

# TARGETED

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# Targeted Manual

A GLITCHYFRAME GAME  
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**Glitchy Frame Studio Presents:**

# **Targeted Manual**

**[glitchyframestudio.eu](http://glitchyframestudio.eu)**

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# Welcome from the Targeted team!

Thank you for trusting us and purchasing our game, Targeted -10 Days.

Our manual helps explain the workings of Targeted, allowing you to get to know the features and options available in the game.

We hope you will enjoy our game and have as much fun playing Targeted as we did creating it.

– Glitchy Frame Studio Team

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# Installation

The game is available on multiple platforms, but generally speaking, no special expertise is required for installation in most cases. No matter which drive you install it on, running Targeted should be possible.

We designed Targeted to run optimally on older or less powerful computers as well. Essentially, the same game runs on phones, PCs, Steam Decks, or any device it can be installed on. For this reason, there is no need for graphical settings, and the game looks nearly identical across all devices.

Generally, it should run on any computer or mobile device manufactured after 2020, as long as you use one of the operating systems supported in 2020. As of 2024, based on our experience, the game runs smoothly on 64-bit Windows PCs, Linux, SteamOS, and Android phones.

Targeted's resolution depends on your display and, if running in windowed mode, the size of the window. It automatically starts at the best resolution for your setup.





# About the Game

In this game, you play as a witness on your way to a court trial who has incriminating evidence against the Don, the man who keeps the city in fear. Naturally, the Mafia's gangster network doesn't want you to incriminate the villain who holds the city in his grasp, so they try to take you out every day.

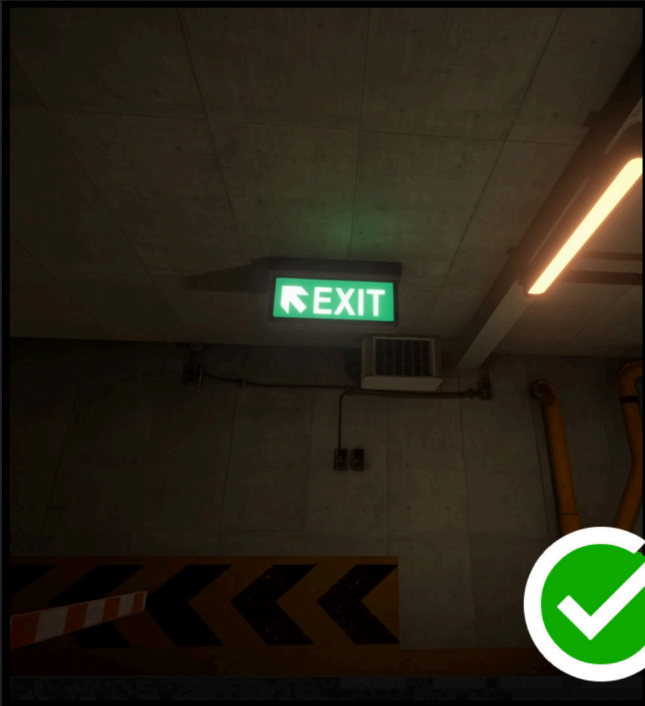
We are most vulnerable when we are heading from the secret underground garage elevator to our car. This is when the Mafia might strike, so we need to be most vigilant during this time.

**The game's title comes from this very concept, as we ourselves are the targeted individual!**

Our task is to discover clues that indicate whether anyone has been in the garage before us. If we let our guard down and fail to notice the changes or traps from day to day, unfortunately, the Don will win, and we'll end up pushing up daisies.



Targeted - 10 Days is a spot-the-difference video game where the goal is for the player to discover changes in the environment and identify traps.



As seen in the left image, the EXIT sign is illuminated, while in the right image, cables are hanging out of it. The game is built around finding such differences. In the bottom image, we can see what it looks like to come face-to-face with a bomb, which, according to the dream book, means trouble.





If we have been sufficiently attentive, we can determine whether it is safe to leave the garage.

If we do not find anything that suggests we might be in danger, we must get into our car and leave the premises. If there was indeed no danger in the garage, we wake up the next day and start looking for differences again.



However, it may happen that something seems suspicious to us. If we see that something is out of place or notice an object that doesn't belong, we must return to the elevator and wait for help. If there was indeed an issue with the garage, although we won't make it to the trial that day, we will survive the day and thus continue the game.





**But what if we're wrong?**

**In this case, unfortunately, we must account for the possibility that the Don's men will exploit our mistake and take us out.**

If we get into the car, we will be crisped by a bomb placed on the course that we failed to notice.

Similarly, the game ends if we mistakenly enter the elevator, as a member of the Mafia will shoot us full of holes.





