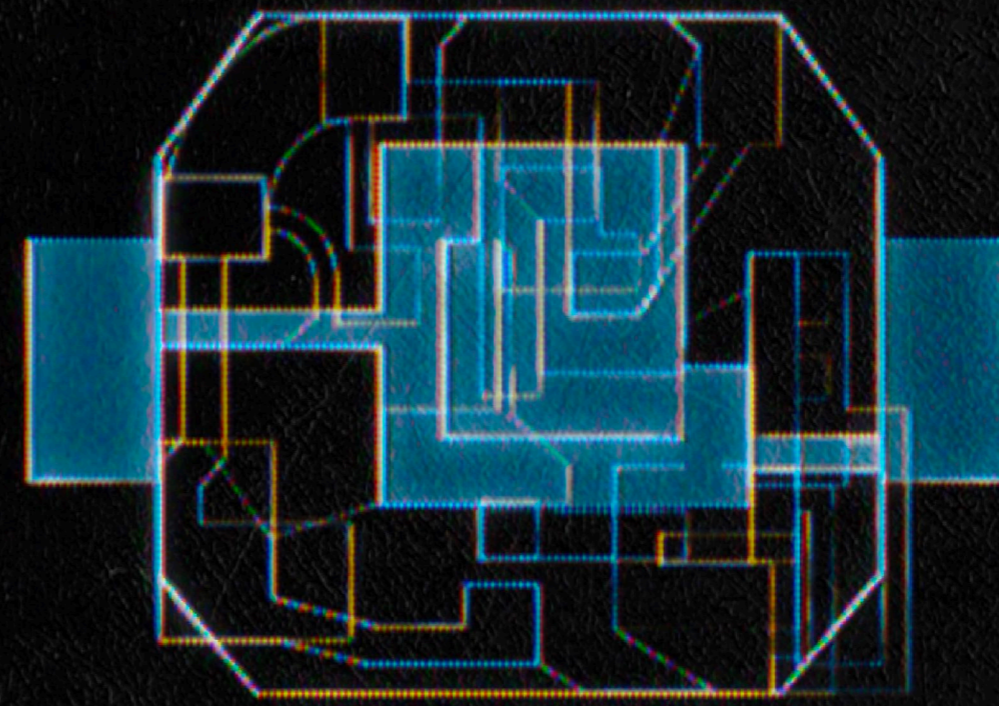
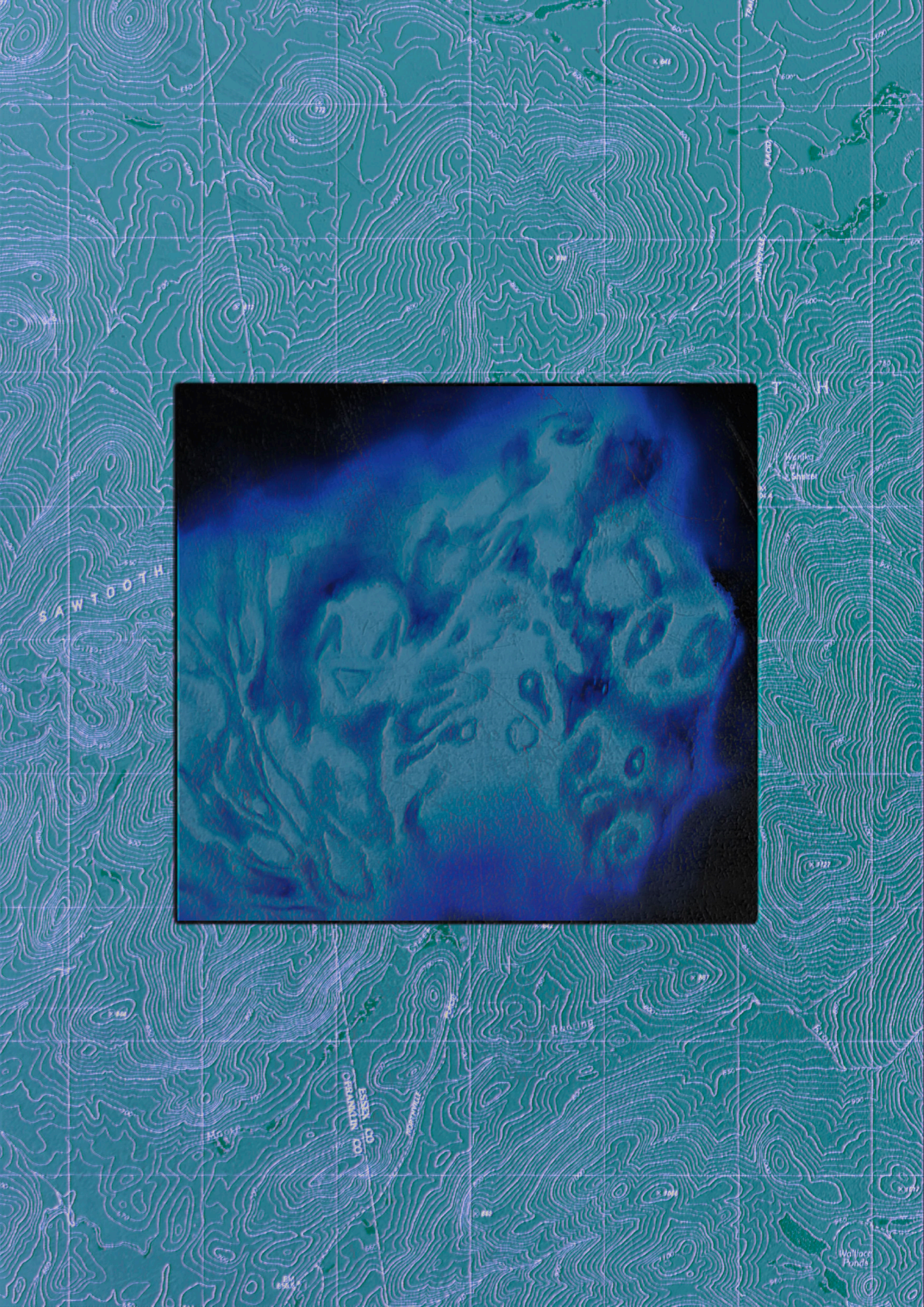


