

# THE VARIANT GUIDE





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# DEADROP

SERIES 0

# THE VARIANT GUIDE



## 2020.B

40 years into the Climate Wars, population and pollution levels skyrocket. Cities erect massive **REFINER STATES** - mega structures built to extract toxins from the stratosphere.

These towers are self-governed "city-states" with only one export - **SPACE DUST**.

A concentrate from the refined pollutants is bricked, cut, and sold to an addicted populace of the sprawling urban cities surrounding the structure.

Once run by Government-owned facilities, the lucrative **DUST** trade has now led to the forced occupation of the **REFINER STATES** by competing factions fighting for control of the towers and the resources inside.

These factions, made up of Skins and Syns, battle against the occupying force of Cleaners who operate the Refiner State in a never-ending struggle for resources and gear.





# **INTERCEPT**

## **Variants,**

Together we're building the next AAA competitive PvPvE first-person shooter, and we're doing it openly and transparently—one Snapshot build at a time. Our biggest priority is building this game in partnership with you and making decisions for the future of DEADROP based on your feedback.

To do this, we are releasing Snapshots, which are playable experiences focused around specific milestones, every six weeks. Every milestone has feedback parameters around weapons, player abilities, gameplay, and play spaces within the game. Our team will be collecting your feedback, prioritizing it, and applying it to upcoming Snapshots.

Variants have exclusive access to these Snapshots. After a Snapshot drops and you've had a chance to play it, we'll be holding Dev Roundtables, online or in-person, and discussing the design of each feature, weapons, balancing, and other core gameplay loops—together.

You have full rights to stream and create content from the early playable Snapshots. So, please feel free to take screenshots, make videos, do live streams, or create any other content you'd like from the build or from the Variant Guide.

Just as the game will continue to grow over the months, so will this Variant Guide. This is your visual guide that we'll use to document this insane journey that we're on together from Day Zero and beyond. I'll see you in the Hideout!

**Robert Bowling**

MIDNIGHT SOCIETY STUDIO HEAD | VARIANT 402 | FOURZEROTWO





## ARG (CC.PROTOCOL)

### IDENTIFYING VARIANTS

#### CC.Protocol

The Claws Combat Protocol was a training simulation driven by the Midnight Protocol. Beginning at 12am on January 1, 2022, the /Access panel of MidnightSociety.com was hacked and repeatedly updated with clues leading Claws through detailed combat scenarios requiring cooperation, tactical thinking, and strategic decision making.

The first 500 Claws to complete the CC.Protocol earned their Variant status instantly.





## BREAKDOWN OF A VARIANT

During the Climate Wars, urban areas were uninhabitable without the assistance of helmets fitted with advanced filtration systems. As Refiner States cleansed the air but soiled the cities, these discarded helmets were retrofitted and fully kitted out with unique displays known as VisorCortex.

This subculture of combatants became known as Variants, each identified by their one-of-kind design and anonymous call sign.





## THE EXISTENCE

□ The Existence is the expanse of Midnight Society.

The totality of every Claw, Variant, Ember, Eyes, and their individual contributions to the universe that encompasses DEADROP.

With every new member, the Existence expands. And only together, will it survive.





## HIDEOUT

Every Claw needs a base of operations. Hidden throughout the urban sprawl surrounding the Refiner States, these Hideouts provide a place for Claws to display and train with their best gear. The Weapons Bench, Armory, and Garage showcase the choice pieces of your inventory.

Take out your favorite weaponry for a test spin in the several firing ranges throughout the Hideout.



