\*Beaux-Arts\* is a surreal horror-adventure game about cruelty, suffering, and beauty. You stop at a countryside estate looking for directions, but quickly end up caught in a nightmarish system of justice whose rules are both arbitrary and violently enforced. As prisoner of the household, your task is to convince the residents to help you leave this place alive. Not everyone here wants to hurt you, but they each have their own reasons to be reticent in offering aid.

Flipping the structure of traditional adventure games, the player’s movement within the manor is highly restricted, whereas the residents can move about freely and decide when or whether to interact with the player. You are not in control of this situation, making the limited agency you do have all the more important.

The manor houses over 100 works of art by Pieter Bruegel, Gustave Moreau, El Greco, and others. Far from being simple set dressing, these artworks are intentionally woven into the plot and themes of the game, and you’ll have opportunities to reflect on their potential meanings.

With a runtime of around 90 minutes, the game tells a complete story that can be finished in a single sitting.