Glynn House

The story revolves around a Private Investigator whose name is Jim Elcraft. Jim is tasked by Meredith Glynn to obtain a necklace which she calls the Moonstone Pendant from her late husband’s house.

The game opens with Jim driving and narrating (either through text or voice) the events of meeting Meredith and taking on the job which he claims to be a thievery job, not an investigation. He admits to having done little research on the case. His car breaks down right when the gate of the Glynn Mansion is in sight. The mansion stands over a hill and is elevated from the ground level. It has two identical towers, one to the east and the other to the west, and in the thunderstorm, it leaves a silhouette of a devil with horns in the background.

The following sequence shows Jim grabbing stuff from the trunk of his car.

Once he goes through the gate, the playthrough begins. The game is heavy on exploration as that is what increases the insight. However, with the increase of insight and with extra tension during the gameplay, the states for insanity increase as well. In the first part where the player gets to explore, they can traverse the backyard of the mansion. If they continue exploring (through a foggy rainy part) they get to find a graveyard with gravestones. One of them includes the initials of M G.

Entering the mansion requires lockpicking and/or exploring around it to get in through one of the windows. The options for entering do not affect the story, but they affect the gameplay. For instance, if the player picks the lock, the game will require him to break into doors with a crowbar or whatever tools are available. If they break a window, they will be required to pick locks.

The player enters the mansion. There are a few things that we can do here, maybe the first thing that they find when they walk in are cockroaches/insects on the floor. Depending on how the player reacts, if they try to run, for example, the game will pick up on that and there will be many more. If they continue exploring unphased by the insects, then the next thing that they will encounter will be a snake by a door. If they stay away from that door for a while, then there will be more snakes, etc.

The mansion consists of 4 levels, the cellar, ground floor, 2nd floor, and the towers. The map of the left side of the mansion is an inverted identical version of the right side. But where the player explores first will be the easier part and the other side will be increasingly more difficult.

The story continues with the PI attempting to find the necklace, but within the first act of the game, they will start getting paranoid, hearing footsteps behind them, until they get to the room where the necklace is supposed to be and then they encounter the first ghost; the ghost of Lord Glynn himself. The ghost is ghastly, deformed version of what the man used to look like, and in the center, there is a gushing gap where the heart should be.

If the player doesn’t hide from the ghost, they will immediately be killed. But if they do hide, they get a permanent increase in their insanity level. That cannot be decreased until the player finishes the game.

Aside from Glynn’s ghost, there will be multiple ghosts that barely do anything except for jumpscares and some pieces of dialogue that repeat. One ghost will be of a lady in a mirror. Looking at the mirror increases insanity and insight, and the player can see her moving, but when they turn, they see nothing. More and more ghosts like that continue to populate the game the more the player progresses through it.

The second act ends once the player enters either the west or east tower. In that sequence, there will be a conversation with Lady Meredith who appears out of the blue to continue to give the player some instructions and the history of the moonstone pendent. The history is that it belonged to her great-grandmother who lived in a distant place. The ghost grandmother, Petunia (for now), begins to appear, walking through the player randomly, but it does serve like a guide in the game.

During the second act, there will be moonstones (small gems) hidden throughout the mansion. The more the player collects, the more their insight increases.

The third act of the game takes place in the other tower with Lady Meredith as well. But once the player gets there, the place transforms into what the PI claims to be his own office.

In the third act of the game, the player understands that to get out of the house, they need to go through the red door.

The red door is always optional at any stage at that point. If the player goes through it, the game ends, but it immediately starts again with the same items that the player obtained throughout the game aside from the moonstones. However, with the insight, the place looks more cracked than before, let’s say there are 10 levels of insight, the more the player obtains, the more damaged and ruined the mansion will be, and the more solid the ghosts will appear. Starting from the second playthrough, the player will always have the red door optional from the beginning of the game.

If they manage to collect all moonstones and eventually get the item, the player will be able to see the ghost of Petunia solidifying in front of the door. She will tell them that all of this is happening in both the present, the past, and the future, and the player will get out of the mansion where a new cutscene will open up with the PI talking as he types down the events of the story in absolute madness and drunkenness.

Characters:

The PI: Jim Elcraft

NPCs: Multiple Glynn members from the portraits around the house as ghosts

Meredith Glynn

Lord Glynn

Petunia