

NIGHT CLERK – PRESS KIT

Overview

Title: Night Clerk

Developer: Arzolath

Release Date: February 27, 2026

Platform: PC (Steam)

Genre: Psychological Horror, Atmospheric, First-Person

Engine: Unity

Players: Single-player

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Steam Store: https://store.steampowered.com/app/4416960/Night_Clerk/

Short Description

Night Clerk is a first-person psychological horror game centered around atmosphere, routine, and subtle tension. Players take on the role of a motel night clerk performing quiet desk duties while increasingly unsettling irregularities begin to emerge during late-night shifts.

Long Description

Night Clerk is an atmospheric psychological horror experience set in a quiet roadside motel during a series of overnight shifts. Players perform routine front desk tasks such as checking in guests, answering phone calls, monitoring CCTV cameras, and managing the building while time slowly progresses toward morning.

The experience focuses on immersion and subtle unease rather than traditional horror mechanics such as combat or chase sequences. Small environmental inconsistencies, unusual guest behavior, and unexplained disturbances gradually disrupt the sense of normalcy. Players are encouraged to observe carefully, explore their surroundings, and piece together narrative elements discovered throughout the motel.

Each shift builds tension through quiet moments, ambient sound design, and environmental storytelling. Narrative details are intentionally subtle, allowing players to interpret events through discovered clues and interactions rather than explicit exposition.

Night Clerk is designed as a focused and contained horror experience that emphasizes mood, pacing, and psychological discomfort through grounded and familiar scenarios.

Key Features

- First-person psychological horror experience
 - Slow-burn tension driven by atmosphere and observation
 - Perform routine night shift duties at a motel front desk
 - Monitor security cameras and detect subtle anomalies
 - Environmental storytelling through exploration
 - Multiple nights with evolving events
 - Minimal interface for immersive gameplay
 - No combat or chase mechanics
 - Focus on isolation, unease, and subtle horror
 - multiple endings influenced by player choices
 - hidden narrative details and discoverable secrets
 - subtle environmental clues that reward observation
 - Designed for headphone play for best immersion
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Gameplay

Players spend most of their time working at the motel reception desk, completing grounded tasks while maintaining awareness of their surroundings. Over time, the environment begins to change in small but noticeable ways. Guests may behave unexpectedly, distant sounds may appear without explanation, and camera feeds may reveal details that seem slightly wrong.

Progression occurs gradually across multiple shifts, allowing players to notice patterns, uncover hidden clues, and interpret the narrative at their own pace. The game rewards attention to detail and careful observation rather than reflex-based gameplay.

Night Clerk focuses on creating tension through quiet moments and anticipation rather than constant stimulation.

Visual Style

The game presents a grounded and realistic motel environment with subdued lighting and strong use of shadow to create tension. Interior spaces emphasize stillness and isolation, while subtle visual irregularities reinforce the psychological tone of the experience.

The presentation supports a cinematic atmosphere while maintaining clarity and readability during gameplay interactions.

About the Studio

Arzolath is an independent studio creating games, tools, avatars, and animation systems for real-time 3D environments. The studio focuses on atmospheric interactive experiences and technical solutions that combine creative design with modern development technology.

Its work spans psychological horror games, creator tools, character systems, and real-time animation workflows, with an emphasis on immersion, usability, and expressive digital experiences.

Arzolath develops projects using Unity and related technologies, exploring both narrative-driven interactive media and technical tools that support virtual worlds and creator ecosystems.