



Information Guide

This Guide provides basic information about the **Dead Trigger** – a new **FPS action** game from **MADFINGER Games**.

Basic Info:

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| Game Name: | Dead Trigger |
| Genre: | FPS Action |
| Target Platforms: | iOS, Android |
| Release Date: | June, 2012 |

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Story Plot:

"The world has collapsed.

In 2012 modern civilisation is coming to an end. Global economics have been disrupted, money has lost its value. People have risen against the ignorant politicians who were just lining their pockets – and they didn't spare any of them.

However, those who really ruled the world were prepared – and escaped. Suddenly billions of people died from a strange virus, while others turned into butcherly beasts with just one thought:

TO KILL!

Only a few people on the planet have survived, at least until they run out of ammo... or learn how to stop them..."

Key game-play elements:

- ★Smash hordes of bloodthirsty Zombies
- ★Secure vital supplies
- ★Save other survivors
- ★Protect the Safe Haven
- ★Explore the City
- ★Strategically extend your arsenal of weapons and gadgets
- ★and uncover the provoking truth in this intense FPS action!

The City Map:



The Map gives you an overview of your **progress** and offers **available missions** which you can select by tapping them. You can also go to **Shop** to buy a new equipment or return to **Safe Haven**, your base-camp. You can scroll the Map using your finger.

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- ✧ **Info Bar:** the Info Bar at the top gives you an overview about your virtual currency status and XP and also contains Back and Options buttons.
- ✧ **News button:** In the upper left corner you can find a News button. There you can find some news regarding Dead Trigger (new updates, new game content which is coming soon etc...)
- ✧ **Mission Icons:** the Map will always show several available missions which you can choose from. Both the **Shop** and **Safe Haven** are also always accessible.
 - Mission icons tell you generally what kind of mission objectives (or game-play, if you like) you can expect (e.g. securing supplies, time defense, survivor saving). There is also a three-skull/star bar which will give you information about mission difficulty.



- **Story Mission:** the mission icons with a **MAIN QUEST** label will tell you a bit of the story when selected.



- **Random Mission:** mission icons without the **MAIN QUEST** label are generated (random environment and mission objectives) and you can play them as long as you like without progressing in the Story. They will reward you with money and XP which you can use for buying more powerful weapons and stuff. They are also great when you have just a few minutes for playing...we call them 'Bus-Stop' missions. :-)

- **Shop:** here you can browse available Weapons, Gadgets, Medkits and Extras, compare their parameters and of course buy whatever you like or need. Some of items are available right away, to get others you have to reach certain XP level.
- **Safe Haven:** this is your base-camp. Here you can watch your friends' progress, view game statistics, check your Achievements and Leaderboards and access other social features including connection to Facebook and Twitter.
- **Post:** There you can send an email regarding your thoughts on game or share any issues you find during the play. Straight to the developers!

After selecting a mission, you'll see a **Mission Summary** screen. It briefly summarizes the mission type and objective, difficulty, recommended weapon and when it is a Story mission, tells a bit of the story.



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The Game:

After choosing a mission from the City Map, the Zombie slaughter starts. They break through doors, creep out of holes, fall from balcony...don't forget to watch your back! Based on the mission type, you'll have to complete various objectives to complete the mission successfully and to get rewards.

✈ Mission Objectives:



- **Find and transport supplies:** your objective is to find boxes with medications, food or other vital supplies and transport them to a safe place. To pick up the box, just walk towards it. When picked up, it will appear on your HUD as a small icon. To drop it, you need to find the destination which is highlighted in the scene and again, just reach the place to put the box down.

***Hint:** you are equipped with the **Radar Gadget**, which shows the closest Zombies and position of current mission objective. Buying an upgrade will extend its range.*



- **Defend your position:** hell, the Zombies are everywhere! You have to shoot 'em all before they kill you. Hold on, just a minute left!



- **Protect the object:** they don't just want your brain, they want more! Sometimes the Zombies attack buildings, because they smell fresh meat there. Kill them before they destroy the door!



- **Kill 'em all:** you need to clean the area. Shoot the hell out of them. No mercy!

✈ **Rewards:**

- For every successfully completed mission you get rewards. The **Mission Result** screen is shown after each mission and summarizes the mission score.



