

The background is a marbled paper design. The left side features a dense pattern of blue and white, resembling a cellular or organic structure. The right side is dominated by dark red and black tones, with some blue and white marbling visible. The overall effect is a dramatic, high-contrast color palette.

THIS HOUSE HEATS HEARTS

BLURB

The House's blood is visible on the overgrown grass pressed up against the brickwork, blackened and sticky in the sharp sun. It lies pained and abandoned, awakened by the Fern family generations ago only to be left alone to grow vicious in its bitterness.

Dozens of Ferns have returned to soothe it over the years. Their bodies now feed the overripe fruit trees and bloated gourds as the eldritch rot creeps ever closer to escaping the property line.

Lucy Fern is the latest. And, one way or another, she will be the last...

THIS HOUSE EATS HEARTS is a fixed-perspective, third-person, narrative-driven horror game. Players step into the role of LUCY FERN, daughter to a long lineage of witchcraft, sorcery, and magic.

Lucy must explore THE HOUSE, a deadly and vindictive sentient construct created by her family and since gone feral.

Using exploration, logic, conversations, and item- and lore-based puzzles, Lucy will gain the tools and knowledge to successfully survive and heal the festering Foundationstone of the The House.



MOOD&THEME

Unsettling, abject... A sense of wrongness that at first seems like a typical 'get out' horror vibe, but evolves into a feeling of anguish that it feels wrong to witness; private, aching, desperate pain written literally over the walls.



DAY

*Quiet, withheld pain of the **daytime** [sunshafts, dust motes, birds and cicadas; bitter taste of the safety and happiness The House was meant to embody and provide]*

AFFECTION

[care, empathy, yearning to help The House and relieve its pain, photographs, letters, memory]

VS

NIGHT

*Vicious, vindictive pain of the **nighttime** [on the hunt, survival horror - unsettling sounds, viscous, shadows, things moving, taste of blood]*

VS

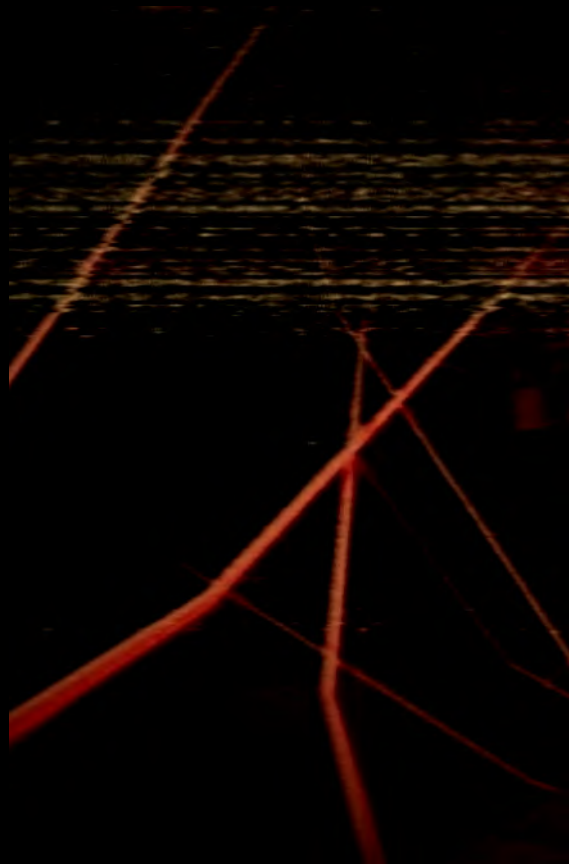
DISGUST

[body horror embedded in The House and garden, viscera, rot, dead things and mistakes]

Ultimately, it's about...

