

Press Release

Hungary, Budapest: sept. 23, 2024



Dear Colleagues,

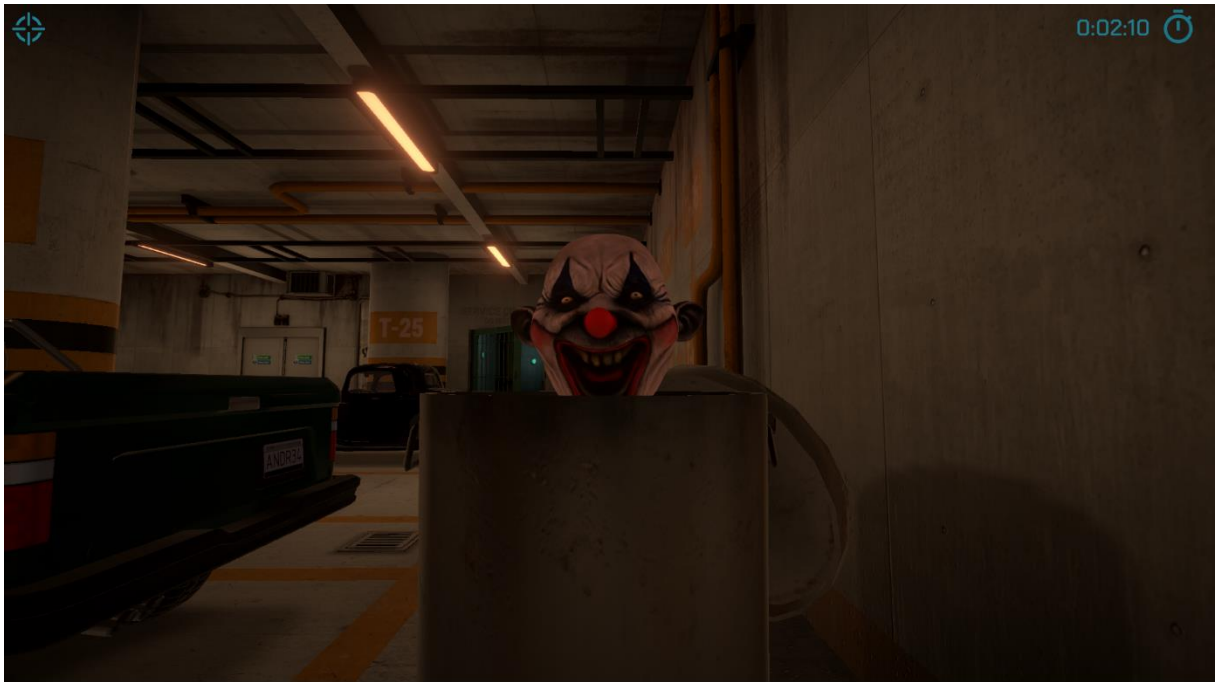
One month ago, on August 14, Glitchy Frame Studio released its first game, Targeted -10 Days, which received overwhelmingly positive feedback from players, content creators, and critics alike. We've gathered numerous useful and interesting insights, which have helped us create our first major update, named "Infiltration."

As the update's title suggests, Don's men have disguised themselves as employees of the garage facility, sneaking in under the guise of workers. Whether they appear as mechanics, maintenance staff, or cleaners, their goal remains the same: to plant a bomb in the garage while performing their alibi tasks.

So, if players happen to find a broom hidden behind some pipes or notice strange changes in the posters, it's a sign that someone has been there—a person who definitely means harm.

The Infiltration update introduces over 25 new traps, adding fresh challenges even for veteran players. Based on feedback, we've made Targeted a bit more difficult, with most of these traps requiring keen observation skills from the players.

This free update will go live on Steam on September 14.



Preparing for Anomaly Mode

In many parts of the world, autumn is the time when the realms of the living and the dead are closest. In the world of Targeted, this phenomenon is particularly strong, especially when Don calls upon supernatural powers to stop us. As a result, in the second free update, we're finally introducing the long-awaited Anomaly Mode.

Anomaly Mode will offer a slightly easier version of the game, with fewer difficult puzzles but many more spooky and even humorous surprises for players.

The mode is still in development and will eventually feature 25 levels and at least 40 anomalies. The final number of anomalies is still being determined.

We plan to release Anomaly Mode for free to all players in mid-October.

Thank you for joining us over the past month. We'll be back with more updates soon, but until then, we wish you all successful survival.