Cystic vestiges dropped from bosses once defeated.

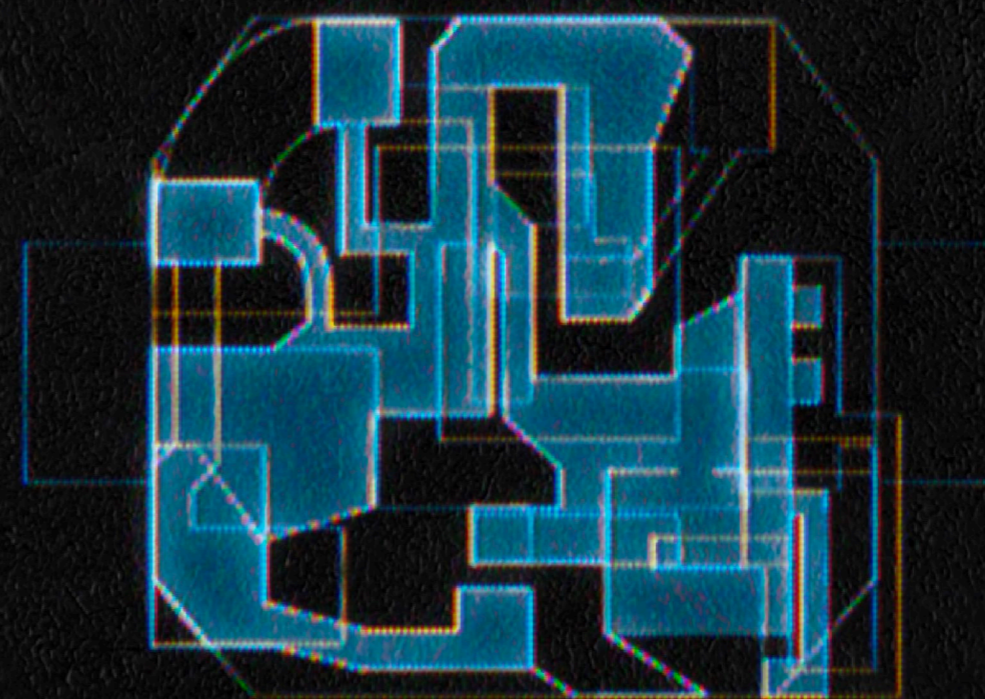


Acts as a biological key and puzzle piece.





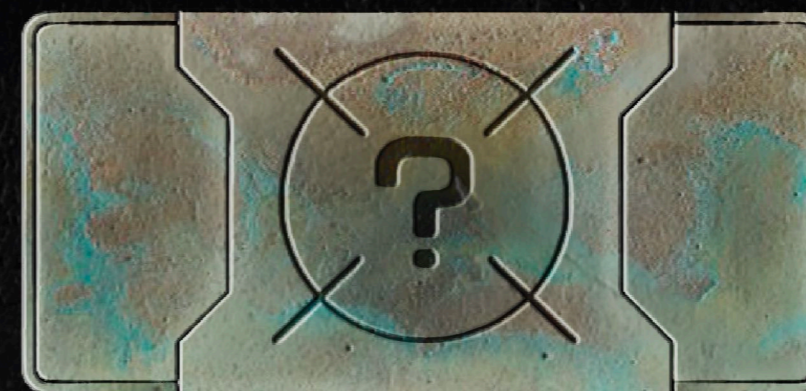
Map design blueprints





My body and my mind are one obsolete  
machine. A virus courses through our cables  
and gives us fresh code.



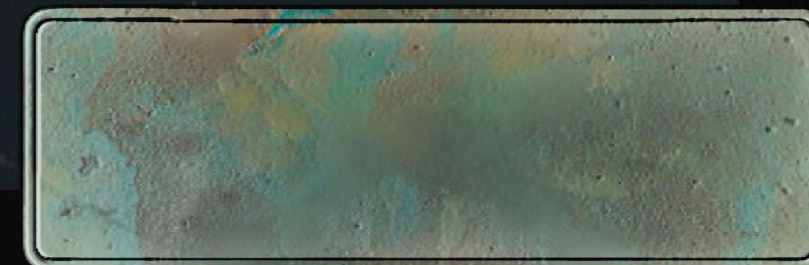


D.O.O.R. - Department of  
Oddity Removal

-  
On the board of shareholders,  
corporate's lapdog.