There may be instances when a Mafia member attempts to eliminate us without using explosives, instead opting for a simple firearm or poison gas. These situations can be not only frightening but also require quick action, as every second counts. In such cases, we must always rush to the elevator.



In the game, you generally have as much time as you want, but in these exceptional situations, you can't afford to think for too long, as it could cost you your life.

**So, once again: If everything seems fine, get into your car. If something seems suspicious, head for the elevator!**



# Controls

Controlling the Targeted is as simple as it gets; it doesn't require much practice or precise hand movements.



In the Targeted, there's no need to shoot or engage in combat with anyone, but its controls are still similar to those of an average FPS game.





For keyboard and mouse controls, the usual **W A S D** and **arrow key** layouts can be used for **movement**, while the **mouse** will be used for **looking around**.



If we want to **interact with the elevator button or our car**, we will need to use the **left mouse button, F, or E** key for this purpose.

When using a controller, you can move and look around using the analog sticks.

**To use the elevator or car**, press the  button on an Xbox controller or the  button on a PlayStation controller.



In the game, you also have the option to **jump**. On the keyboard, you can do this by pressing the **SPACE** key once. On a controller, use the  button on an Xbox layout or the  button on a PlayStation layout.

Similarly to jumping, crouching is also possible. On a keyboard and mouse, you can **crouch** by pressing the **C** or **CTRL** keys. On a gamepad, crouch using the button  on an Xbox controller or the  button on a PlayStation controller.



To **run**, hold down the **SHIFT** key on the keyboard. On Xbox and PlayStation controllers, running is assigned to the **left Analog stick** and the **button above the left trigger**.

If you are not using an Xbox or PlayStation controller layout, the game will likely still support your controller.

This manual does not cover touchscreen controls, but they are operated by placing your fingers on the screen and using the virtual controls.





To get into the car or the elevator, the corresponding icon must appear. The icon is clearly visible and only flashes for these two options.



The elevator button can be seen below during gameplay.



# Menu



The game menu can be accessed and closed on the keyboard using the **ESC** key, and on the controller using the **START/OPTION** buttons. If you are playing on a phone, simply tap the crosshair icon in the top left corner of the screen. The menu content may vary depending on the platform; we are now examining the menu for the Steam version.



In the menu, you can select the language using the visible arrows. The game supports numerous languages, ranging from English to Japanese.





The game saves continuously, so you can exit at any time and resume your playthrough from the same point.

You can also select the game's difficulty level in the menu. For more details, refer to the ***Difficulty Levels*** section.

## **Restart Game**

*Keep your previous ranking time*

Using the **Restart** button, you can immediately start the current level from the beginning. This is useful if you want to quickly start a new game, as the game tracks your time, and your best completion time will be posted on the global leaderboard.

You can read more about this feature in the ***Leaderboards*** section later. However, it's important to note that using the Restart button does not erase your previous time or leaderboard position. You simply start again from the first level on the selected difficulty.

