

## DEAD TRIGGER 1.0 for iOS Carves up the App Store

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Madfinger Games today announced that DEAD TRIGGER 1.0, an eagerly anticipated first-person zombie shooter game, is now available on the App Store. With outstanding next-generation graphics and user-friendly gameplay on mobile devices, Madfinger Games has again created an amazing handheld experience. DEAD TRIGGER takes place in an alternate reality version of 2012 where modern civilization is on the brink of collapse and hordes of undead flesh-eaters now roam the Earth.

Brno, Czech Republic - Madfinger Games has already established a reputation as a game developer capable of delivering visuals that push the limits of mobile technology with titles like Shadowgun. Developed using the Unity game engine, DEAD TRIGGER 1.0 is raising the bar for mobile game graphics even higher.

Madfinger Games worked hard on making their game different from the abundance of other zombie-themed video games out there. "DEAD TRIGGER stands out visually because of the game making process itself," said Benysek, lead programmer at Madfinger Games, who added that the game employs a number of tools and effects you'd find in big budget console games like advanced shaders, detailed character and enemy models, and even motion capture for "both living and undead animations."

The team pointed out that they put a lot of time and energy into crafting the game's enemy AI, too. Unlike some undead-themed games, zombies in DEAD TRIGGER aren't simply braindead drones shambling about, hoping to take a bite out of players, but they actually react adaptively to the player's movements, and will do things like climb over obstacles to get to them.

DEAD TRIGGER takes place in an alternate reality version of 2012 where modern civilization is on the brink of collapse and hordes of undead flesh-eaters now roam the Earth. Even though DEAD TRIGGER's storyline is purely fantasy, the team said that its fiction draws some inspiration from real-life...albeit in a highly-exaggerated "worst-case-scenario" way.

Madfinger Games said that they aren't simple going to release the game and move onto the next project. "We will ceaselessly be working on it post-release to enhance it as much as possible," promised Michal Babjar, Vice President of MADFINGER Games. He explained that like a number of console games, post-release support for DEAD TRIGGER will include both technical improvements and brand-new gameplay content. "We hope to continue to surprise players with the new updates we have planned. Even after DEAD TRIGGER is out, players can look forward to new missions, weapons, characters and much more."

DEAD TRIGGER 1.0 is carving up the App Store. The Android version will be released in few days.

### Device Requirements:

- \* 3/4G iPhone, iPad, or 3/4G iPod touch
- \* Requires iOS 4.2 or later
- \* Universal app optimized for display on all iOS devices
- \* 116.0 MB

### Pricing and Availability:

DEAD TRIGGER 1.0 is only \$0.99 USD (or equivalent amount in other currencies) and available worldwide exclusively through the App Store in the Games category.

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

DEAD TRIGGER 1.0:

[http://www.madfingergames.com/g\\_deadtrigger.html](http://www.madfingergames.com/g_deadtrigger.html)

Purchase and Download:

<http://itunes.apple.com/app/dead-trigger/id533079551>

YouTube Video:

<http://www.youtube.com/watch?v=6Hp966q5bMU>

Press Kit (zip):

<http://www.sendspace.com/file/v7oxnu>

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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