The game on Steam: https://store.steampowered.com/app/3075050/Targeted_10_Days

Below is the announcement for players that will appear on Steam:

The Infiltrator Update Has Arrived

Dear City Heroes,

Targeted -10 Days has reached its one-month anniversary, and it has been an exciting and fascinating time for us.

We were eagerly anticipating your feedback, and we're incredibly grateful for the overwhelmingly positive reception. The reviews, feedback, and streams have reassured us that we've created a fun and engaging game. The fact that many of you have spent so much time in such a small game is both a joy and an honor for us.

It's been fun to watch and read about the competition between some of you for better times, and we've loved seeing those who streamed their trials and tribulations.

Over the past month, we've tried to keep an eye on every streamer and video creator to understand how you play the game. Some players found it tough on their first try, while others honed their skills to perfection, making no mistakes. It's been amazing to see players being better at the game on their first playthrough than we, the developers who designed the traps `_(ツ)_/`

The T-99 Mode was added as a kind of final boss, an enemy we knew very few would even attempt to defeat. But we figured that if someone tried, the save system would allow it to be a challenge stretched over multiple days.

To our delight, several players managed to overcome this hurdle, beat the game, and earn the rarest achievements, even unlocking the secret ending.

Here's the current list of T-99 Heroes: Animetool, CeruzásFeri, I_Ritus_I, Panyi, Starlis, and TrickyM. The citizens of the city will never forget your names.

Now, let's get to the main point—our first major update.

The Infiltrator Update

The Infiltrator Update goes live today, bringing with it over 25 new traps. Don's men are still trying to infiltrate, their goal being to pose as workers and sneak into the garage.

They seem to carry out tasks that the staff would perform, but in reality, they're planting bombs somewhere in the garage.

You'll need to be on the lookout for clues that might suggest a cleaner, a mechanic, or some other worker has been there. For example, if you find a broom hidden behind the pipes, it wasn't left by the janitor, but by one of Don's men.

This update brings tougher challenges, requiring more focus than ever before. The old puzzles remain, but this refresh offers greater difficulty for experienced players, whose eyes may not yet be trained on these new types of clues.

Gearing Up for the Next Update: The Anomaly Mode

In many parts of the world, autumn is when the realms of the living and dead draw closest. In the world of Targeted, this is especially true, particularly when Don calls upon supernatural forces to stop us. Thanks to this, our second free update will finally introduce the long-planned Anomaly Mode.

Anomaly Mode will be a lighter version of the game, with fewer tough puzzles but more spooky or humorous elements awaiting you.

In Anomaly Mode, you'll even get to meet the mastermind, Don K., in person!

We hope you'll enjoy this mode as much as we do, and we think it'll be worth revisiting the game, even for those who have already played Targeted to the fullest.

The mode is under active development, with 25 levels planned and at least 40 anomalies—possibly more. If all goes well, Anomaly Mode will be available in mid-October.

Thank you for joining us over the past month. We'll be back with more updates soon, and until then, good luck surviving.

About Targeted:

Targeted is a fresh take on anomaly detection games (like I'm on Observation Duty) and endless loop games (The Exit 8, Shinkansen 8).

In Targeted, you play as a former Mafia member testifying against Don, who is doing everything in his power to eliminate you. To survive, you must search for sabotage clues in the underground garage where your car is stored, revealing whether someone has been there before you.

The gameplay is simple: if you spot something unusual, you must run to the elevator and escape. But if everything seems fine, you can hop in your car and head to the daily court session—alive.

Stay sharp—one wrong move, and the gangsters will get you, forcing you to start all over again.

In Targeted, you are the target of the assassination, so be vigilant!

Key Features:

- Multiple difficulty levels
- Over 130 clues to discover
- Achievement system
- Leaderboards: compete with friends or other players worldwide for the best time
- Coming in October: Anomaly Mode, featuring paranormal phenomena

Targeted launched on Steam (PC/Linux/Steam Deck) on August 14, 2024, for €4.99. The Android version is currently in development.

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

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

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

English manual: https://glitchyframestudio.eu/targeted/Targeted_Manual_EN.pdf

Game on Steam: https://store.steampowered.com/app/3075050/Targeted_10_Days

Thank you for reading our statement!

If you're interested in the game, feel free to contact us, and we'll send you Steam access for testing at a later date.

About Glitchy Frame Studio:

Targeted is developed by a three-person Hungarian team working in their spare time. We all work in the video game industry as developers or journalists, and GFS is our little garage project. Our first collaboration, the short film Anubis;ERROR, placed second in the animation category at the Cegléd Film Festival.

Our website: [Glitchy Frame Studio](#)

Best regards,

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