

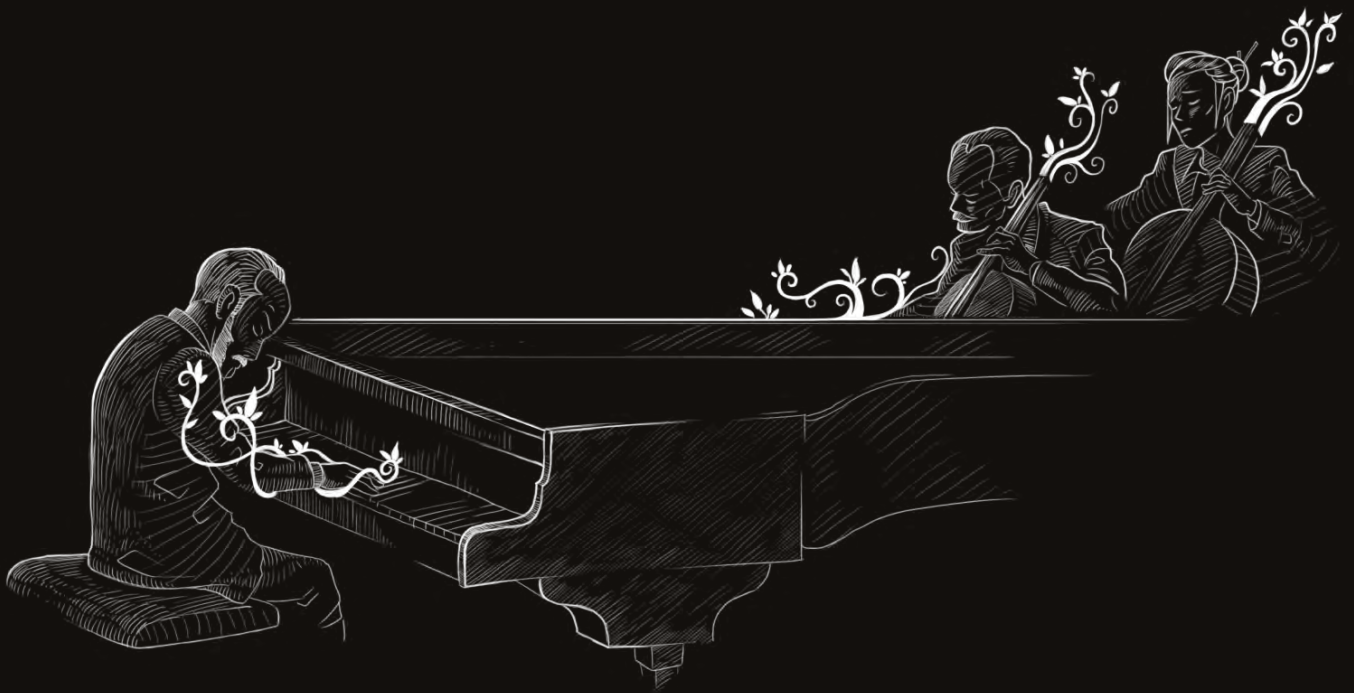
A PIANO TALE

ARTBOOK



PIANOGO
STUDIO

A Piano Tale immerses the player in the life of musician Alexandra Aaronovitch and her father Boris. Can you help Alexandra find the fragments of the secret concerto for piano and orchestra written by Boris, and play it? Travel to the cultural capitals of Vienna and St. Petersburg.



