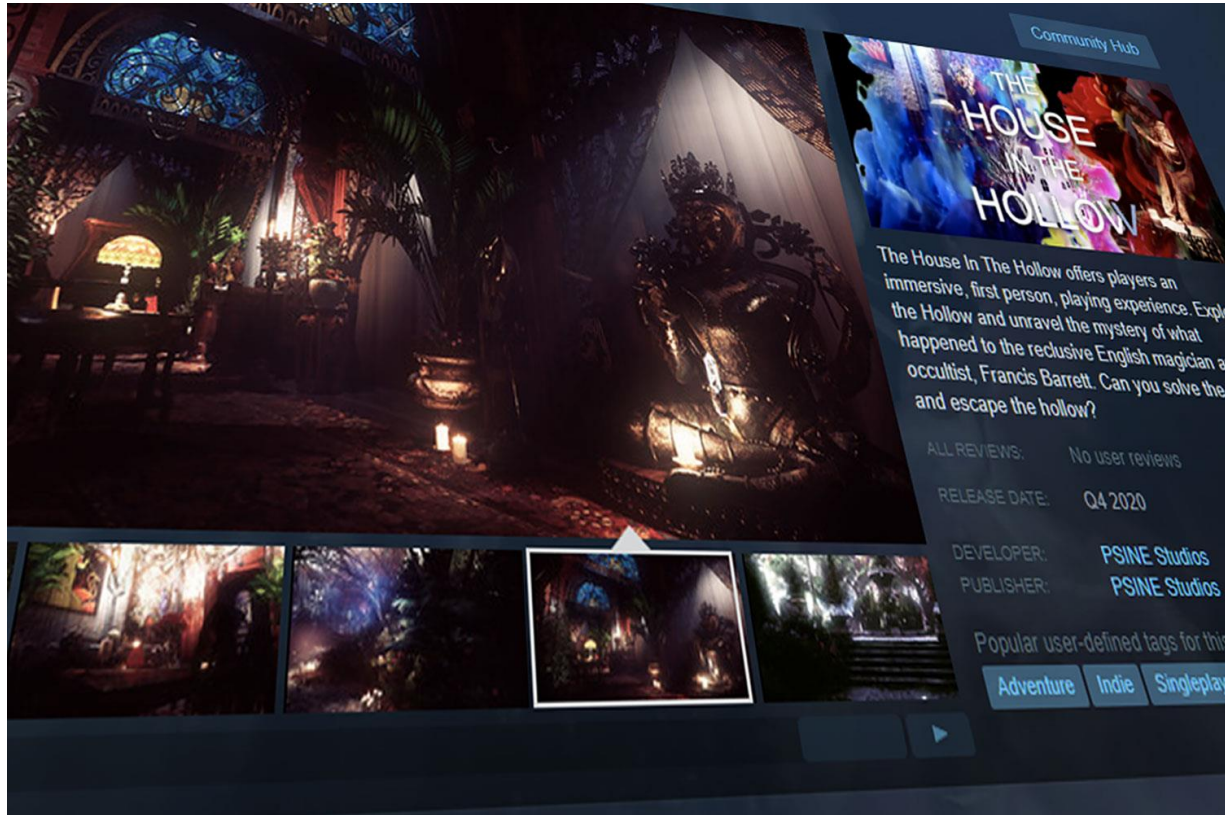


## The House In The Hollow - Development Update



Disruptions caused by COVID-19 have hindered our schedule as the team made the transition to working remotely.

As a result, we've chosen to delay the game's release in order to reach our quality bar.

We know a lot of players have been waiting for the game, but we have made the hard decision to delay the release of The House in The Hollow until Quarter 4, 2021.

We are still making great progress, developing The House in The Hollow and we want to make sure that we have the time needed to make the game the very best it can be for players.

Rest assured we are pushing 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.

While you wait, we wanted to share some new images and player character information.

We would also like to announce that the game will feature raytracing support including global illumination, ray traced reflections, ray traced shadows, ray traced ambient occlusion as well as ray traced translucency.



# Aloysius Abadier

Play as Aloysius Abadier as you discover the lost Barrett Estate.



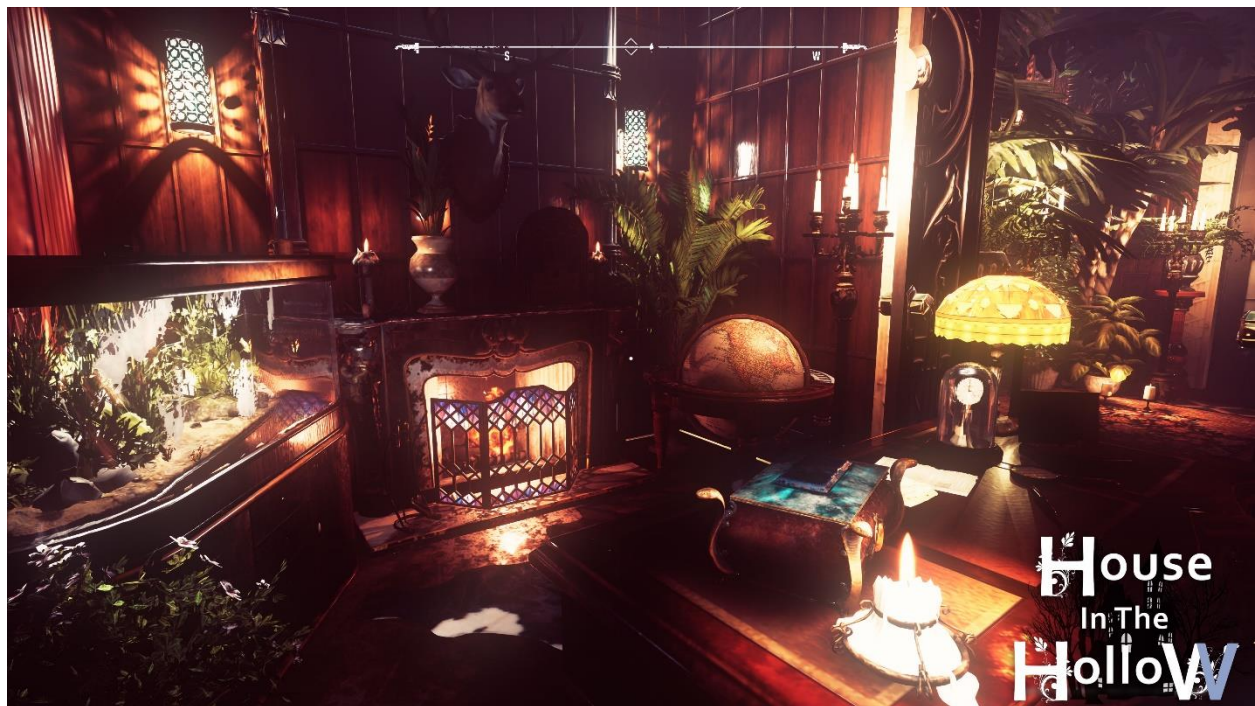
# Magus Manuscript

Search for the missing Magus Manuscript somewhere in the Estates grounds and forest.

# Hidden Elevator



Find the hidden Elevator located within the Manor House and uncover its secrets.





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/](https://store.steampowered.com/app/1152710/The_House_In_The_Hollow/)