# FIRING RANGE

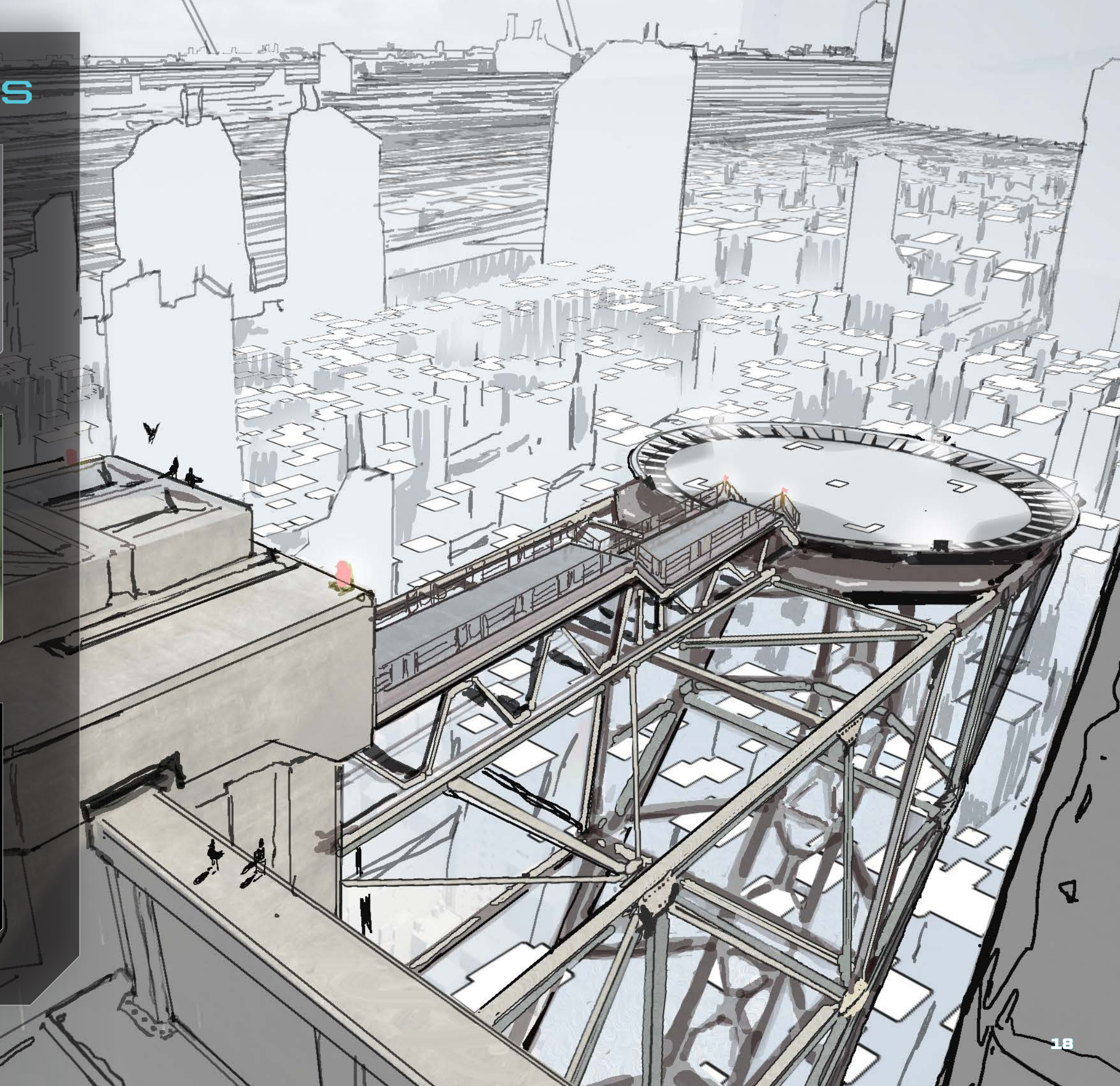
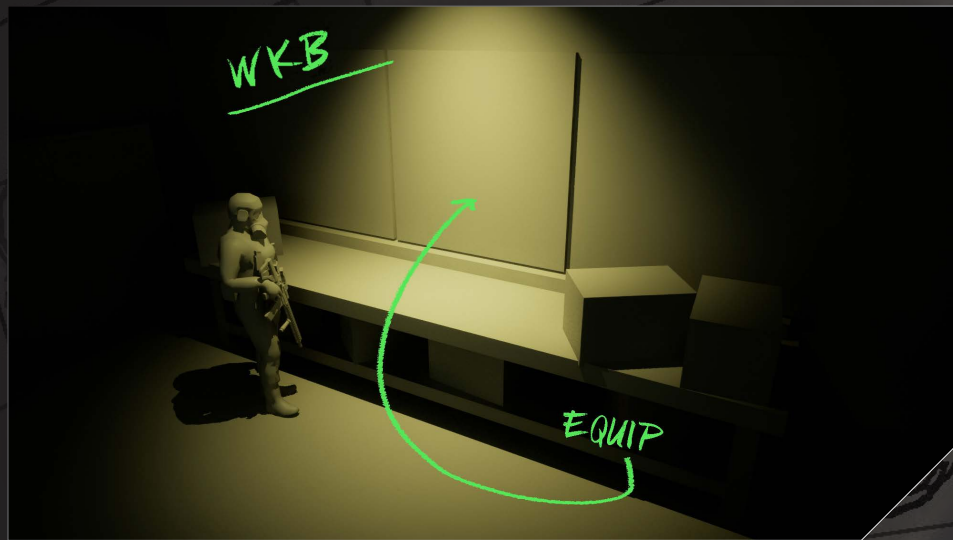
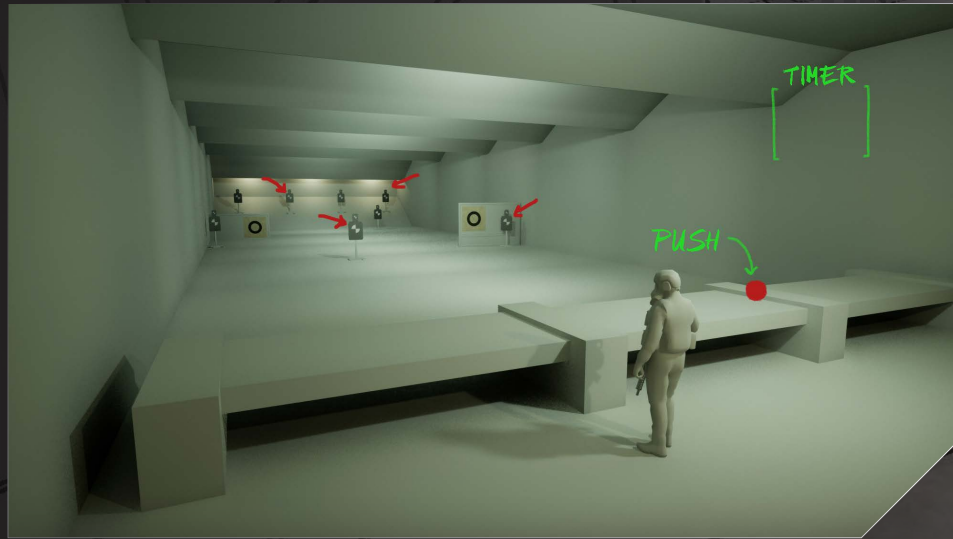
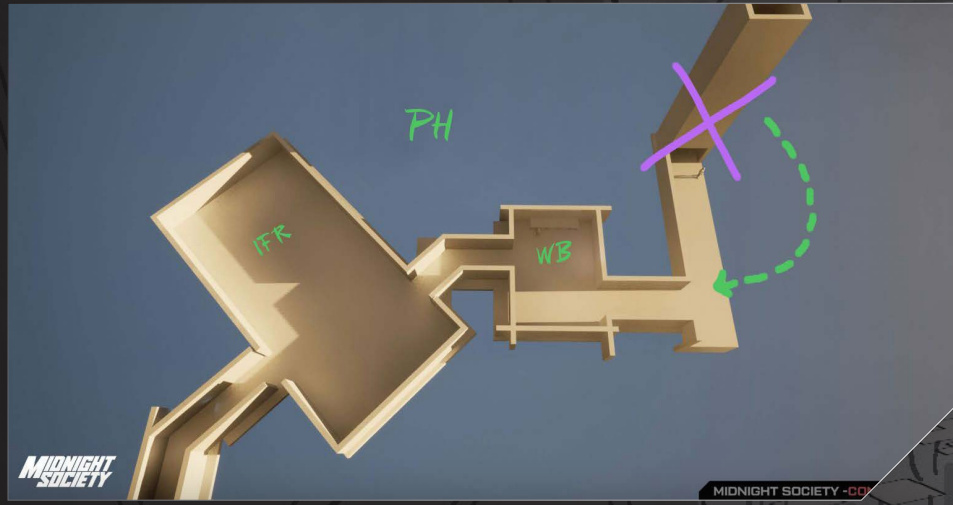
Put your weapons to the test...

The first Snapshot offers Variants several different firing range experiences. Each range puts a unique skill to the test and allows Variants to challenge their ability with any weapon in their arsenal.

Starting with the first interior range, Variants learn the basic mechanics of their weapon against static wooden targets. Moving into the expansive exterior, medium-to-long-range targets present an increased challenge that requires combatants to properly lead moving targets to maximize their score. Finally, the range located at the bottom of the exterior puts Variants reaction speeds to the test with pressure-sensitive plates that trigger targets as you move through the range.



