

Targeted Press Release

18.10.24



Dear Colleagues,

On October 18, Targeted –10 Days will receive its largest update, introducing the horror experience to the game: the Anomaly Mode.

The Anomaly Mode will be a permanent feature of the game, not a temporary one, and although it adds as much new content as a full-scale game of a similar caliber, it will be available as a completely free update. Naturally, the previous game modes will remain, and Anomaly Mode will also have its own leaderboard.

Since the game's mid-August release, Glitchy Frame Studio has been working on Anomaly Mode, transforming the sounds and environment to make players hesitate a bit more before stepping out of the elevator. This new mode creates a completely new atmosphere for Targeted players, replacing the grounded Mafia story with paranormal phenomena, as a tiny, awkward flashlight will be the only source of light in total darkness.

The anomalies will be more bizarre than ever before, requiring players to approach the parking garage with a more open mind than in the past.

Of course, the objective of the game remains unchanged: players must identify the one thing in the garage that wasn't there before. If they manage to complete the 25-level game mode, they will finally have the chance to meet Don, the figure terrorizing the city, in person.

In addition to Anomaly Mode, the update includes other changes affecting the older game modes. Previously, during a playthrough, the same sabotage element could appear multiple times on a level. This is no longer the case, as our new random system prevents anomalies that recently appeared from repeating.

With Targeted boasting over 170 base-game anomalies and 60+ anomalies in Anomaly Mode, players will have plenty of opportunities to encounter traps they haven't seen before.

We hope players will enjoy the new update. We're incredibly grateful for the positive reception of our little game and appreciate the heartwarming feedback and trust.

With that, we wish everyone successful survival!

The Glitchy Frame Studio Team.

Anomaly Mode Trailer: <https://youtu.be/iNo8oT15o-E>

The game on Steam:

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

Below is the statement to players, as it will appear on Steam:

Dear City Heroes,

Targeted –10 Days was released two months ago, and to celebrate, we've prepared the game's most significant update from multiple perspectives.

Since the game's first launch, you may have noticed a menu item that we paved the way for, signaling that while the game was complete, we had bigger plans in store. This menu item is called Anomaly Mode, and since release, we've spent the last two months crafting this mode to deliver a significantly new experience.

<https://youtu.be/iNo8oT15o-E>

Anomaly Mode is now available for everyone. This is not a temporary mode, nor a small detour—it's an integral part of the Targeted –10 Days experience, finally making the game as we envisioned it at the start of development.

Containing horror elements, Anomaly Mode introduces supernatural traps, meaning you'll need a completely different approach compared to the standard Targeted assassin gameplay.

The sounds and environments have been revamped so that stepping out of the elevator requires a bit more courage, as you'll be navigating pitch darkness with only a small, awkward flashlight to light your way. The anomalies are more bizarre than ever, with inexplicable changes to posters, strange occurrences behind your back, and encounters with new, terrifying figures.

Anomaly Mode begins at T-25 levels, so it might be a bit challenging, but with over 60 traps in this mode alone, we believe that even after several playthrough attempts, you won't get bored.

The game still saves your progress when you exit, and we track your time so you can climb the leaderboards.

Completing a run offers a new, hand-animated ending, allowing you to finally meet Don K in person!

We Outsmarted the RNG Gods!

Many of you have provided feedback, and naturally, we've listened. One of the most mentioned critiques was that anomalies repeated too often.

There are currently so many anomalies in the game that we can't even count them all—there are around 170 in the normal mode alone and over 60 in Anomaly Mode. Yet, sometimes the Random Number Generator Gods decided to throw the same anomalies at you repeatedly.

We tried to outwit the RNG Gods, so our programmer, 4NDR34 (who isn't András, Andor, or his programmer girlfriend), defied the Gods' will and created the perfect code that prevented the same anomaly from appearing twice in a row. The problem was that the RNG Gods were not pleased, and even between rounds, they were prone to repeat traps, which made some feel there was too much repetition.

4NDR34 (not the car parked in the game, but our programmer) has finally put an end to this by implementing the perfect code that ensures no trap will repeat within a single playthrough.

In short: from this update onward, repetitions will cease.

We hope you enjoy what will likely be the last major update for the game. If you have any questions or find any bugs, feel free to join us on Discord at <https://glitchyframestudio.eu/discord>.

We wish you successful survival!

About Targeted:

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

In Targeted, you play as a former Mafia member trying to testify against The Don, who is doing everything in his power to eliminate you. To survive, you must search for sabotage clues in the parking garage where your car is stored to reveal whether anyone else has been there before you.

The gameplay is simple: if you see anything unusual, rush to the elevator and escape. However, if everything seems fine, get in your car to reach your court hearing... alive.

Stay vigilant, as a wrong decision means the gangsters will get to you, and you'll have to start the game over.

Main features of the game:

Multiple difficulty levels

- Over 130 clues to find
- Achievement system
- Leaderboards: Compete with friends or other players worldwide for the best time
- Anomaly Mode arriving in October, where paranormal phenomena will appear

The built-in features may vary depending on the platform.

The game was released on Steam (PC/Linux/Steam Deck) on August 14, 2024, at a price of €4.99. The Android Google Play version is currently in development.

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

Anomaly Mode Trailer: <https://youtu.be/iNo8oT15o-E>

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

The game on Steam:

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