



**A horror job simulator where you work in the mailroom of a small regional office of Hell located in Modesto, California.**

#### **Steam**

[https://store.steampowered.com/app/3965430/The\\_Mailroom/](https://store.steampowered.com/app/3965430/The_Mailroom/)

#### **Announcement trailer**

<https://www.youtube.com/watch?v=whB8cXe5hmQ>

<b>Tags</b> Horror, Psychological Horror, Job Simulator	<b>Platforms</b> PC (Steam)
<b>Release date</b> TBA	<b>Price</b> TBA
<b>Contact</b> <a href="mailto:john@crowfriend.com">john@crowfriend.com</a>	

#### **Developer**

Crowfriend Games: A family studio making small games with love

<https://crowfriend.com/themailroom/>

Crowfriend created the retro arcade physics shooter Gravity Ace (2022), contributed gameplay programming and VFX to Dome Keeper (2022, Raw Fury), and shipped two games for the Playdate console, Zzzzsleep (2025) and the upcoming Totally Accurate Kissing Booth Simulator (2025). They are currently working on Ridiculous Shipping (TBA), a game about shipping containers, and The Mailroom.

Crowfriend is John Watson (programming, design) & Irene Watson (marketing, crow fan)