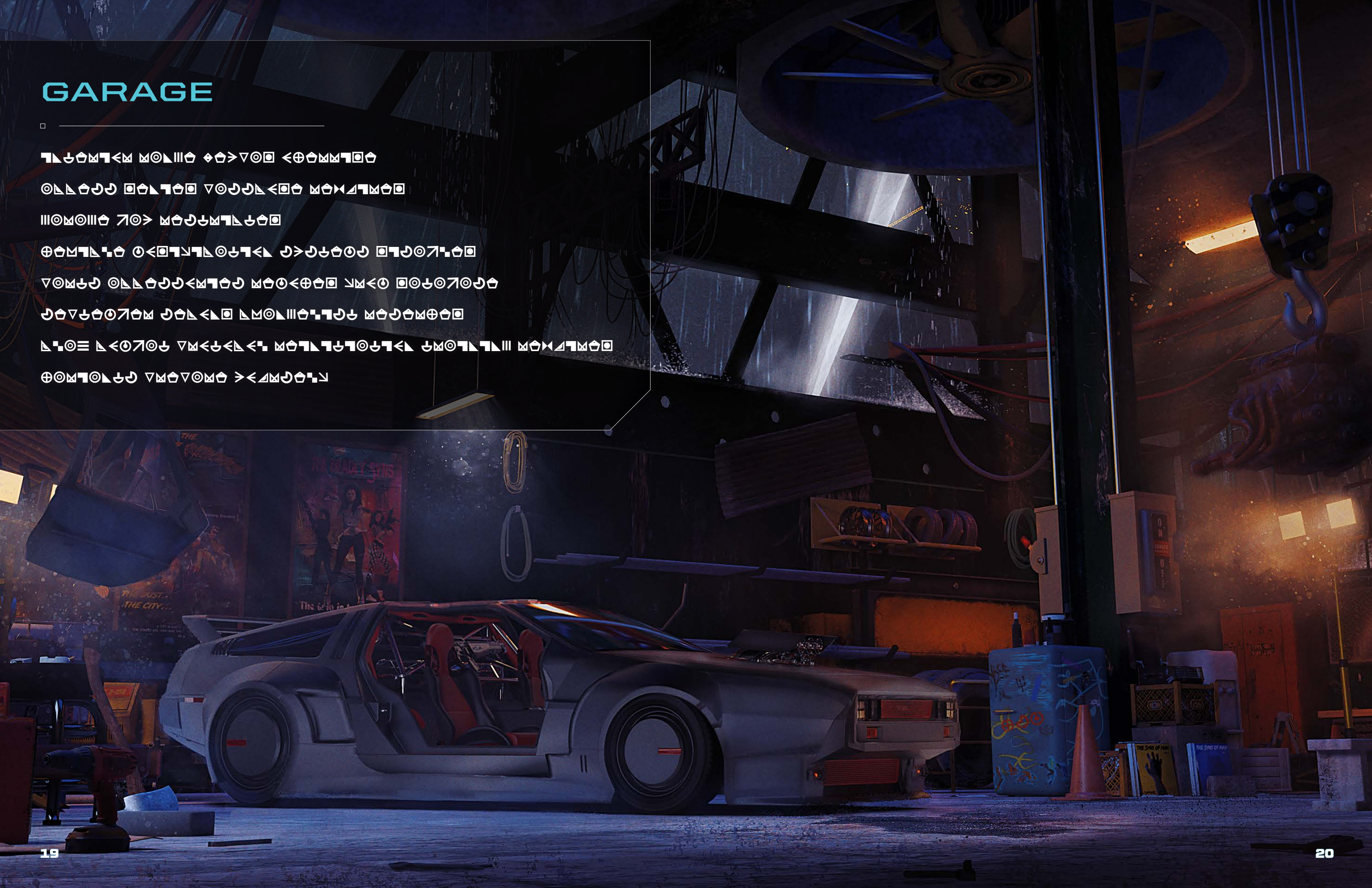
# BEHIND THE SCENES





# GARAGE

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SERIES 01  
**THE VARIANT GUIDE**





# **INTERCEPT**

## **Variants,**

Since the release of the first Snapshot, you've hit us with killer ideas, feedback, and inspiration for how to expand the experience. We've added a lot of those via a hotfix, such as FOV slider (up to 120), Toggle option for ADS / Sprint, and improvements to the lighting / performance of the Player Hideout.

Now that you've had a chance to get a feel for the base Rifle, we're introducing variations with unique rate of fire, recoils, spreads, and more. In addition to two new classes of weapons with the Pistols and Shotguns. While you can put these through their paces in the Player Hideout, the true feel of the weapon can only be felt in head to head competition.

For that, we opened the elevator to the PROVING GROUND.

We're in this for one reason and one reason only, the drops. The only problem is, we don't get those without putting in the risk of losing ours. The good news? We're all starting at the ground floor with nothing to lose and everything to gain.

This PVP experience for up to 18-CLAWs per match introduces the foundation of several key systems to the game, including the ability to kill, loot, and extract with your drops.

Get killed? Then everything on you is up for the taking.

Not looking to run? Then prepare for a fight, because only one Variant is leaving alive and the winner gets their pick of The Deadrop.

