

PRESS FACT SHEET / FLICKER POINT STUDIO

ZANGYOU

残業 / "Overtime" — first-person psychological horror

Trapped on the 32nd floor of a Tokyo office tower after hours, you must escape a hostile AI that seals exits, shifts corridors, and decides where you go next.

DEVELOPER	Flicker Point Studio (solo developer, Tokyo, Japan)
FOUNDED	2025
GENRE	First-person psychological horror
ENGINE	Unreal Engine 5.7
PLATFORMS	PC (Steam) at launch / Console post-launch
LANGUAGES	English, Japanese (more TBA)
RELEASE DATE	To be announced
PRICE	To be announced
STEAM	store.steampowered.com/app/3805820/Zangyou
TRAILER	youtu.be/kXt5nTR9v30

KEY FEATURES

- **Dynamic AI control**
MirAI manipulates the environment in real time — locking routes, rerouting paths, shifting space.
 - **Destabilizing events**
Randomized moments that break confidence and make familiar routes feel unreliable.
 - **Infrastructure puzzles**
Puzzles tied to the building's access systems, locks, and office logic.
 - **Specifically Japanese**
A culturally specific setting shaped by overtime, overwork, and entrapment.
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ABOUT THE DEVELOPER

Flicker Point Studio is a solo studio based in Tokyo, Japan. Zangyou is the studio's first project — directly inspired by the developer's local environment. The goal is to give players outside Japan a perspective on a setting most horror games either ignore or treat as set dressing.

PRESS CONTACT

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