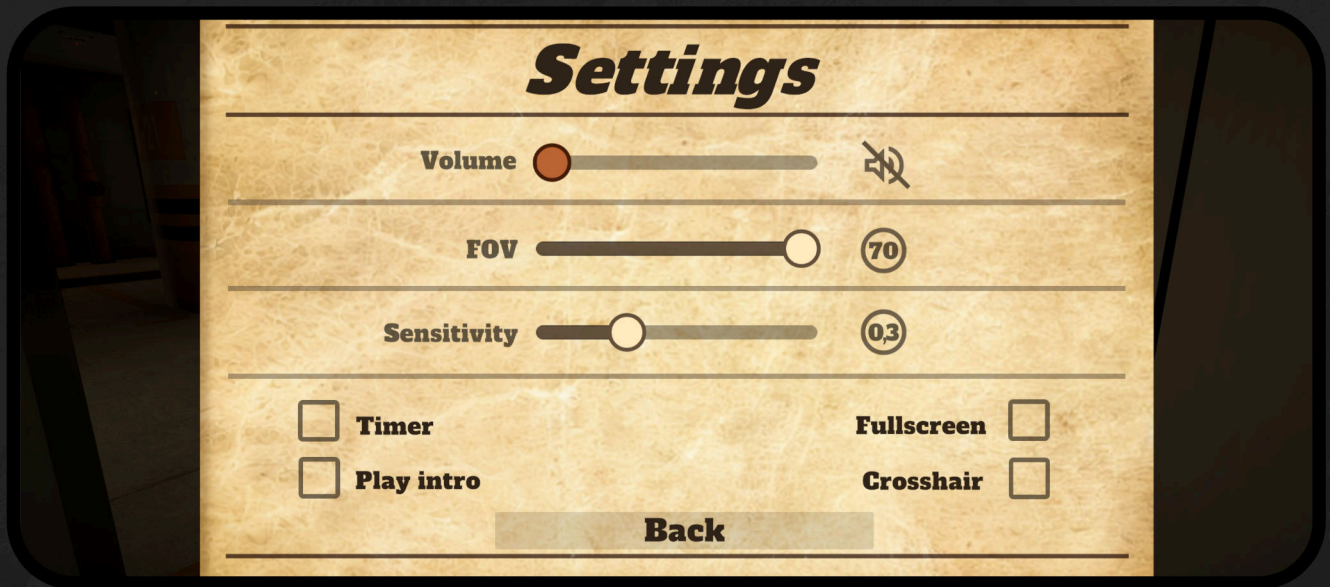
## **\* How to Play \***

**Story**

**Credits**



The Targeted button provides a simplified description of **how to play** the game. The **Story menu** contains the game's narrative, while the **Creators** button lists the names of those who contributed to the game's creation.



Under the **Settings** menu, you can adjust the game's **volume** with a slider, set the field of view (**FOV**) slider to control how much you can see to the left and right, and **adjust the sensitivity** of the mouse/controller for camera movement.

Using the **Time** option, you can toggle the clock visible in the top-right corner of the screen on and off during gameplay. The **Fullscreen** button allows you to switch the game between fullscreen and windowed mode. The **Play Intro** checkbox controls whether the introductory newspaper appears when starting the game. The **Crosshair** option displays a crosshair in the center of the screen during gameplay.



# The meaning of T-Days

In the game Targeted, and also throughout its title, you will frequently see the T-minus symbol. This indicates how many days remain to complete the game. The "T" stands for time, while the minus and number represent the number of days left in the current game mode. For example, if you see "T-21 Days," it means there are 21 days remaining, or 21 challenges left before you reach Don's final, decisive meeting.



T -21 DAYS

You can always track your current progress in the game using the captions, elevator buttons, or columns.

**We designed Targeted so that you always know where you are in the game.**



The number of T-Days in the game depends on the difficulty level you are playing.



By default, as suggested by the game's title, you need to survive for 10 days, which is referred to as the game's normal mode. This balanced mode helps new players get acquainted with the world of Targeted.

However, once you complete **Normal mode**, you'll unlock the option to start the "**Hard**" mode with 25 levels, or the "**Impossible**" mode, also known as **T-99** mode, which contains 99 levels.



# Difficulty Levels

The game is not an action game; instead, it demands your full attention. If you're not careful, you'll die and have to start the game over.

However, there are traps, signs, and events that may be easier or harder to spot.

In "Normal" mode, as you progress, the chances increase that you'll have to discover increasingly difficult-to-spot clues.

In Targeted, even in "Normal" mode, the puzzles are randomly placed, making the gameplay unpredictable.



Once you have completed the game at least once, new difficulty levels will become available. At launch, these include Normal, Hard, and T-99 modes.

Each difficulty level has a unique icon that you can always see in the top left corner of the screen.



The GREEN crosshair represents Normal mode, ORANGE represents Hard mode, and RED represents the very difficult T-99 mode.

In Hard and T-99 modes, the difficulty level is not regulated, meaning that you may encounter both easy and very difficult puzzles at the beginning and end of the game.

The Anomaly mode will not be available at the game's launch. It will be added through a free update and will feature a variety of funny, frightening, and entertaining anomalies, mostly involving paranormal phenomena.

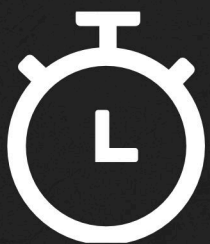


# Leaderboard

<i><b>Leaderboard</b></i>		
<b>Normal</b>		<b>Global</b>
Rank	Name	Score
1	Targeted Hitman	0:02:00.73
2	Starlis	0:03:12.55
3	Aszi	0:03:19.74
4	Ccℓ» DefaultQ	0:04:14.61
5	dreszer.karoly	0:06:52.32

Targeted -10 Days tracks the time it takes to complete the game. While time doesn't impact gameplay, it provides players with a great opportunity to see how quickly they and other players around the world can finish the game.

When you complete a difficulty level, your name will appear on the global leaderboard. You can switch between game modes using the button on the left side, and view other players' times with the button on the right.



The **Global** filter shows the times of all players worldwide, the **Local** filter displays times of players with similar completion times to yours, and the **Friends** filter shows the completion times of your acquaintances.

The leaderboard always displays your best time.



# Achievements

Do you enjoy challenges? If so, we have good news: Targeted features a variety of **Achievements** that can extend your gameplay by many hours.