**Robert Bowling**

MIDNIGHT SOCIETY STUDIO HEAD | VARIANT 402 | FOURZEROTWO



# INTERCEPT CONTINUED

## Hello, Variants!

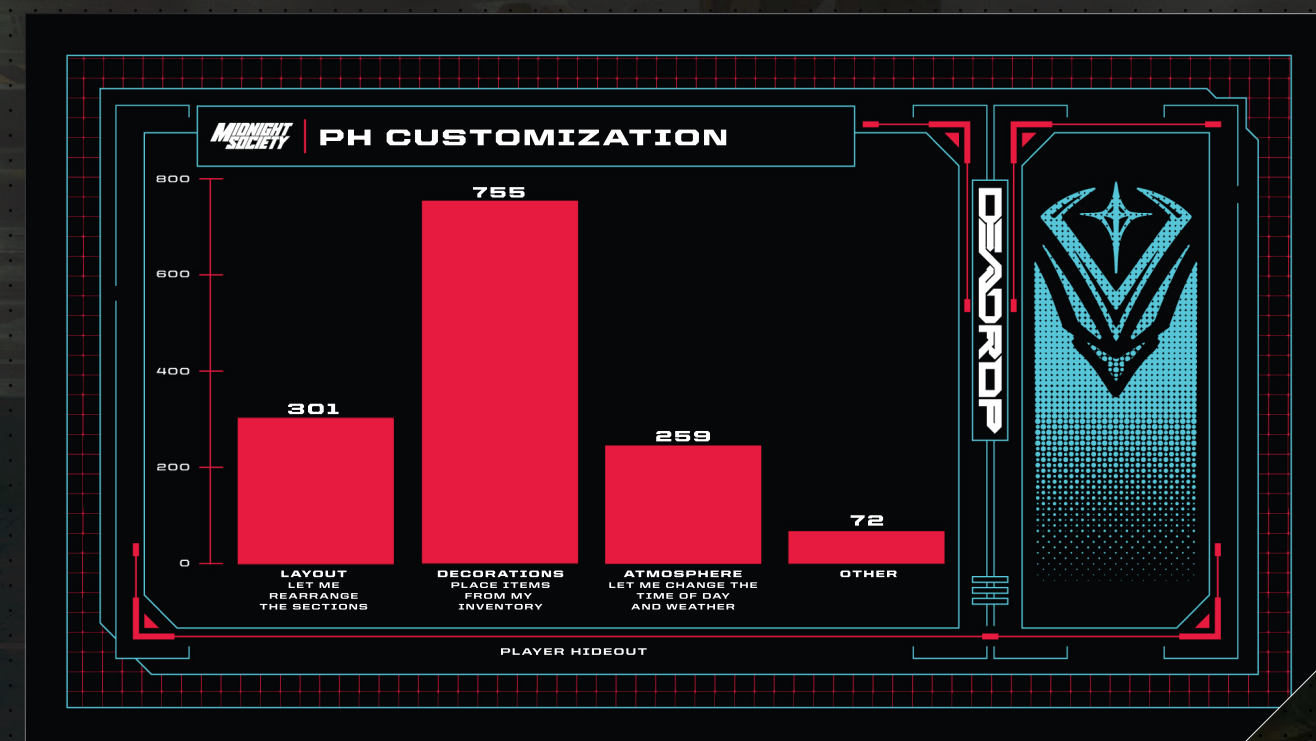
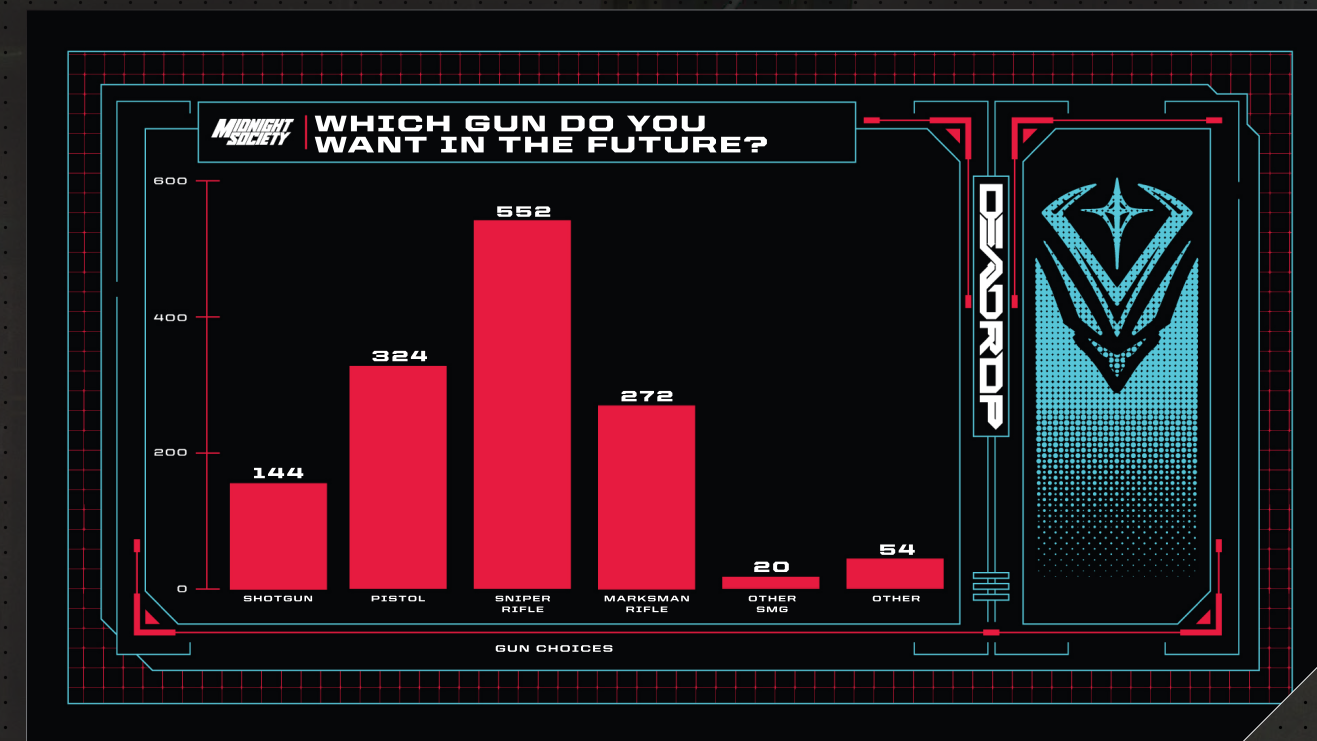
We can't thank you enough for joining us on this journey and for helping us revolutionize the gaming industry. You are an important part of this exciting endeavor.

We greatly appreciate all the feedback we received from the community from the first Snapshot and can't wait to see what you think of the second Snapshot. This is only the beginning of a long and fun adventure ahead.

Thanks for being part of The Existence. Cheers!

## Alison

MIDNIGHT SOCIETY GAME PRODUCER | VARIANT 2234 | HIGH NOMAD KILO





# SNAPSHOT ART PHASES

Snapshot art stages are a way to communicate our current development phase so that players can see and understand where we are in the pipeline. Since our development philosophy at Midnight Society involves sharing content early and often, we'd like to familiarize everyone with terminology we're using internally so we're all on the same page.

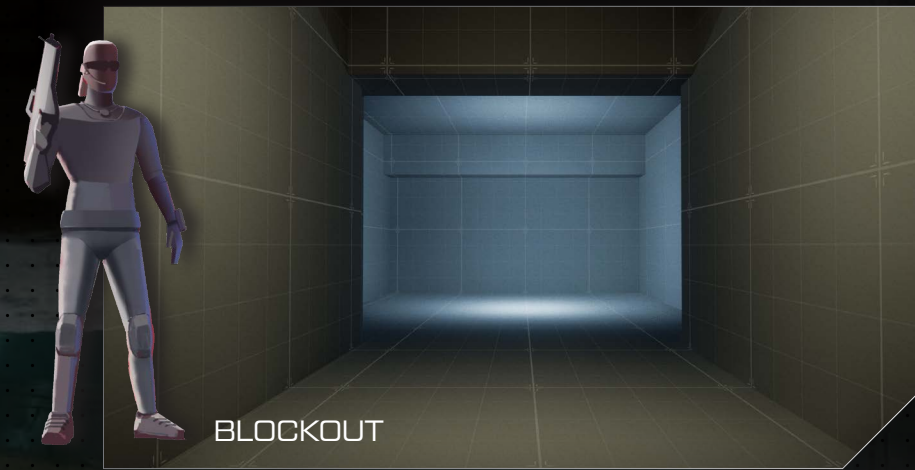
The four phases are: **BLOCKOUT**, **PROXY**, **REFINEMENT**, and **POLISH**.

**BLOCKOUT: the geometry.** Playing BLOCKOUT means you're experiencing something in one of the earliest stages of map development. The art team hasn't taken a pass yet. At this stage, design and art teams are working in parallel to define, in order of priority, how a map plays and what an environment looks like.

**PROXY: the beginning of art.** In this phase of art development, material types—such as roughness and color—can get assigned. Lighting team can also take a pass at highlighting points of interest centered around gameplay. Geometric details and sightlines can also be added.

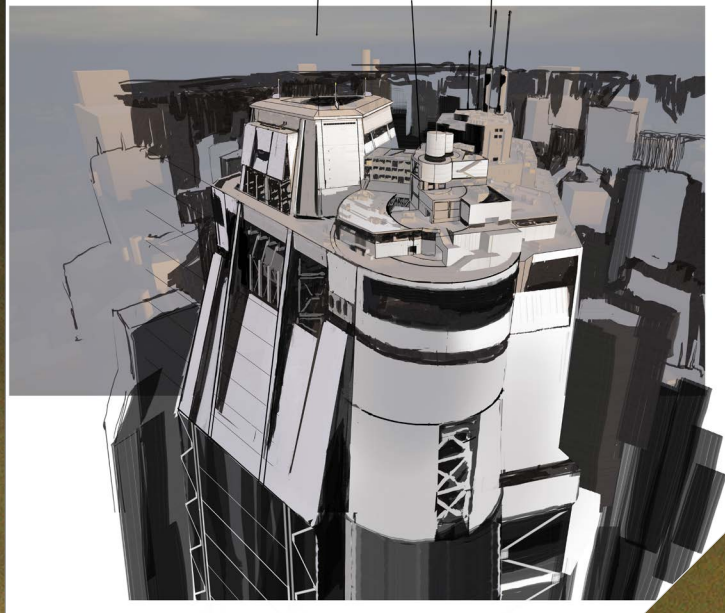
**REFINEMENT: the “almost there” stage of the art pipeline.** It communicates important gameplay details to the player and outlines the full scope of work to our art team.