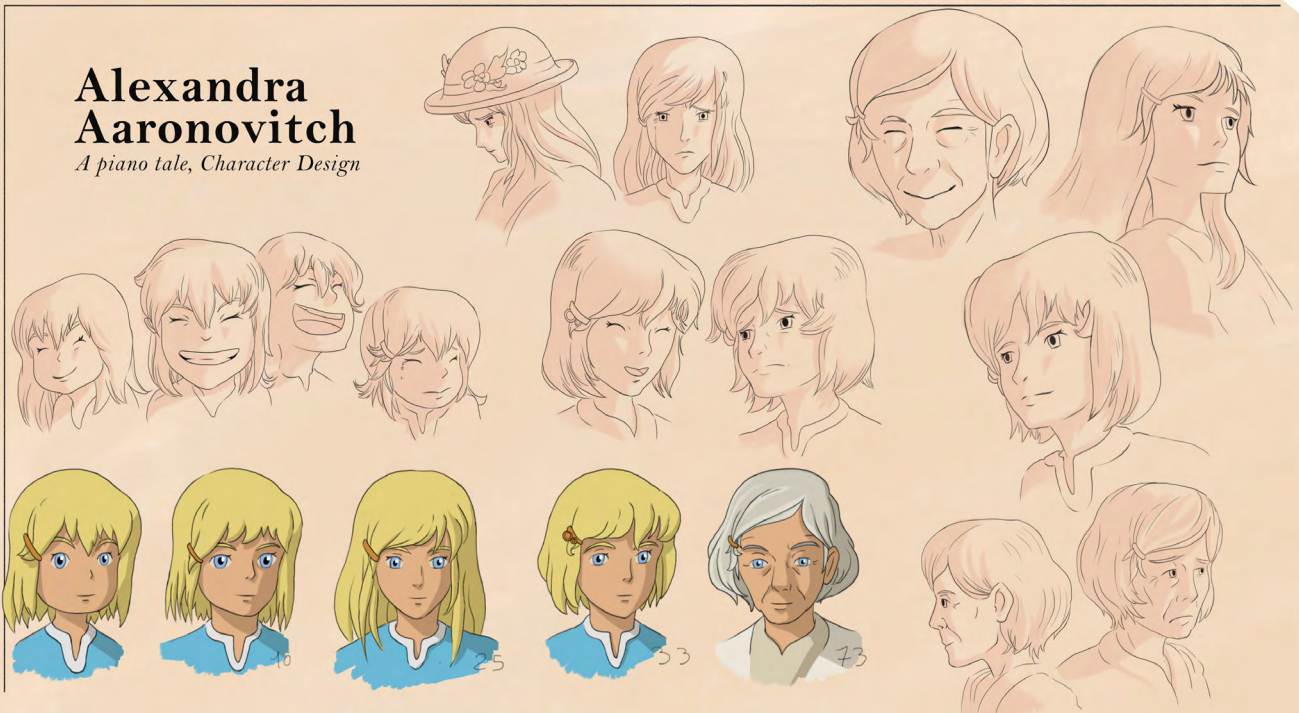
The Artists

Joris Sanchez
@joris_sanchez_art

Jean Buchet
@jeanbuchet

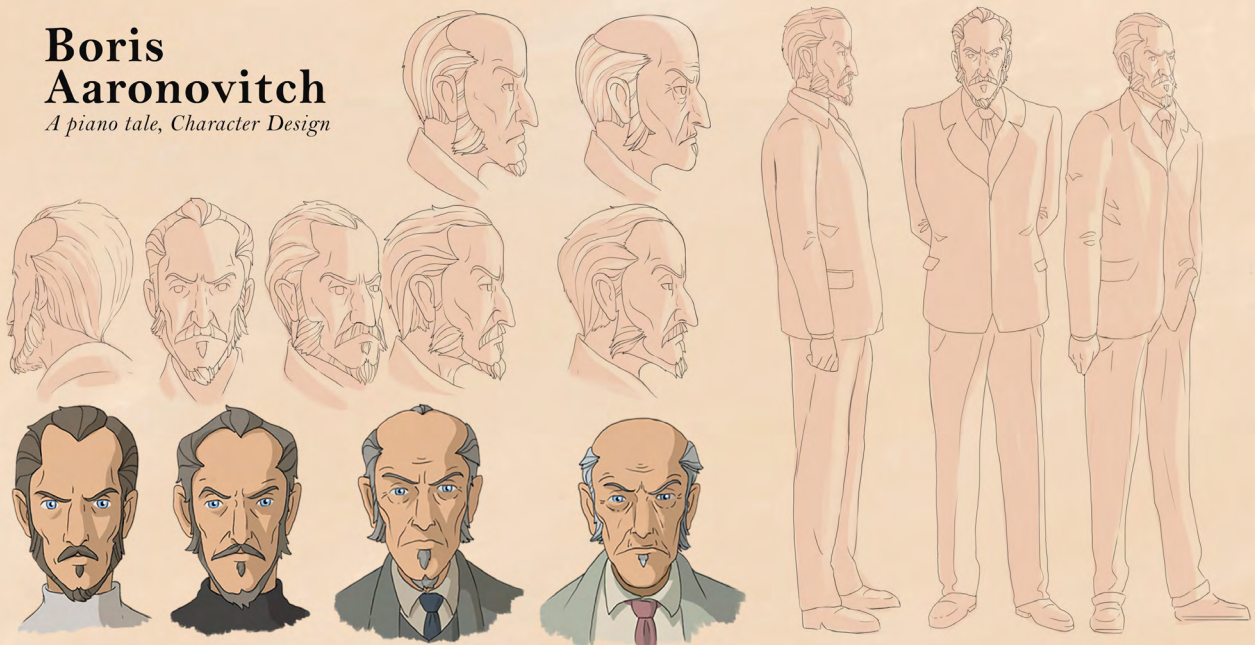
Alexandra Aaronovitch

A piano tale, Character Design



Boris Aaronovitch

A piano tale, Character Design



The Aaronovitch apartment

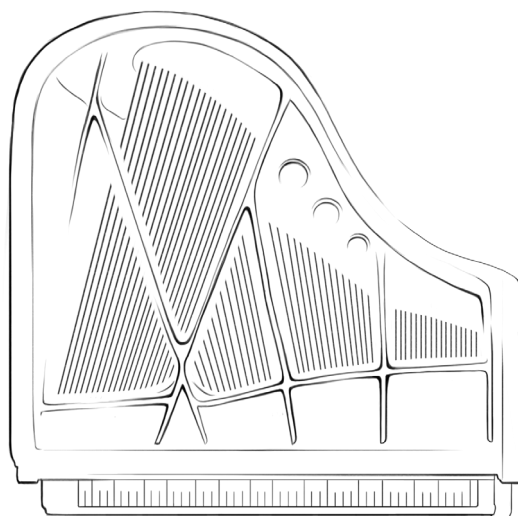


Aaronovitch apartment



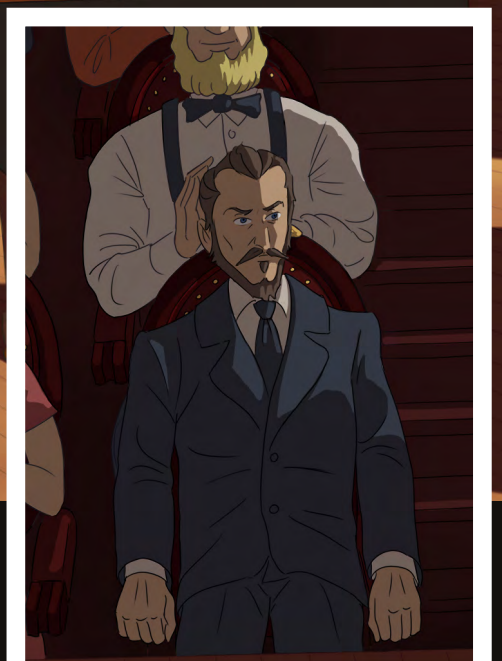


St Pertesbourg - 1915



Aaronovitch apartment - The attic





CH4 - Vienna



CH5 - The departure



CH5 - St. Petersburg theatre



CH5 - St. Petersburg, 1980



A PIANO D'ATTENZIONE



A Piano Tale is a narrative game with elements of music skills. The game tells the story of a fictional musician, Alexandra Aaronovitch, in several stages of her life.

Alexandra is an elderly woman with Alzheimer's disease, and discovers that her father Boris Aaronovitch, who was a composer during the Stalinist era in the USSR, composed a secret, subversive concerto at a time and place when artists were not allowed to create what they wanted.

The concerto was dedicated to his daughter Alexandra, and the search for this secret motivates most of the narrative. Depending on the player's success in the Point&Click passages and in the musical skill parts, there will be three possible endings, which will show whether Alexandra has managed to retrieve her memories despite her illness, and whether she forgives her father for the difficult and strict childhood he put her through.