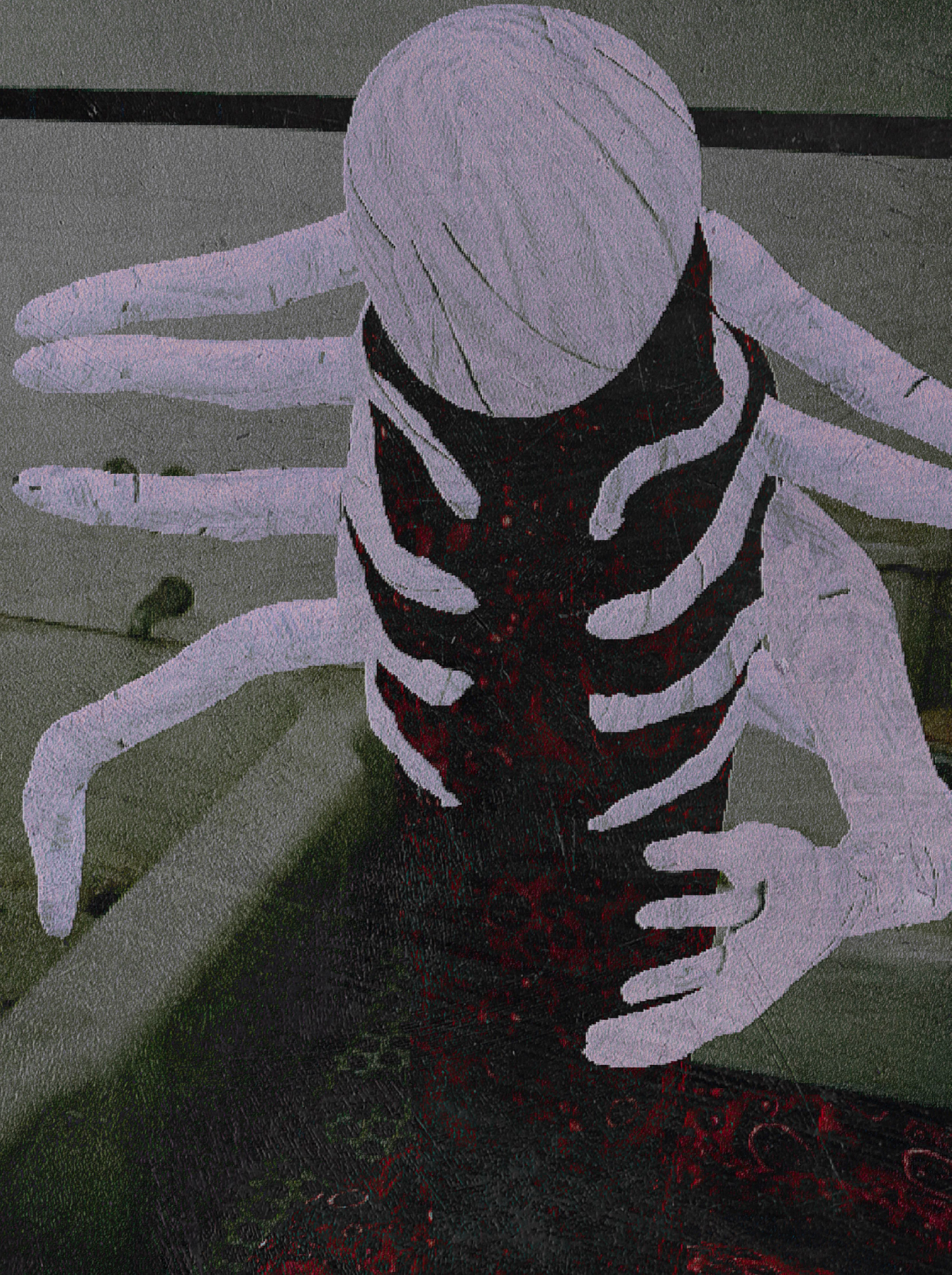
-  
Controls oddity outbreaks and  
destroys the sources.  
Management reports the  
findings to corporate.