**POLISH: the final art pass.** This is when the art team gives a final pass through the map and levels up assets from the refinement stage to shippable quality.





## CONCEPT ART



# PROVING GROUND

It's all in the name. The dedicated space to prove yourself while also proving out the foundational elements of the core gameplay of DEADROP. The Proving Ground establishes several key systems, including the ability to compete against fellow Claws, loot their Drops, extract to the Player Hideout, and stash your gear in your inventory.

This represents the first of many steps toward establishing PVP gameplay for the full experience.



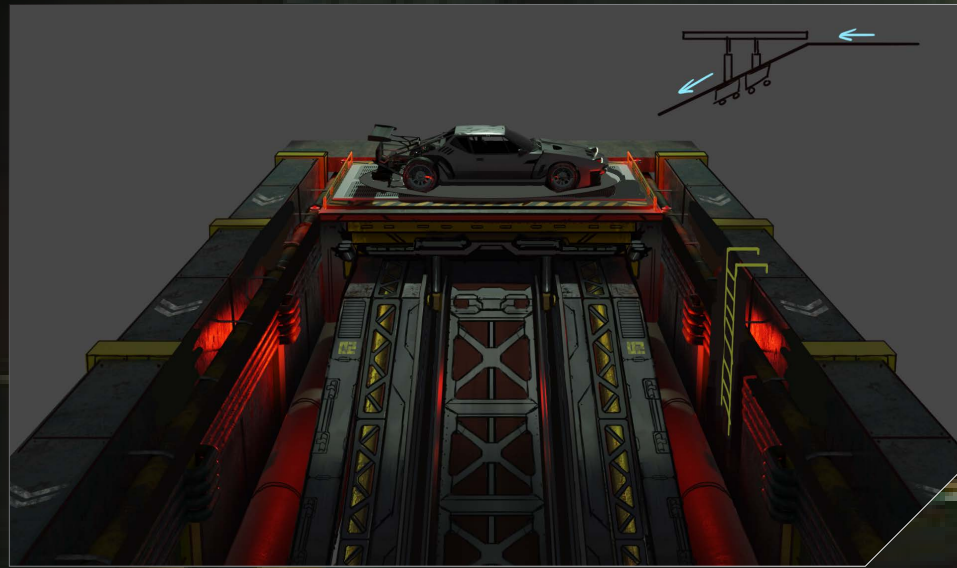


# GARAGE

Reaching the Refiner State is going to require more than a plan—you'll need a ride.

Find every piece. Collect every part. Build every detail of your vehicle. Tailor it to your unique style and show it off to other Claws within your Hideout.

We might as well call this the Nursery, because this is where you'll keep your baby.



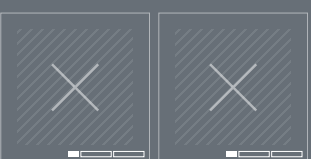
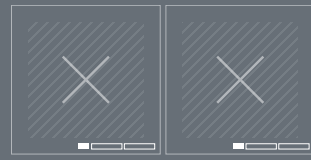
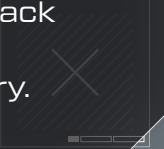
Drive to Refiner State Ramp concept art.



# THE DEADROP

The sum of all unlooted Drops at the conclusion of a session. If only one player or squad remains at the end of a session (either because the remaining players have been killed or the remaining players have extracted), they win THE Deadrop.

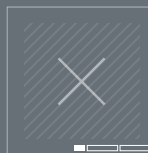
This prize is not restricted by remaining backpack space or inventory limits. It's automatically transferred to the winner's persistent inventory.



## CHOOSE YOUR REWARD

VICTORY

YOU DESERVE  
THE BEST OF  
THE BEST FROM  
THOSE WHO FAILED  
TO BE THE BEST



SELECT ITEM

LEVEL 1



LEVEL 2



LEVEL 3



### DROPS



The backpack dropped by the player upon death including the individual loot items within it. Upon elimination, your Drops are looted by other players. Any loot that can be taken into a match, used, dropped, and taken by another player is considered a Drop.





## SPACE DUST & THE REFINERY

□  
[Illegible text consisting of multiple lines of characters]









# DEADROP

**THE VARIANT GUIDE**  
**SERIES 02**



## **STATE OF DEVELOPMENT**

### **Variants,**

The past six weeks have been incredible. Getting online PvP multiplayer up and running has allowed us to get to the heart of what DEADROP is all about. Playing every Friday together, diving into deep granular conversations about gunplay, movement, balancing, and the core gameplay loop has been invaluable.

We've taken in all of that feedback and data and already implemented major weapon balancing changes with the SS2.1 patch. With SS3, we introduce the foundation of advanced movement states—sliding, vaulting, climbing, and ziplining. We're going to go overboard with the opportunities to get around the Proving Ground quickly in order to ensure we get a lot of use out of those mechanics.

We're interested in seeing how fluid movement and quick transitions from high ground to low ground impact the tactical nature of combat. We'll decide the personality of our gunplay together.

**Robert Bowling**

MIDNIGHT SOCIETY STUDIO HEAD | VARIANT 402 | FOURZEROTWO



# FEEDBACK LOOP

## Hello, Founders!

Thanks again for playing the second Snapshot and sharing your thoughts on how you feel about DEADROP's current direction and progress. We introduced two new ways to share your feedback with us this time around — our new Discord Suggestions channel and the Discord Bugs channel where you can easily drop in your updates.

That said, our Snapshot surveys are still our primary source of feedback. Please be sure to contribute when each Snapshot rolls around.

