

HORROR, OPEN-WORLD CINEMATIC, THIRD-PERSON CAMERA

THIS HOUSE EATS HEARTS - CINEMATIC 1.2

A SERPENT BEYOND THE VEIL

Writer: Narelle Bailey

GOAL: Introduces OPHELIA, a key NPC who will provide lore, items, and clues depending on interactions with her. Suggests the existence of the charms OPHELIA empowered for the children of the house over many years - these are collectible items that increase relationship status with OPHELIA and elicit stories about the House's past that can be used to solve other puzzles/conversations.

CINEMATIC:

From Gameplay: LUCY interacts with curtain to pull it aside, after hearing murmuring voices that get louder as she approaches this particular drape.

INT. LATE AFTERNOON - THE TILTING ROOM

A mix of buttery sunshine and deep shadows. Behind the CURTAIN, in the darkness, is an intricate perch designed for a large snake. OPHELIA, a long, thick-bodied boa constrictor, gradually appears winding her way up the perch. She is translucent, flickering, her corporeal form unstable. LUCY snatches her hand away with a sharp sound of surprise.

OPHELIA

It's been a long time since
anybody bothered to say hello to
me, daughter of this house.

OPHELIA solidifies into a corporeal, yellow-banana morph coloration as she reaches towards LUCY, her tongue flicking. Ridged fangs glisten as she yawns languidly - or is she stretching her jaws menacingly?

LUCY leans closer again, fingers just barely reaching towards OPHELIA'S seeking tongue.

LUCY

I didn't think anything could survive in here. Not even a familiar, not for this many years.

OPHELIA

You think I survived?

TRANSLUCENCE flickers down the length of her body. LUCY'S fingers curl minutely; wary.

OPHELIA

Don't worry. I died long before this house turned rancid. There's no rot in me. Just little old Ophelia.

LUCY

My mothers would both say I shouldn't trust you anyway.

BUT she does not withdraw her hand any further.

OPHELIA

And who were they? Show me your blood and maybe we can be friends, daughter dearest.

LUCY hesitates, once, twice, before turning her palm and offering her fingertips close to OPHELIA'S mouth. OPHELIA bites down into them fiercely, blood running down LUCY'S hand before dripping onto the floor.

There is a RUMBLING, DISQUIET sound from the depths of The House as the blood wets the varnished floor. LUCY reacts visibly, tense, but does not move.

OPHELIA

Well, The House has already made up its mind. But I remember your mother's father; your other mother's cousin. I remember the taste of your infant blood when they offered it to the Foundationstone, Lucy Fern.

OPHELIA withdraws, settling comfortably on her perch.

LUCY

They thought it was important.
Even though... Even with
everything. They wanted The House
to know who I am.

OPHELIA

And it does! And it wants to eat
you up until not even your name is
left!

OPHELIA

But it's good to have a child of
the family back within these
walls, even if you'll be dead
soon. Bring me a present next
time, and we can talk.

BACK TO GAMEPLAY: LUCY can interact with OPHELIA to
continue initial dialogue trees - leave cutscene to LUCY
standing in front of OPHELIA and interact prompt visible.