If you're a completionist, be prepared to spend many hours searching for clues in the game. There are so many clues that even we have trouble keeping track of them all.

We are not aware of any other anomaly-hunting games on the market that feature as many traps, or even half as many, as Targeted -10 Days.

## ***Achievements***

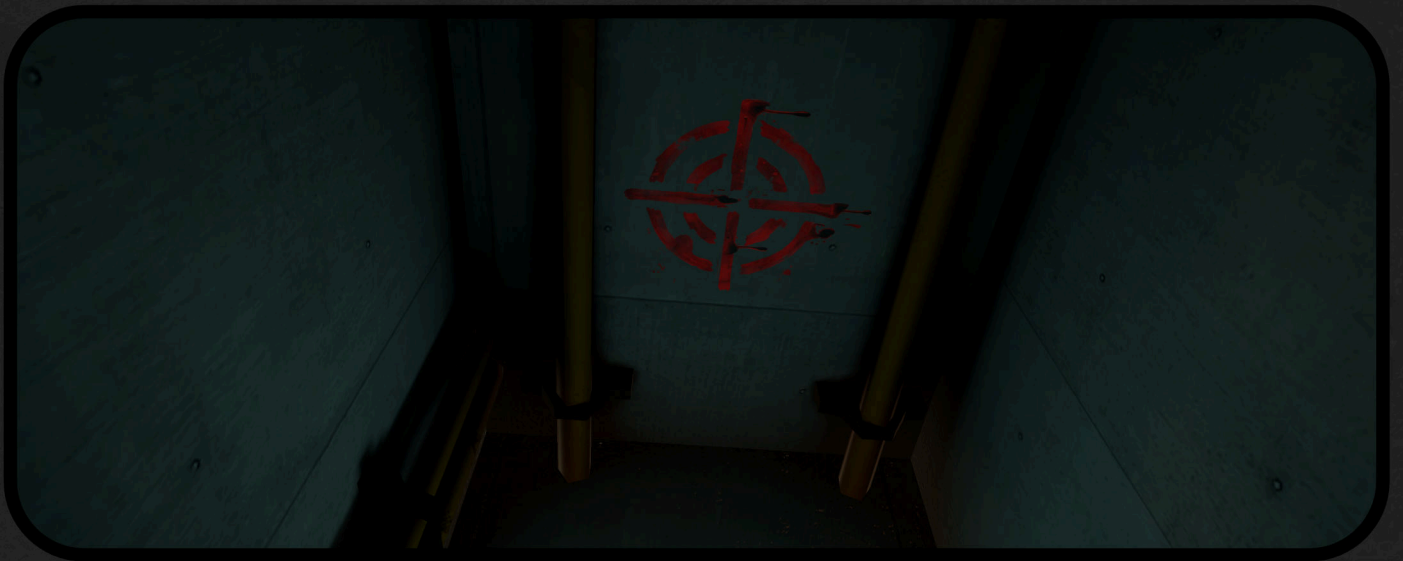




# Tips and Tricks

**We'd like to share some useful tricks for survival.**

- If something seems like a good hiding spot, there will likely be something there eventually. Check hidden spots as you never know what you'll find.
- Some signs of sabotage can be seen on the ceiling, so always look around carefully both above and below you.



- There are anomalies that only activate when you get close to them.
- Some anomalies also make sounds, making them easier to find.
- There is no anomaly that is solely sound-based. The sound can help, but the game can be completed in silence.

- If you die because you didn't find the anomaly on the level but still got into the car, a map will appear on the left side of the elevator. This map will show you the level where you died and where the trap was placed.



- If you record your playthrough with some program, you can later review what you missed.
- There is no mechanic in the game that ensures at least one anomaly must appear after a certain number of turns. Everything is completely random.
- Don't expect to complete the game on your first try. This game is about trial and error and learning. Don't be hard on yourself if you find it difficult at first. This is a patience game, don't rush to progress.
- The hardest challenge is when there are no traps on the level. Even that tests us. ^\\_(\`o`)/~



# Final Note

Thank you for purchasing our game and for reading through our little game's comprehensive manual.

Glitchy Frame Studio is a hobby project, and the game's budget probably didn't even exceed the 150 Euro mark, making it a truly super low-budget indie title. We have future plans for Targeted, and we hope to expand it with free updates. To achieve this, we need your help to spread the word about the game to as many players as possible.

If you like Targeted, please don't forget to recommend it to your friends. We hope we have earned your trust and that you'll leave us a positive review in the app store where you purchased the game.

**Happy gaming!**

This English manual was translated using machine translation, so please let us know if you find any errors, and feel free to contact us with your feedback through the following points:

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***Be alert, now YOU ARE THE TARGET!***