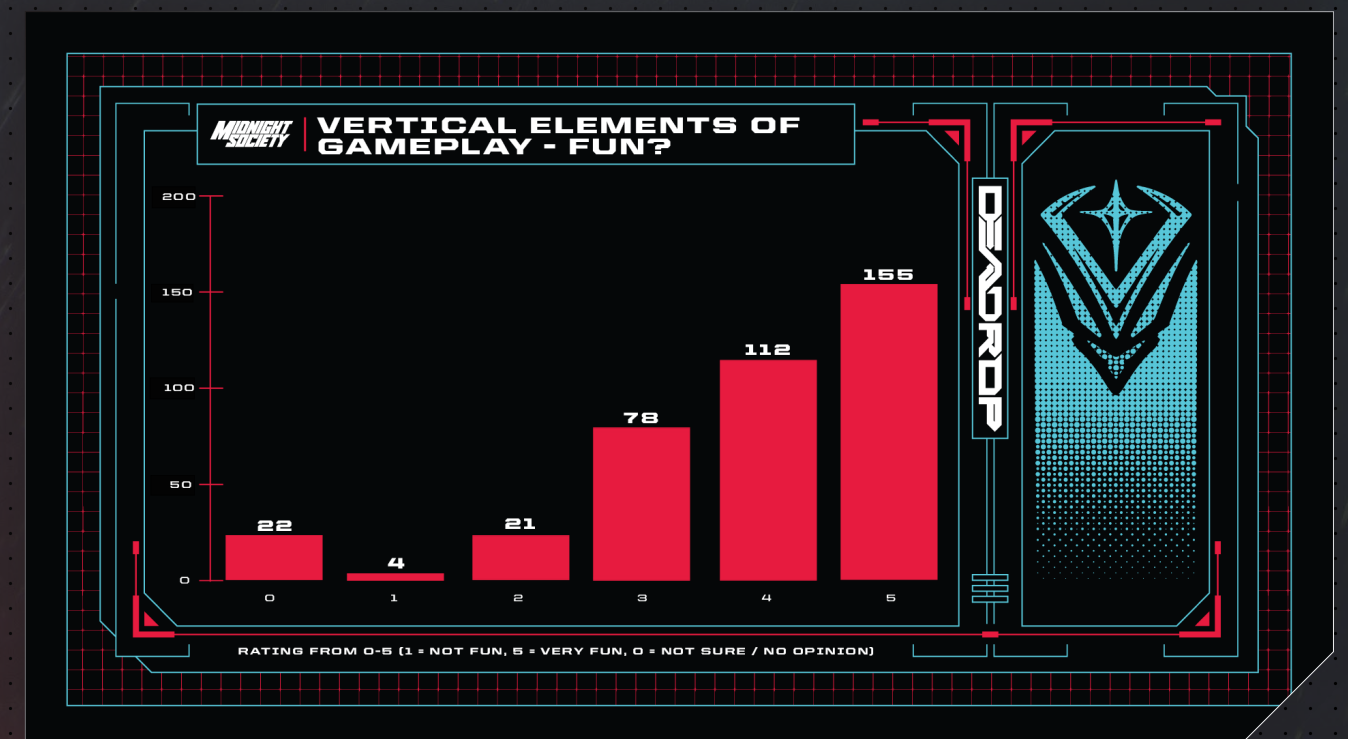
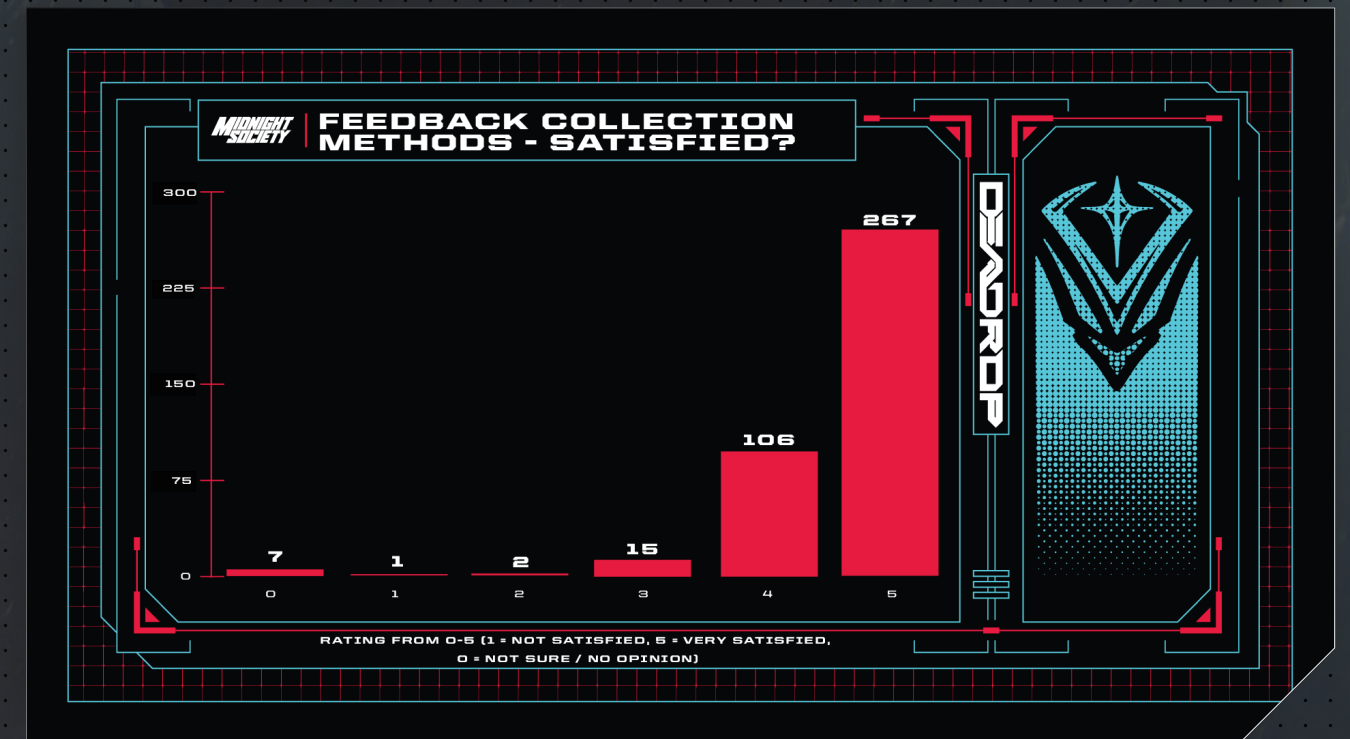
Gathering and reviewing your input is vital for the way our studio works; this is a collective journey, and we're in this together.

Thanks for being part of The Existence with us. Cheers to this Snapshot release and many more.

Can't wait to see what you think!

## Alison

MIDNIGHT SOCIETY GAME PRODUCER | VARIANT 2234 | HIGH NOMAD KILO





A night-time concept art of a city with a person rappelling down a building facade. The scene is illuminated by warm, orange and yellow lights from windows and streetlights, creating a hazy, atmospheric effect. The person is silhouetted against the building's surface as they descend a rope. The architecture features modern, angular structures with balconies and large windows.

## TRAVERSAL FEATURES & MOVEMENT ABILITIES

□

Staying on the move and being able to tactically traverse the Refiner State is going to be key to success.

Want to drop to a lower floor quickly? Holster your weapon and grab a zipline.

Need a direct line to a high point where an enemy is posted up? Find a strategically placed ladder.

In addition, Variants can now slide into cover, vault over the low walls, or clamber up high walls and objects to reach a better position. Explore the new updates to the Proving Ground and master the new flow.



# PROVING GROUND UPDATES

The Proving Ground continues to expand!

In Snapshot 3, we're going BIG on ziplines to monitor usage and gather critical data points from the community. Also, we're introducing strategically placed ladders to high points and improving the core flow of the map to be more conducive to the advanced movement states.

Health stations are now in more exposed locations, requiring a risk for the reward.

Discover all the new ways to access your favorite looting spots.

