

## Sean Maher releases Dead Panic: Survival - New Lease on Un-Life

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Indie programmer Sean Maher has released Dead Panic: Survival, an update to his zombie game for iPhone and iPod touch. The undead are back with a vengeance. The updated game offers more playing modes, a new arsenal of kick-ass weapons, and a new set of twists and challenges to overcome. It also offers players a survival mode with unlimited waves of those persistent, shambling flesh-eaters.

Foster City, California - The undead are back with a vengeance in the newly updated iPhone zombie game, "Dead Panic: Survival," which is now available for iPhone and iPod Touch on the iTunes app store. The updated game offers more playing modes, a new arsenal of kick-ass weapons, and a new set of twists and challenges to overcome. It also offers players a "survival" mode with unlimited waves of those persistent, shambling flesh-eaters.

"It's almost like a whole new game," says Dead Panic's creator, Sean Maher. "After the original version was launched, I received a lot of feedback from players with great ideas for enhancing the game and making it more challenging. Basically, I've nicked their ideas and given Dead Panic a major facelift."

"Dead Panic: Survival" also enables players to challenge their friends to compete online and features crisper graphics, improved sound and multi-touch controls.

Dead Panic is the brainchild of independent game developer Sean Maher, who quit a high-paying job in advertising to make independent iPhone games - a career strategy he admits might not be for everyone. "Obviously, there's a significant risk involved when you leave the security of a corporate job but I really believe there's tons of room for innovation on the iPhone, even with small budgets and small teams," he said.

Maher created "Dead Panic" in his home office, drawing the artwork and recording the sound effects himself. "I've always wanted to create games but I'm not looking for a job at a big studio. Working at a big studio can be as stifling as working on banking software. Independent games give me a much broader outlet for my creativity."

In addition to working on more updates for his popular zombie game, Maher is planning new games that will leverage more features of Apple's iPhone. "Like the appetites of the undead, the market's hunger for new and original content is insatiable. People want games that aren't just clones of other games. So, as long as there are players out there looking for new challenges, I'll be looking for ways to give them what they want."

### Device Requirements:

\* iPhone or iPod Touch 2.2 or later

### Pricing and Availability:

Dead Panic: Survival is only \$1.99 (USD) and available worldwide exclusively through the App Store in the Games category.

### Dead Panic: Survival 1.1.3:

<http://deadpanic.com/>

### Purchase and Download:

<http://itunes.apple.com/WebObjects/MZStore.woa/wa/viewSoftware?id=326092201&mt=8>

### Screenshots:

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

[http://deadpanic.com/dp\\_screens](http://deadpanic.com/dp_screens)

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