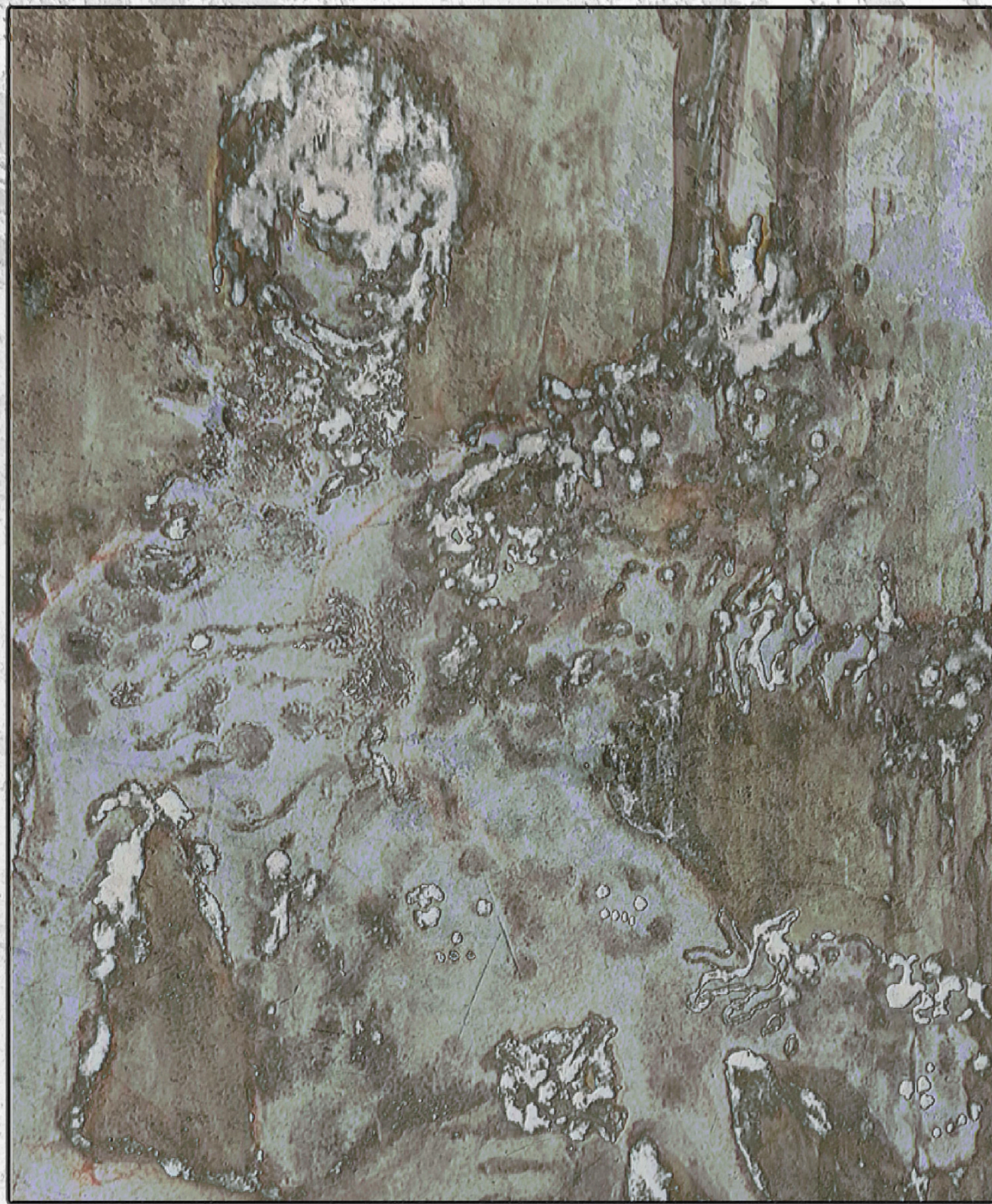
-  
They employ isolated, socially  
outcast individuals to  
minimise information leaking,  
and to avoid pressure to  
investigate disappearances in  
the field.



Archival image of a Phase 1 oddity,  
found in the Outskirts Apartment  
Complex.

Residents reported the sound of metal  
scraping across tiles echoing through  
the vents. Disposed of on 27/05/2005.





Medical specimens harvested from an inactive oddity.