Proving Ground: Snapshot 3





# WEAPON SYSTEM & UI/UX ADDITIONS

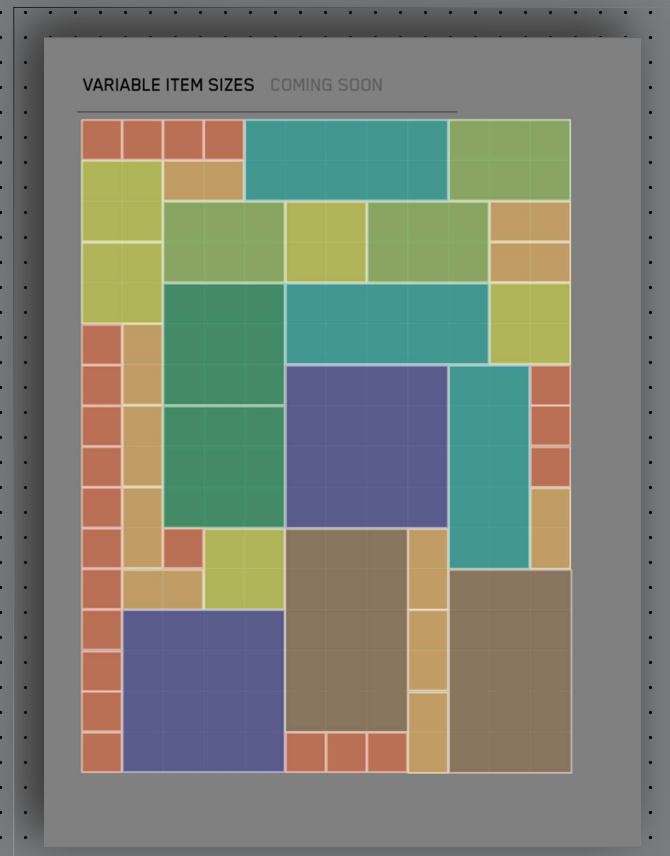
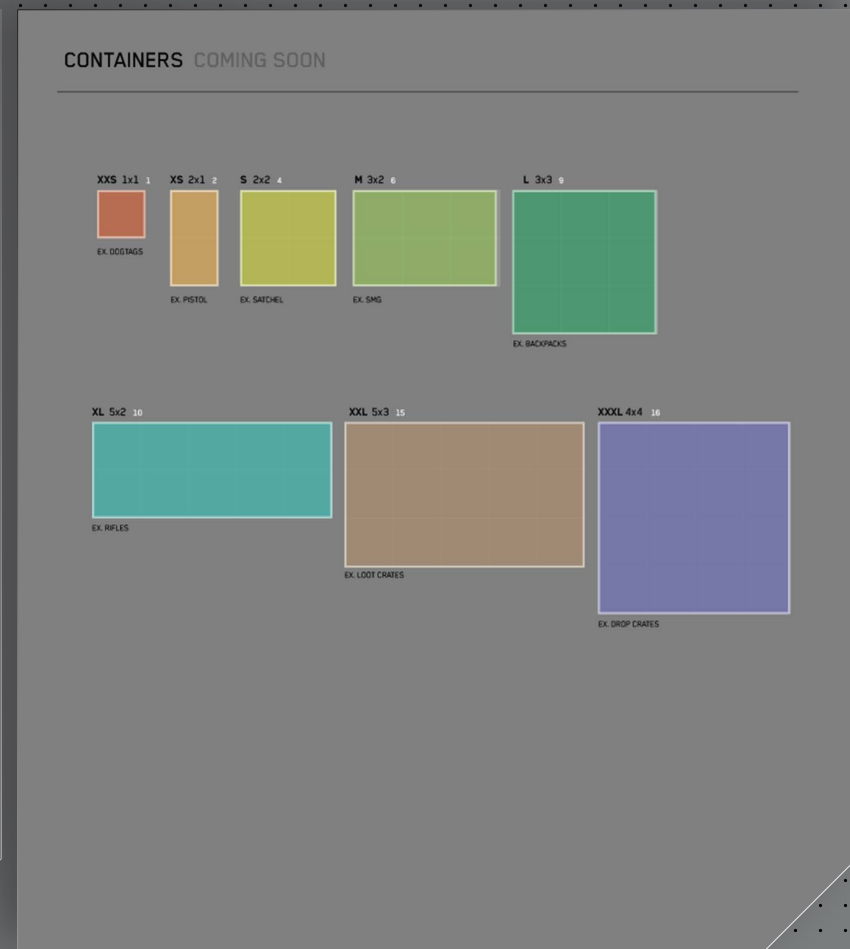
Once we reach the Refiner State, choices matter. What to take, when to take it, and organizing your backpack will become a crucial part of your looting strategy. We take a first major step in that direction by introducing the foundation of the weapons systems. Search for new optics around the Proving Ground and equip them to any rifles you acquire.

Each Weapon Class will now require a specific ammo type, so find and use ammo wisely.

This is the first step towards a fully functional Weapons Bench in the Player Hideout that allows for weapon customization and personalization.



SMG Concept Art for Future Snapshot Release















**THE VARIANT GUIDE**  
**DEADROP**

**SERIES 03**



## **STATE OF DEVELOPMENT**

### **Variants,**

This is it. The conclusion of our first year in the Existence, and it's been an incredible journey.

We're one step closer to that glorious Tower in the distance, and have spent our time training and refining the foundational elements of the experience in the Proving Ground. In this Snapshot, we added a few fine motor skills that will allow you to more tactically traverse updated routes. Take riskier, non-traditional paths to reach the ideal position or evade an enemy. Hang from a ledge and shimmy across or climb up a zipline. These additional movement states allow you more control over how and where you can move during an engagement.

Just like we're giving you more control over your movement abilities, we've also incorporated your feedback from the previous builds and have greatly expanded your control over your loadout with an upgrade to the Weapons Bench. Now you have the ability to swap attachments between weapons, add optics, use extended mags, increase accuracy with laser sights, refine it with the perfect stock, or swap the barrels.

This is YOUR weapon. There are many like it, but this one is yours.

Each adjustment you make tweaks the stats in your desired direction.

Being able to move effectively and fight tactically is just the beginning. Starting now, you'll be able to communicate efficiently with other Variants through in-game proximity chat. So mic up, and let's dive into this and many more secrets hidden throughout Snapshot 4!

**Robert Bowling**

MIDNIGHT SOCIETY STUDIO HEAD | VARIANT 402 | FOURZEROTWO



# FEEDBACK LOOP

## Hello, Founders!

Welcome back. We hope you enjoyed Snapshot 3. Thanks again for being part of The Existence with us. What a journey it's been thus far! As we wrap up this year, we are proud and excited to share what we've been working on. We can't wait to see what you think of DEADROP Snapshot 4.

We are stoked to see all of our avenues of feedback submission being utilized; Variants can submit feedback with the survey and also through our Discord channels. Analyzing and understanding your feedback is essential for our studio, and we encourage all of our Variants to submit their thoughts, suggestions, and any bugs that they might find through our various feedback channels. Our Snapshot surveys are still our primary source of feedback, so please be sure to fill out the survey.

