

FOR IMMEDIATE RELEASE: October 3, 2025

Phoenixx Inc.

# ZAKO NO AHIRU Joins Steam Next Fest! Demo Available for the First Time on Steam Today! Also Exhibiting at OSAKA INDIE GAMES SUMMIT 2025!



Phoenixx Inc. (Musashino, Tokyo; CEO: Kazunori Sakamoto) is pleased to announce that the 2D platformer action game ZAKO NO AHIRU will be part of the Steam Next Fest, held on Steam from Tuesday, October 14 to Tuesday, October 21, 2025.

In advance of the event, a demo version that allows you to play the tutorial has been released on Steam today.

Furthermore, we are also announcing that the game will be participating in the "OSAKA INDIE GAMES SUMMIT 2025" game event, held in Osaka on Saturday, October 4, and Sunday, October 5, 2025.

# ■ ZAKO NO AHIRU is Coming to Steam Next Fest!

It has been confirmed that ZAKO NO AHIRU will participate in the Steam Next Fest, an event held on the PC platform Steam from Tuesday, October 14 to Tuesday, October 21.

During Steam Next Fest, a special demo version will be available where players aim to clear Stage 1 within a 20-minute time limit. Be among the first to experience this mountain-climbing action filled with a mix of taunts and tension.

If you're interested, please be sure to add it to your wishlist. Steam Page: https://store.steampowered.com/app/2879980/ZAKO\_NO\_AHIRU/

# ■ Releasing Today! First Demo Unveiled Ahead of Steam Next Fest

Prior to its participation in Steam Next Fest, a demo allowing you to play the tutorial of ZAKO NO AHIRU has been released on Steam starting today.

In this demo, you can enjoy an approximately 5-minute tutorial. Please take this opportunity to experience the world of ZAKO NO AHIRU.

# Steam Next Fest Participation! Giveaway Campaign

To celebrate our participation in Steam Next Fest, we will be holding a giveaway campaign where you can win Steam gift codes.

① Follow & Repost Campaign 10 lucky winners will receive a 500 yen Steam gift code!

#### Campaign Period:

From Friday, October 3, 2025, to Tuesday, October 21, 2025, at 23:59 (JST)

Prize (via lottery):

500 Yen Steam Gift Code - 10 winners

#### How to Enter:

- 1. Follow the official Phoenixx X account (@Phoenixx\_Inc).
- 2. Repost the target campaign post.
- ② Wishlist Campaign One lucky winner will receive a 5,000 yen Steam gift code!

#### Campaign Period:

From Tuesday, October 14, 2025, to Tuesday, October 21, 2025, at 23:59 (JST)

Prize (via lottery):

5,000 Yen Steam Gift Code - 1 winner

#### How to Enter:

- 1. Follow the official Phoenixx X account (@Phoenixx\_Inc).
- 2. Post a screenshot showing that you have wishlisted the game with the hashtag #さこのあひる.
- 3. (Optional) Post a screenshot of you clearing the special demo within 5 minutes to increase your chances of winning.

#### [Notes]

- Winners will be selected via a strict lottery.
- If you are already following the account before the campaign starts, you do not need to refollow.
- Winners will be notified via DM to their X account. Please note that if your settings do not allow you to receive DMs from us, your entry will be voided.
- We cannot respond to inquiries regarding the lottery or prizes.

# **■ Exhibiting at OSAKA INDIE GAMES SUMMIT 2025!**

We will be exhibiting at the "OSAKA INDIE GAMES SUMMIT 2025," held in Umeda, Osaka, on Saturday, October 4, and Sunday, October 5, 2025. At our booth, you can experience the high-difficulty mountain-climbing action of ZAKO NO AHIRU. If you are attending the event, please be sure to stop by.



< "OSAKA INDIE GAMES SUMMIT 2025" Exhibit Details > Dates: Saturday, October 4 - Sunday, October 5, 202
Venue: Congres Convention Center at Grand Green Osaka
Event HP: https://funky802.com/osaka-indiegames-summit/

## < About ZAKO NO AHIRU >

ZAKO NO AHIRU is an ultra-challenging 2D platformer action game themed around pushing your limits.

One day, you receive a visitor—your next-door neighbor, a girl named Mary Sugaki. As a gift, she brings you the hottest new brutally difficult game, ZAKO NO AHIRU. Mary watches you play, relentlessly hurling sharp comments your way.

However, the true goal of the game is to guide the duck to the mountain's summit. With its simple yet unforgiving difficulty and Mary's words that get under your skin, a completely new game experience, where "challenge" and "provocation" intersect, is born.





## • Simple Controls for a Tough-as-Nails Climbing Experience!

The duck's controls are simple: just "Rotate" and "Jump". However, each jump consumes water. If you run out, you have to start over! Furthermore, by mastering up to a 5-stage jump, you can even make daring shortcuts. The ways to clear the game are as limitless as the player's skill.





## ● Over 800 Lines of Dialogue to Color Your Gameplay

As you take on the challenge, the girl next to you has over 800 lines of dialogue that change depending on the situation! She'll taunt your skills, of course, but she'll also chime in with idle chitchat and whimsical encouragement, keeping you engaged with a rich variety of emotions. Plus, all dialogue is fully voiced. Even if you're focused on the game screen, you won't miss a single one of her taunts.

### Multiple Endings That Make You Want to Try Again and Again

The game features a total of seven endings. Each time you clear the game, a "dream-like" situation unfolds. You can tackle them in any order you choose, according to your preference. Enjoy a bold and diverse drama, made possible because it's all "just a dream".





Title	ZAKO NO AHIRU
Developer	FU Fighters
Genre	2D Platformer Action
Players	1 Player
Platform	PC (Steam)
Release Date	Scheduled for 2025
Price (tax incl.)	TBD
Supported Languages	Japanese, English, Chinese (Simplified, Traditional)
Copyright	©FU Fighters Published by Phoenixx Inc.

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**Developer: FU Fighters** 

Developer X: https://x.com/fukuokafighters <@fukuokafighters>

Publisher: Phoenixx Inc.

Official Website: https://phoenixx.ne.jp/

Official X: <a href="https://x.com/Phoenixx\_Inc">https://x.com/Phoenixx\_Inc</a> <a href="mailto:@Phoenixx\_Inc">@Phoenixx\_Inc</a> <a href="mailto:@Phoenixx\_Games">@Phoenixx\_Games</a>

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## Creators - Centric

Creators hold infinite possibilities. Phoenixx supports all creators to be active globally, by spreading Japanese creators to the world and world creators to Japan and Asia. Our mission is to create a more vibrant game/entertainment industry in 10 years. We will nurture people and titles that children around the world will admire and look up to.

To inspire and nurture the human spirit—one creator, one game and one neighborhood at a Time.