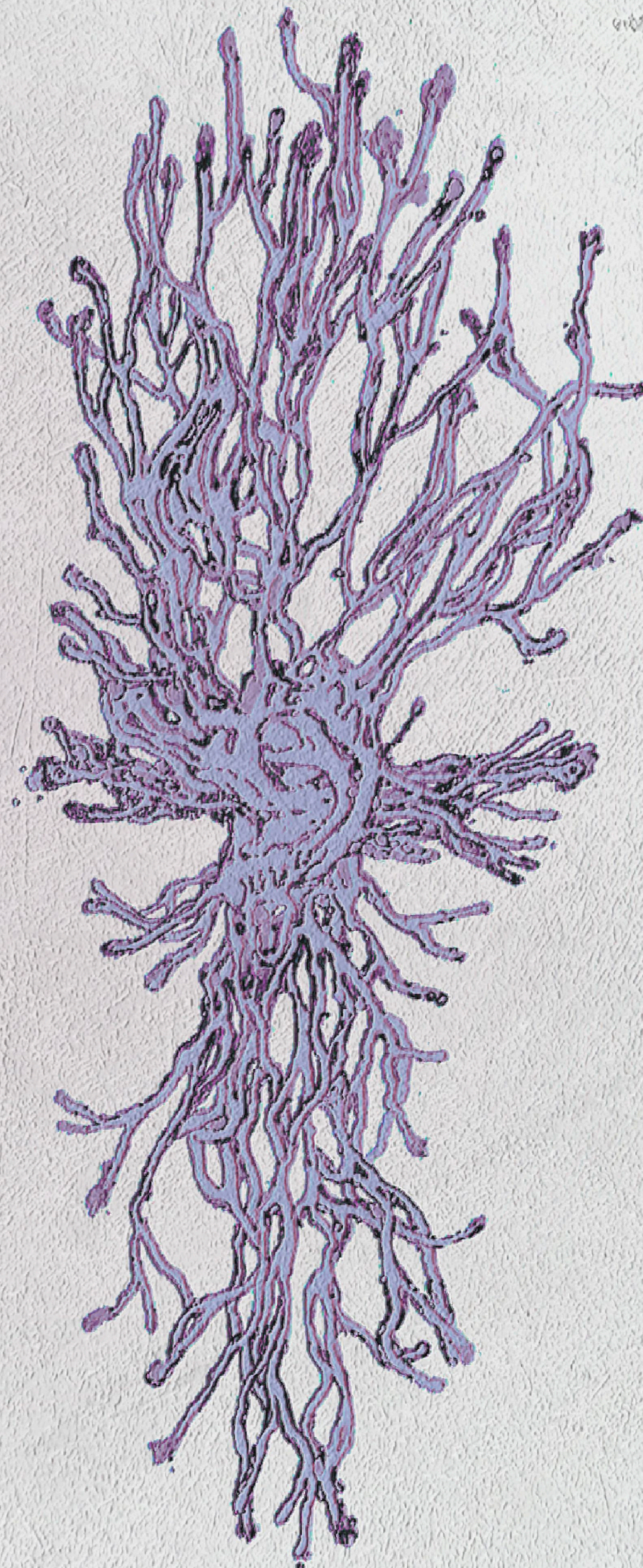
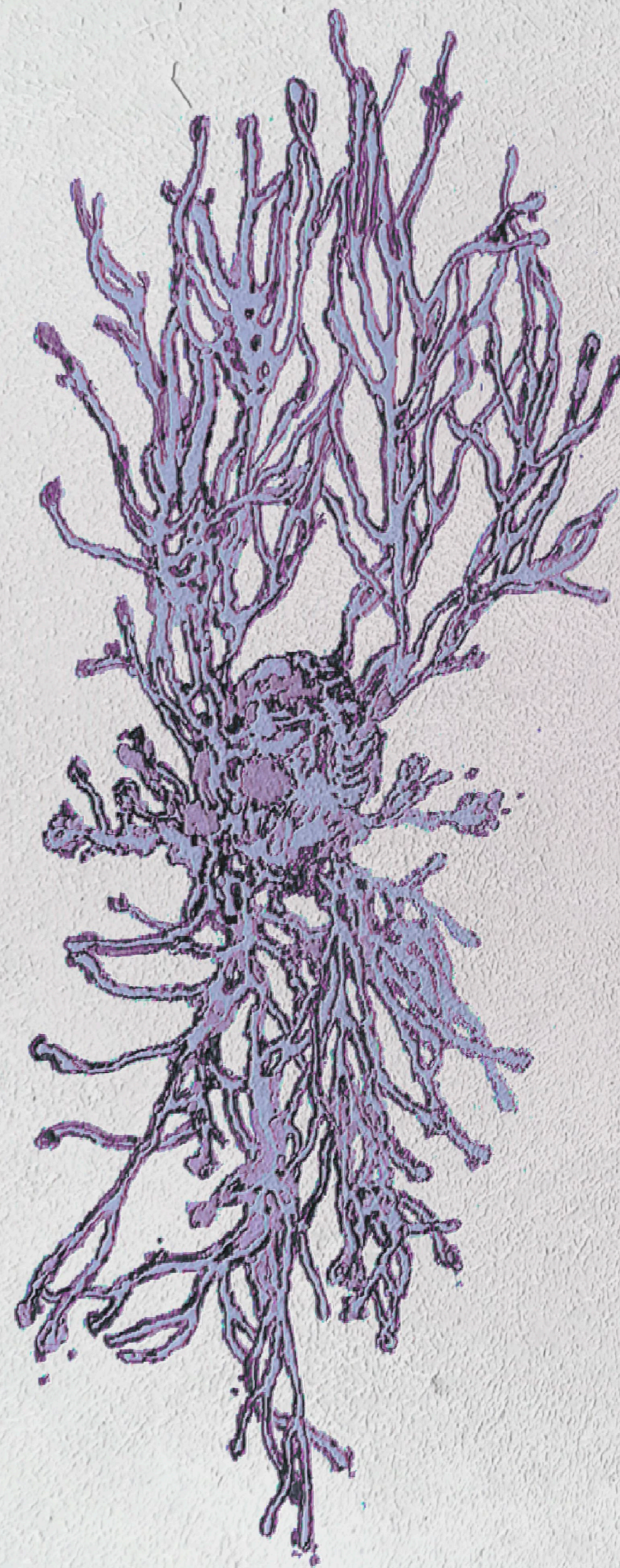
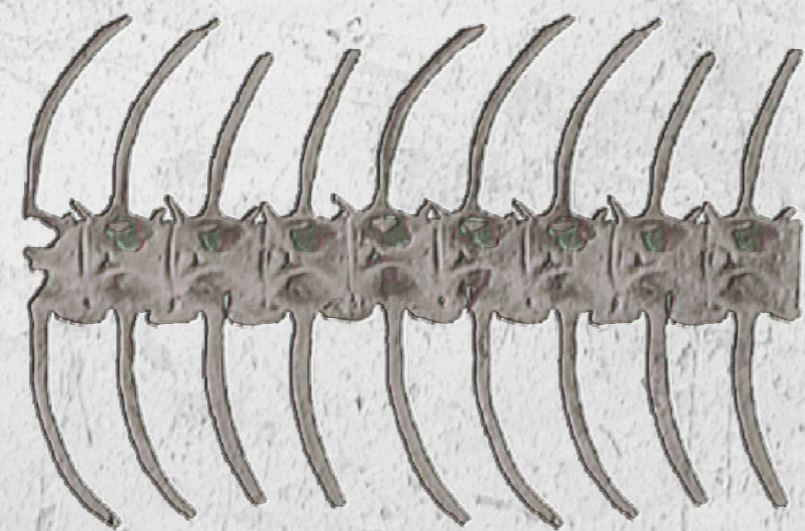
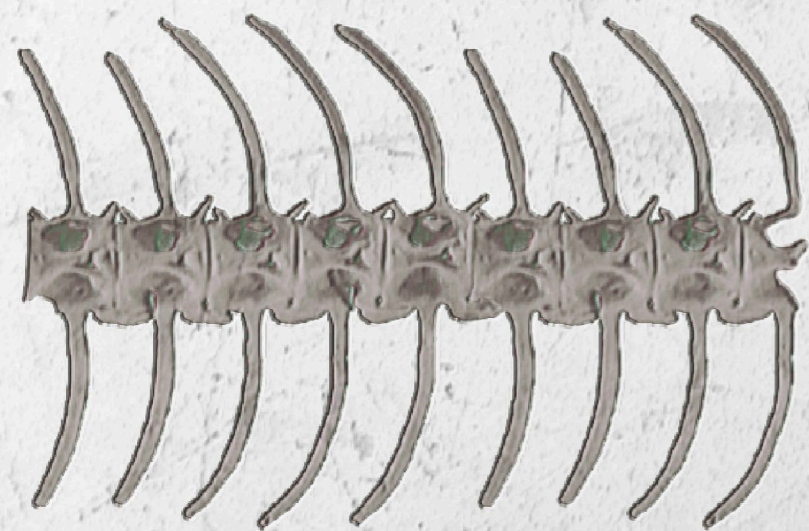


