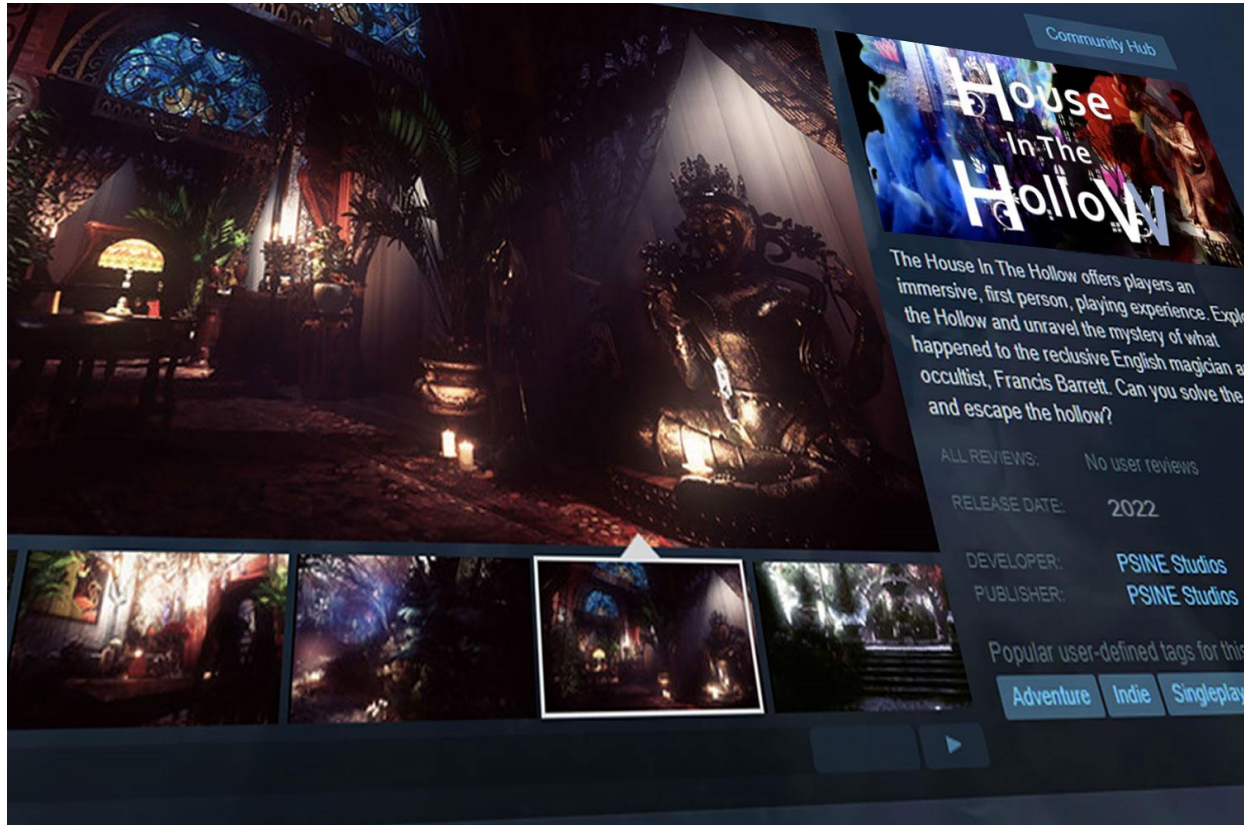# The House in The Hollow - Development Update 2022

Disruptions caused by COVID-19 have continued to hinder our schedule.

In addition, we have decided to migrate the game to the Unreal Engine 5 in order to truly bring to life the 'House in The Hollow' and we are making good progress with the changeover.

Unfortunately, this has resulted in a delay of the game's release.

We know a lot of players have been patiently waiting for the game, but we have made the hard decision to delay the release of the 'House in The Hollow' until late 2022 / early 2023.

We want to make sure that we have the time needed to make the game the very best it can be for players.

We continue to push forward and can't wait for everyone to experience the game while we re-focus on a timeline that will ensure the 'House in The Hollow' is the best possible game it can be.

