

Press Release

Hungary, Budapest: July 23, 2024



Dear Colleagues,

The big day is almost here for us:

Targeted -10 Days will be released on August 14th on Steam for Windows, Linux, and Steam Deck.

We are excited to finally share our game with future players and read their feedback.

To ensure everyone has a fair chance of surviving Don's assassination attempts, we have created a **tutorial video** on the game's mechanics, which can be viewed here:

<https://www.youtube.com/watch?v=vlpMDgNBpcM>

Unfortunately, we cannot provide [the sound of a disc drive](#) during the Steam installation, but while our 250 MB game installs, you can browse through the **Targeted Manual** downloadable from our [website](#):

glitchyframestudio.eu/targeted/Targeted_Manual_EN.pdf

Although the game can be completed in 30-60 minutes on the easiest difficulty, there are plenty of mysteries waiting for everyone to uncover the remaining sabotage clues. The Steam "Achievements" system and our 99-level difficulty mode ensure several hours of gameplay, which we believe will keep players coming back to our underground garage.

Targeted is not a live service game; we aim to share a complete product with players that contains everything needed for several hours of entertainment. However, this doesn't mean we will abandon the game immediately.

We have already started preparing the first major update, which will bring at least 25 new traps. This is just a small part of our plans, as the "Anomaly" mode, featuring paranormal phenomena, will arrive in the fall. This mode aims to entertain fans of the genre with quirky, yet often frightening anomalies.

But psst... here's a little insider gossip... we have a prototype of a special game mode that we hope to eventually make available to the public. We can't promise it will ever be finished, as its feasibility is still uncertain; we can only mention that it involves the Steam Remote Play feature.

We intend to add all these as free updates to Targeted over time.

The game's store page:

https://store.steampowered.com/app/3075050/Targeted_10_Days

Once the Steam launch is safely behind us, we plan to prepare the game for an Android release as well. To ensure a smooth launch, we decided not to release the game on both platforms simultaneously.

Our current announcement ends here, below we share some basic information about the game and our studio.

Targeted is a new variation of the recently popular anomaly searching games (I'm on Observation Duty) and endless loop games (The Exit 8, Shinkansen 8).

in Targeted, as a former Mafia member, you are trying to testify against The Don, who will do everything in his power to eliminate you. To survive, you must search for signs of sabotage in the underground garage where your car is stored, to reveal if anyone has been there before you.

The gameplay is simple: if you see anything unusual, you must rush to the elevator and escape immediately. However, if everything seems fine, you can get into your car to get to the next session of the 10-day-long trial... alive.

But we must remain vigilant; if our decision proves to be wrong, the gangsters will strike, and we will have to start the game over.

In Targeted, you are the target of the assassination, so be careful and thorough!

Some features of the game:

- Multiple difficulty levels
- More than 100 clues to find
- Achievement system
- Leaderboard: compete with your friends or other players around the world for the best time.

After the release, an update may introduce Anomaly mode, where paranormal phenomena will appear.

Built-in features may vary depending on the platform.

The game will be released on Steam (PC/Linux/Steam Deck) on August 14, 2024, with a planned price of 4.99 EUR/USD. However, during the first week, it will be available at a discounted price of 3.99 EUR/USD. In the weeks following the release, the Android version will also be available on Google Play.

Downloadable Press Kit: <https://glitchyframestudio.eu/targeted/tpk>

Hungarian trailer: <https://youtu.be/SiLthmkf9-M>

English trailer: <https://youtu.be/b46hth3a2TY>

Tutorial video: <https://www.youtube.com/watch?v=vlpMDgNBpcM>

Gameplay video: <https://www.youtube.com/watch?v=j6lkk3FdmU4>

Game Manual: glitchyframestudio.eu/targeted/Targeted_Manual_EN.pdf

Steam page: https://store.steampowered.com/app/3075050/Targeted_10_Days

Planned supported languages at launch: English, Hungarian, Japanese, Simplified Chinese, Portuguese - Brazil, Polish, German, French, Korean, Russian, Ukrain and Spanish

It would be an invaluable help to us if you could draw your readers' attention to add the game to their Steam wishlist.

Thank you for accepting our press release!

If you are interested in the game, please contact us, and we will send you Steam access for preliminary testing later on.

About Glitchy Frame Studio: Targeted is being developed by a three-member Hungarian team in their spare time. All of us work in the video game industry as developers or journalists, and GFS is our small garage project. Our first joint work, the short film Anubis;ERROR, previously won second place in the animation category at the Cegléd Film Festival.

Our website: <https://glitchyframestudio.eu>

With thanks and regards,

Roland Török

Glitchy Frame Studio

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