Fig. 1

Fig. 2

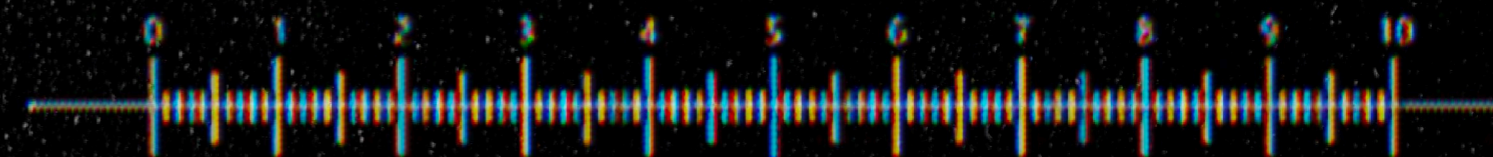
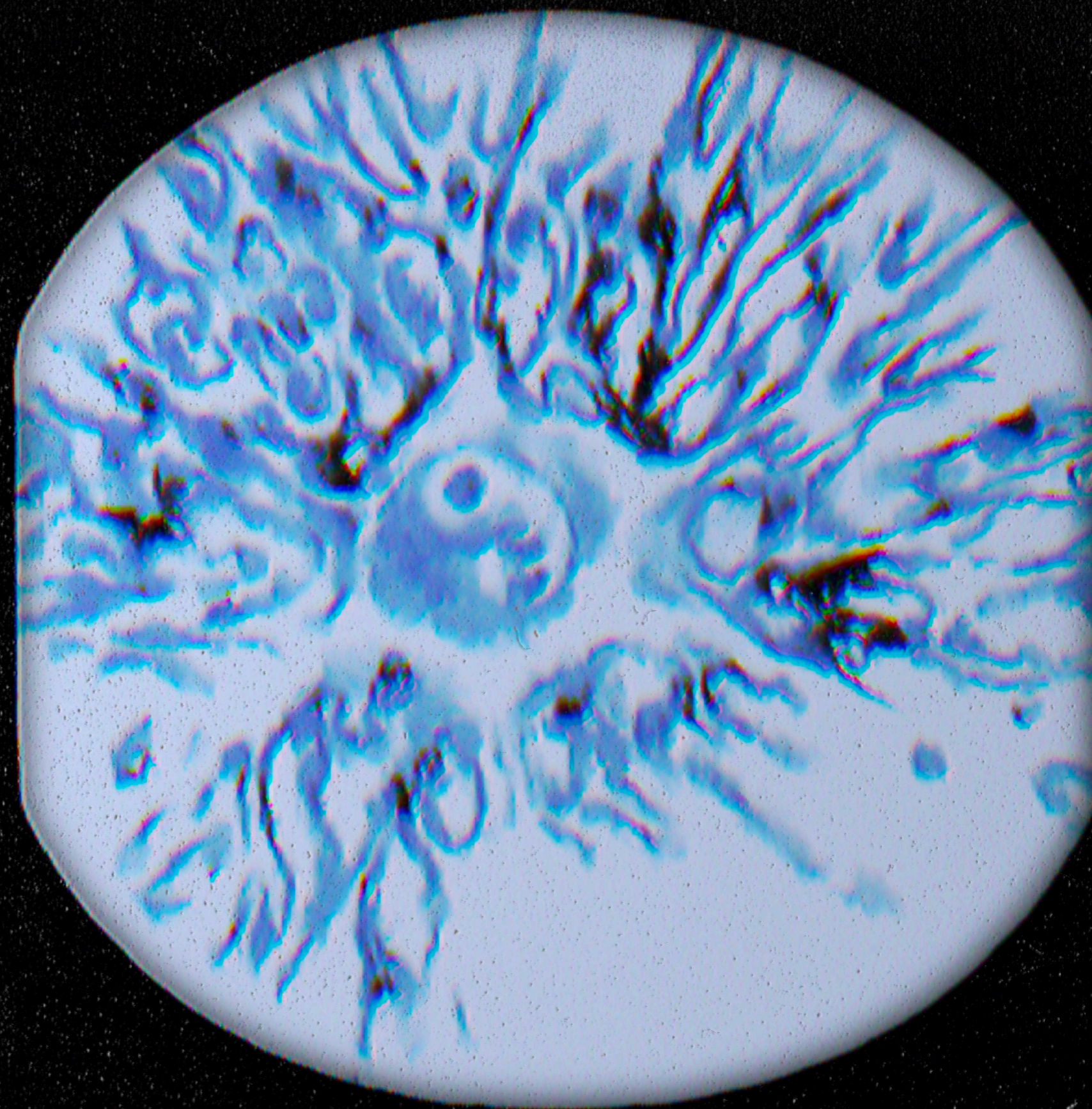