**THE
TERRIFYING
ORDEAL
OF BEING
KNOWN**

COMPS

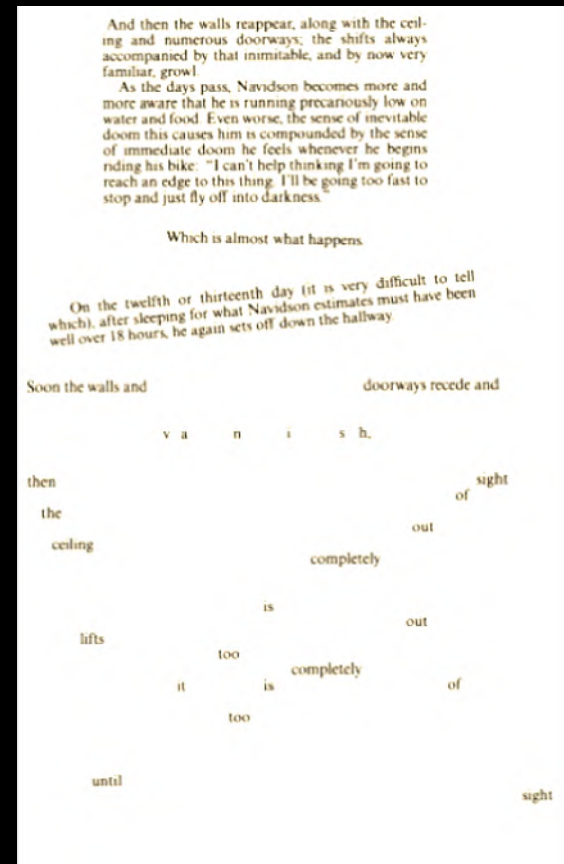


ANATOMY

2019

Kitty
Horrorshow

Pitch



**House of
Leaves**

2000

Mark Z.
Danielewski



**Majora's
Mask**

2000

Nintendo



Visage

2020

Sadsquare
Studio



**Song of
Horror**

2019

Raiser Games

WORLD BUILDING OVERVIEW

-Contemporary urban fantasy

-Most powerful magic that exists is the concept of **home** (encapsulates other powerful magic: love, protection, belonging)

-To bind a home and create a sentient construct is a long process of blood magic and quickening over generations that takes immense power, dedication, and loyalty

-It is incredibly rare for such a construct to be left abandoned and shuttered, aching and desperately empty with too much time to twist in on itself



Resident Evil VII, 2017

WORLDBUILDING OVERVIEW



もう永らく誰も立ち入っていません

No one has been in this room for a very long time.

-A broken house like this is **dangerous** and will eventually leak beyond its property line to corrode and cannibalise anything around it

-Vibrating, rage-filled power twisted inside out and warping the plane; nothing inside is what it seems, especially at night

-Entering a broken house is a death sentence. You enter and you succeed, or you don't come out again

-Only someone who can come to love The House and be vulnerable with it in turn will be able to soothe and repair the Foundationstone at its heart

LUCY FERN

Lucy is witchborn, from a deep lineage of powerful magic. When she was a baby, her mothers marked her with The House's blood and whispered her name to it, so it might know her and be merciful even in its anger. [portwine stain "birthmark"]

Conflicts & Goals

- Person vs Self
- Lucy has been adrift, unmoored, no place seeming to fit her or be a place to put down roots. Knows her family history but has no tangible connection to it, despite now being the scapegoat to blame.
- Needs to tame The House to be free of the past, to shed what the Fern name has become known for, **BUT DISCOVERS...**
- Found family and importance of place, balance between legacy and forging own path, IDENTITY



THE HOUSE

Fed the blood and happiness and magic of the Fern family for generations, The House's sentience was born a hundred years ago. Without its family to anchor it, it has become unhinged and leaks corrupted magic.

Conflicts & Goals

-The House knows it has become something ugly and dangerous, and wants to punish any Fern blood for this betrayal

BUT

-Beneath the scum-covered layers of rotten blood and broken promises, the desire for its family to be loved and protected by its Foundationstone remains



OTHER CHARACTERS

OPHELIA

A cheerful, ghostly serpent. A familiar to the Fern family, she saw The House's quickening and subsequent fall into ruin. She will appear throughout Lucy's journey in The House... and her willingness to help and empathy for Lucy's plight will vary based on choices made.