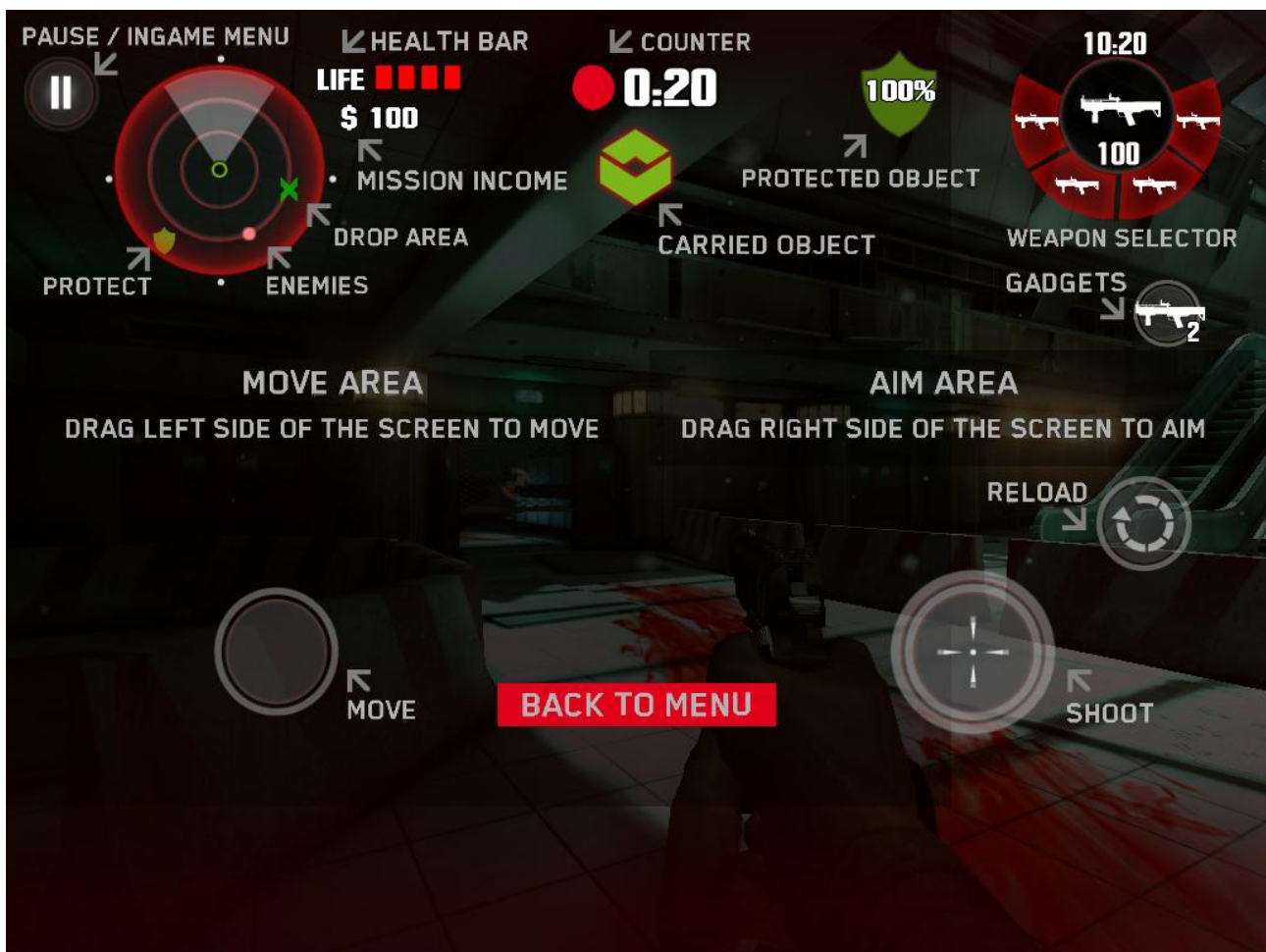
- Every mission generates certain amount of **Dollars + bonuses** for extra achievements like headshots. You can also encounter missions with special bonus rewards (these missions are marked with green exclamation mark) dropped by a chopper.
- **XP points** are based on number of killed zombies, there is bonus for headshots, shot off limbs, player's health.

***Hint:** Sometimes a zombie drops a few bucks, collect them to save up faster.*

✈ **Updates:**

- **Dead Trigger** will receive **regular updates** after the release at the end of June 2012.
- The Updates will contain new missions, new story chapters, new weapons, gadgets, characters and features.
- MADFINGER Games are paying a great attention to players, so a lot of the content will be based on the feedback that we will receive from our players and fans!

Controls and HUD:



1. **Movement** is controlled by a virtual thumb-stick that appears in the **lower-left corner**, wherever you touch the screen (which is great, because it fits every hand). By this thumb-stick you can move forward, backward and strafe left and right.
2. **Look around** using your right hand, similarly to movement, touch the **lower-right corner** and move your right thumb while touching the screen.
3. **Shooting** is triggered by circle icon with crosshair in the lower-right corner.
4. **Reload** button is located a little bit above the shot trigger. Your weapon will be also reloaded automatically as soon as you empty the magazine.
5. **Weapon selection** is quick and easy – just press the weapon icon at the **top-right** and select any of the currently equipped weapons. You can take up to four weapons into every mission.
6. **Gadget selection** will work different to the Weapon selection. You will be able to put the gadgets anywhere on the screen.
7. There will be up to 4 Weapon and Gadget slots. At the beginning just one of each will be unlocked and player will unlock more as he will progress throughout the game.

8. Under the weapon icon there's the **Health bar**, showing your current health.
*Hint: The health can be quickly replenished using **Bandages**.*
9. **Top-middle** part is usually occupied by a context information, which is related to Mission Objectives. For example, when you have to transfer supply boxes it tells you how many to still transfer; when your goal is time defense you'll see the remaining time here, and so on.
10. **Top-left** part is taken by the **Radar Gadget**. You can see the close Zombies and also mission objectives highlighted on the Radar.
11. The leftmost icon at the top of the screen is a **Pause** button.

The game will support multiple **Gamepad controllers**!