Corporate uses cells harvested from patient zero to mass produce organs in their labs.

They introduce these organs into the transplant pool (and into the population).

The infection spreads from the transplanted organ to the surrounding cells and makes its way to the brain stem.

Infected organs, soft tissue, muscle, and grey matter mutate as the original cells are reprogrammed by this new multi-dimensional genetic code.



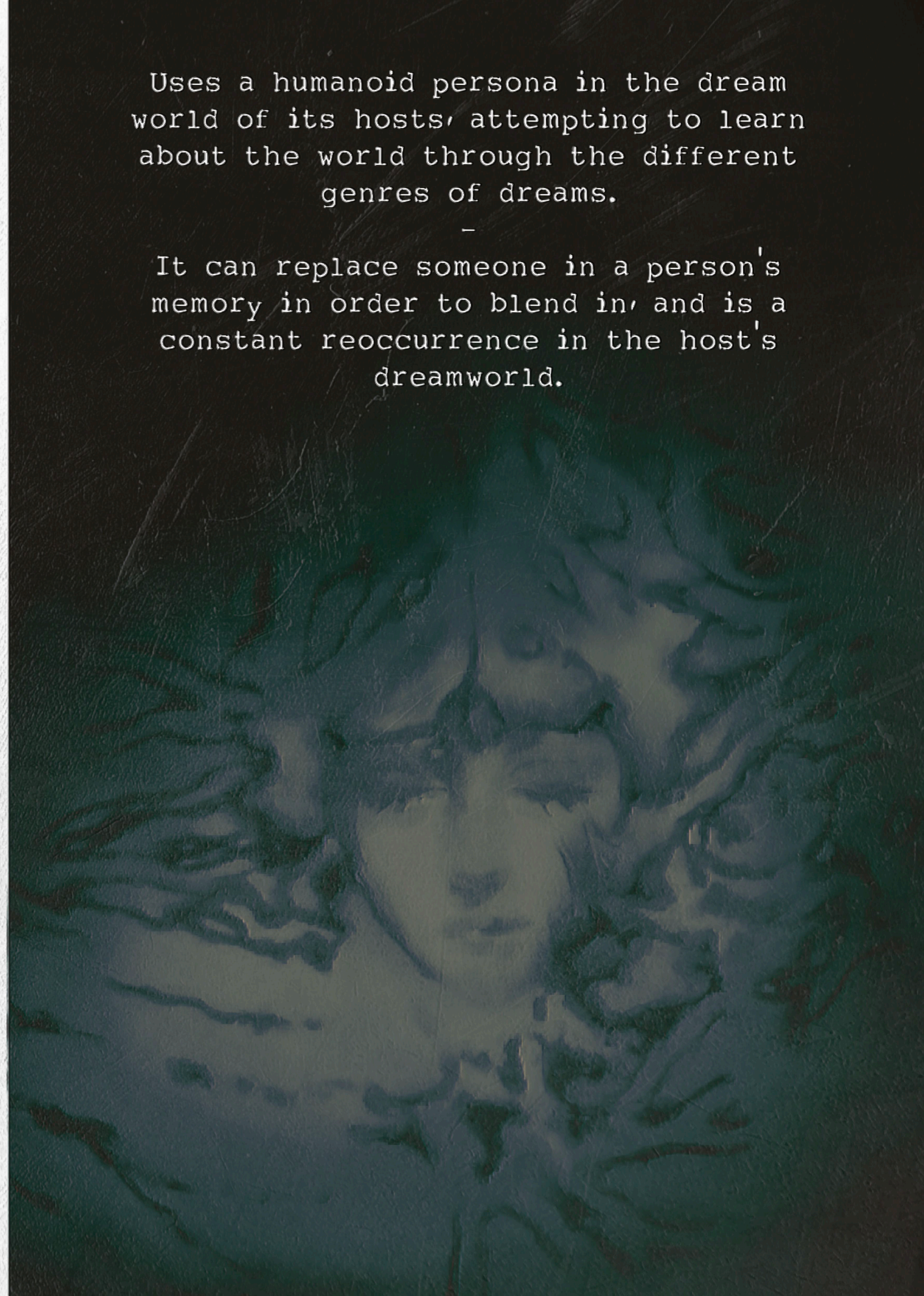
Cosmic entity:

A non-Euclidean entity with semi-permanent possession of a macabre vessel ,  
capable of inhabiting infected consciousnesses.