DICKON & MIRIAM FERN

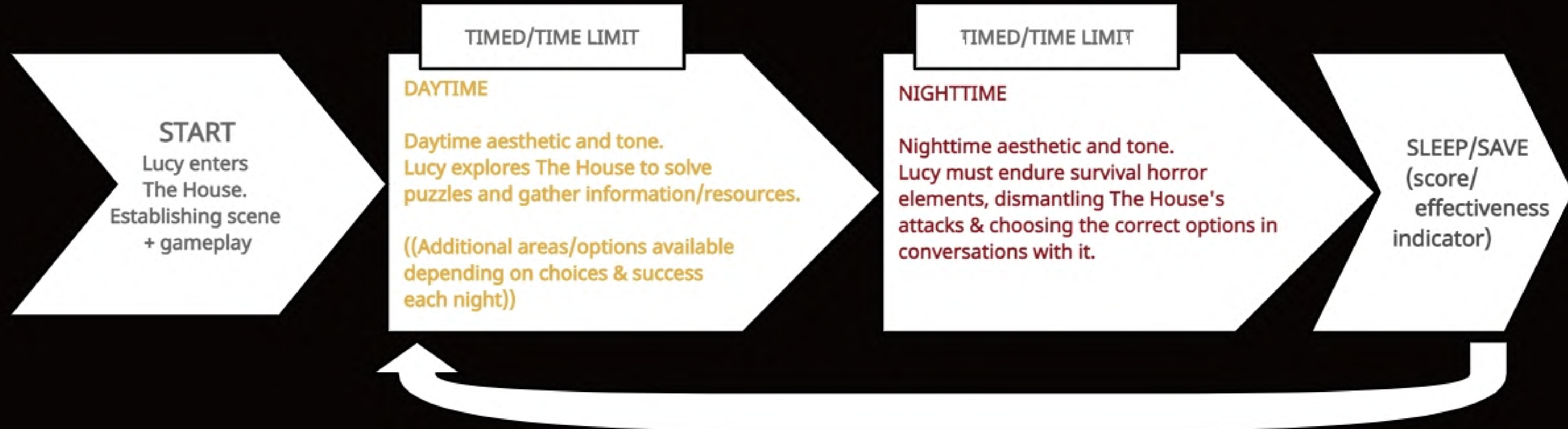
The twins who broke The House only a single generation after it was awakened. They did their best to erase all evidence of their mistakes

but The House remembers

the House's blood will never forget

and their abject corpses continue to poison the very heart and soul of the Foundationstone.

GAMEPLAY



Each timed day allows Lucy to breathe and explore the unsettling grounds of The House, while each timed night dives into horror as The House awakens and she works to survive with the tools and information discovered during the day. Only during the night is it possible to eventually reach the Foundationstone and work at soothing The House - if Lucy has learned how to look.

One attempt will be unlikely to provide the perfect run delivering the best ending, but players will be able to use what they learn on subsequent attempts to eventually be successful and/or attain different endings. Save system allows different slots for different day/night loops to facilitate repeating specific segments as desired.

POSSIBLE NARRATIVE TASKS

-Uncover the location of every dead Fern family member within The House and grounds via exploration and solving puzzles - varying complexity/length. Cleanse their remains and reinter them in the Foundationstone.

-Collect all the charms Ophelia once empowered for the children of The House. Learn more about each one as they are returned.

-Reclaim part of the garden. Discover seeds. Plant and tend ritual plants over multiple days in order to use them in later secret puzzles.

ENDINGS

SUBSUMATION *Bad Ending*

[Discover nothing. Solve no puzzles, flag no conversations/select incorrect options in common route conversations]

Lucy is torn apart, veins woven down into the rotted Foundationstone, a taproot of magic to support the House's agonal breathing just a little longer.

STOPPED HEART *Neutral Ending*

[Discover some answers, solve some puzzles, flag some conversations. Select harsh/negative options in common route conversations]

The House is stilled – not dead, not alive, but unable to cause harm. No resolution of emotions or connection. Quiet, uncanny, unkind. Sad, despite apparent victory.

REIGNITED HEARTH *Good Ending*

[Discover all mainline answers, solve all mainline puzzles, flag all main conversations. Select correct options in common route conversations]

The House takes a deep, clean breath for the first time in a century. The House accepts Lucy. The Foundationstone is still damaged, but cleansed, and together they will create a new home from the broken past.

SOULBOUND *Best Ending*

[Good Ending + Discover secret answers and puzzles e.g., find and cleanse every Fern corpse within the grounds. Select correct options in secret conversations and rituals.]

Bonus scene/stinger to the Reignited Hearth. Dickon and Miriam's remains are exorcised and reinterred cleanly in the Foundationstone, absolved and at rest. Lucy rebloods the Foundationstone, sealing the last of the damage and making it whole once more.