

MADFINGER Games Announces New Title For Mobile Devices DEAD TRIGGER

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MADFINGER Games, creators of the blockbuster third-person shooter SHADOWGUN, today announced the beginning of a new game, DEAD TRIGGER - an action-packed first person zombie shooter. With DEAD TRIGGER, MADFINGER Games continues producing games with outstanding next-generation graphics and user-comfortable gameplay on mobile devices. The main story of DEAD TRIGGER is set in the present day - the year 2012 has witnessed a global collapse and modern civilization is coming to its end.

Brno, Czech Republic - MADFINGER Games remains faithful to mobile platforms - including smartphones and tablets - and has again created an amazing handheld experience, optimized for superb performance. Just as they did with SHADOWGUN, DEAD TRIGGER is offering gamers the same quality expected from console gaming systems. MADFINGER Games was able to add ragdoll physics, volumetric fog, normal maps, specular lighting and realistic water; further enhancing the experience.

The main story of DEAD TRIGGER is set in the present day - the year 2012 has witnessed a global collapse and modern civilization is coming to its end. Billions of people have died from a strange infection and those who remain have turned into abominable beasts. There are just a few humans on the planet who survive, at least until they run out of ammo or figure out how to stop the beasts.

Authored with the Unity development platform, DEAD TRIGGER provides intuitive controls and stunning graphics with advanced lighting and post-process effects. The new MADFINGER Games title aspires to become one of the best looking and most entertaining zombie shooters on the market, combining graphically astonishing environments with intense first person action and a gradually revealing storyline.

DEAD TRIGGER is going to be released at the end of June 2012 on both Android and iOS and it will be featured on the NVIDIA TegraZone app - and available on Google Play, as well as AppStore.

"We are very proud to announce our very first First-Person Shooter on mobile devices. By using new technologies to raise visual quality again, DEAD TRIGGER represents a further step in our production. We enhanced the visual experience by using motion captured animation, improved creation of characters or new shaders effects. But it's not only an issue of graphics, we are working very hard on gameplay mechanics as well," said Marek Rabas, CEO of MADFINGER Games.

"DEAD TRIGGER pushes the boundaries of what developers have achieved with Unity on mobile and tablet devices", said David Helgason, CEO of Unity Technologies, "What the team at Madfinger has achieved is wonderful, and demonstrates what you can create with our amazing cross-platform engine."

"MADFINGER Games has been a great partner of ours with their extraordinary ability to deliver high quality, console-quality gaming experiences for mobile devices," said Ashu Rege, Vice President, Game Content & Technology at NVIDIA. "DEAD TRIGGER promises to be a visually stunning game and the graphical enhancements they are making, made possible by the Tegra 3 mobile processor, will heighten the experience for gamers on their Tegra 3 powered devices at launch."

Do you want to test DEAD TRIGGER demo version?
Visit: E3 2012, NVIDIA booth, Concourse Hall meeting room #8601.

prMac: Publish Once, Broadcast the World :: <http://prmac.com>

DEAD TRIGGER:

<http://www.madfingergames.com/comingsoon.html>

YouTube Video (Teaser):

<http://youtu.be/uNvdtnaO7mo>

YouTube Video (Trailer):

<http://www.youtube.com/watch?v=HpzkCTe76Bc>

Press Kit:

<http://www.sendspace.com/file/q8pqno>

Located in Brno, beautiful city of Czech Republic, MADFINGER Games brings together a team of veteran console game developers. Their goal is to create console-quality games for iOS, Android mobile devices with a major emphasis on complete customer satisfaction. Their Samurai series has been downloaded over a three million times and received rave reviews across the web. Their most recent game, SHADOWGUN received outstanding reviews and high ratings, became Number One Game in 25 countries and has been included in "App Store Rewind

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Anna Porizkova
PR and Marketing

aporizkova@madfingergames.com

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