Uses a humanoid persona in the dream world of its hosts, attempting to learn about the world through the different genres of dreams.

It can replace someone in a person's memory in order to blend in, and is a constant reoccurrence in the host's dreamworld.



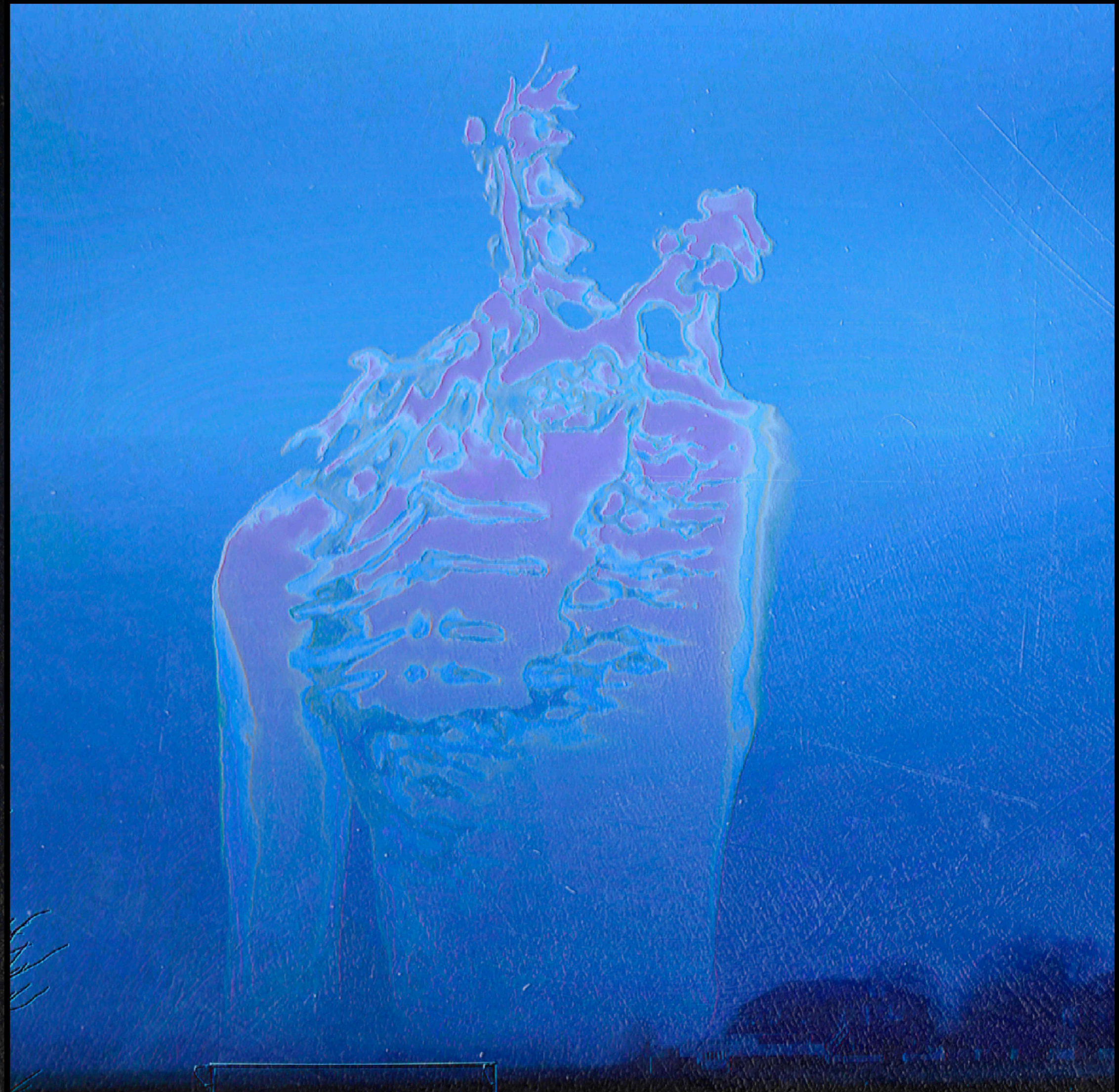


Image found in the Archives. Dated: 10/12/2004.  
Attached to the image file is a redacted log,  
titled "Sight".



## Mirror Council

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The Mirror Council is an organisation centered around the worship of the cosmic entity. Power is defined by proximity to godhood. They wager human lives in exchange for miracles.

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D.O.O.R and Corporate are run by two of the founding members of the Mirror Council.



Many become symbiotically  
reliant on their infected  
parts and lose sentience.





Hildy Biernoff is an Illustrator, Animator, and Concept Artist. She graduated from Camberwell, UAL, in 2025 with a degree in Illustration. Her work draws inspiration from video games, medieval bestiaries, and obscure horror media.