The delay allows us to add new game features, including full raytracing support with Unreal Engine 5 Lumen support as well as the addition of detailed 3d models with Nanite.
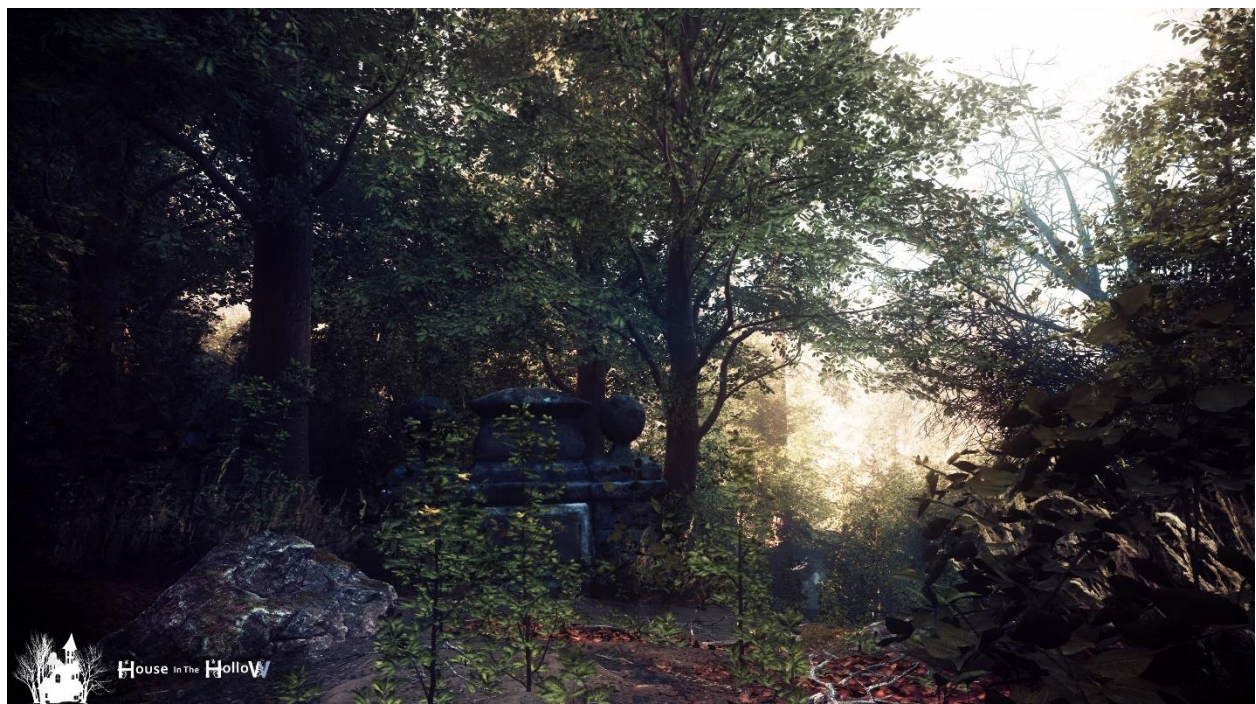
A new game intro video and updated press kit containing new screenshots and final game title logo is available from - https://thehouseinthehollow.com/presskit.html
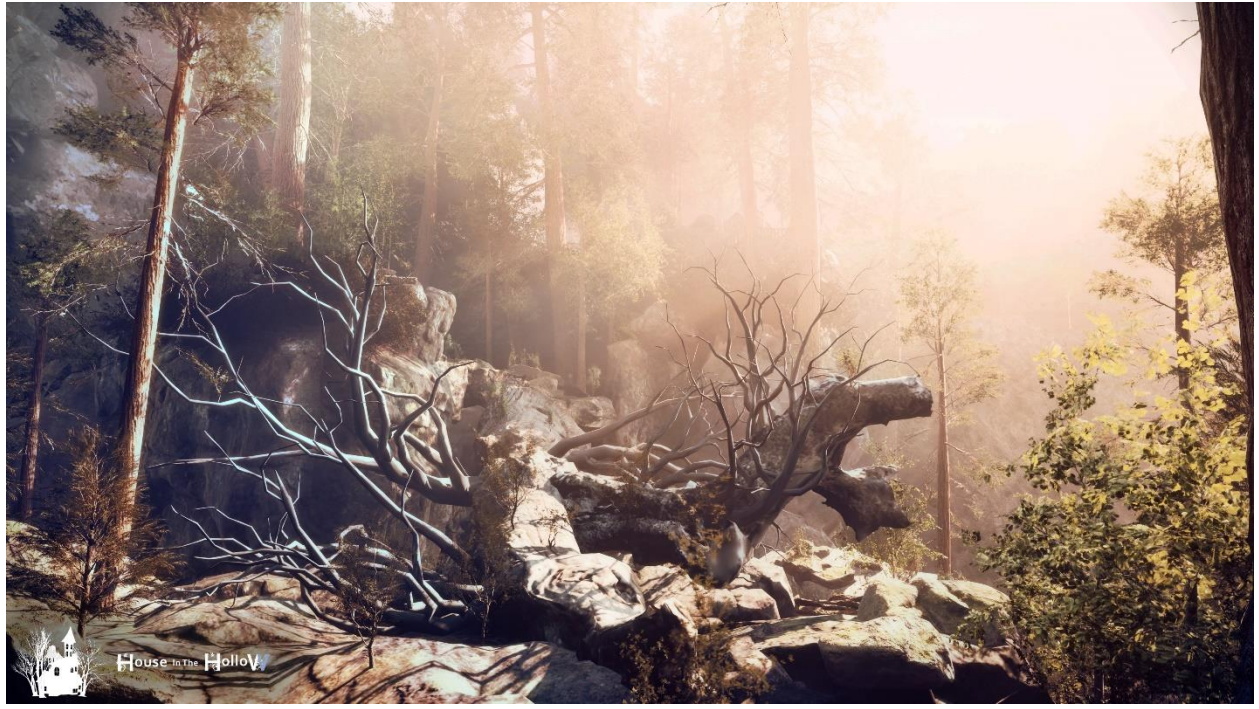
An updated screenshots zip file can be downloaded directly from - https://thehouseinthehollow.com/presskit/HouseInTheHollow_Screenshots_4K.zip

Game Intro Video

Screenshots

Solve the mystery disappearance of Francis Barrett and head to our website at –
https://thehouseinthehollow.com

View the Steam Store page for the game at –
https://store.steampowered.com/app/1152710/The_House_In_The_Hollow/

The House In The Hollow on Steam

The House In The Hollow offers players an immersive, first person, playing experience. Explore the Hollow and unravel the mystery of what happened to the reclusive English magician and occultist, Francis Barrett. Can you solve the mystery and escape the hollow?

Available: 2022 / 2023   Add to Wishlist on Steam