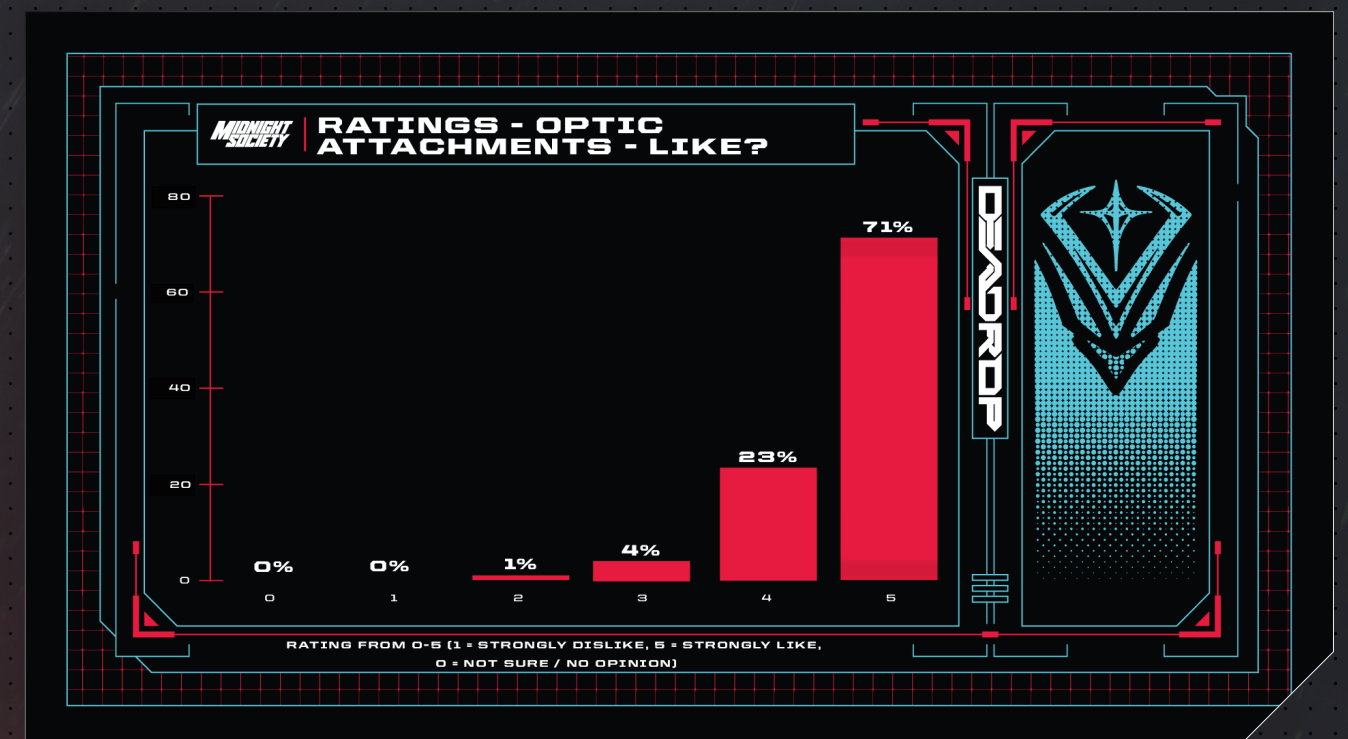
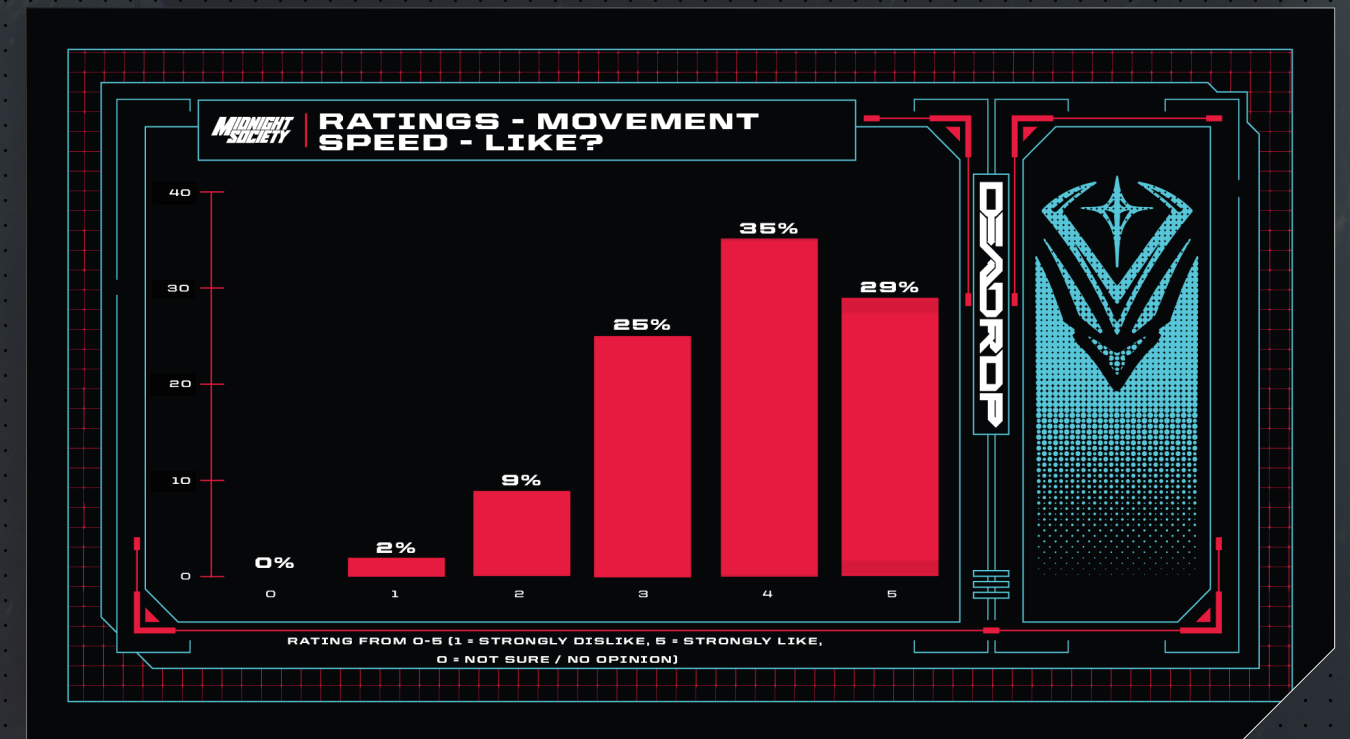
You can access the survey by either going to our website or clicking on our newly added "Feedback" button in the "Options" menu on the main screen of our game.

Our goal is to ensure that submitting and retrieving your feedback is as seamless as possible, and this process will only continue to improve. We look forward to hearing your thoughts about the latest Snapshot. Awaiting submissions: Activated.

Cheers!

**Alison**

MIDNIGHT SOCIETY GAME PRODUCER | VARIANT 2234 | HIGH NOMAD KILO







## NEW WEAPON ADDED: SNIPER RIFLE

□

Your calls have been answered.

The new high-powered sniper rifle has an equippable 8x scope and is capable of dropping targets with a single well-placed hit.

Use proximity chat to call out snipers and slide into cover quickly to avoid a devastating blow from this absolute unit of a weapons system.

Its power comes at the cost of skill. Lead your target and account for bullet drop and damage fall off. Once you've landed your kill shot, you'll need to close that distance quickly to claim your reward and loot your enemy's backpack.



## ADVANCED MOVEMENT ADDITIONS

A unique element of a Vertical Extraction Shooter (VES) is the tactical positioning that can be achieved above, below, and all around your enemy. Giving you the ultimate freedom to traverse across maps is key to the design of DEADROP.

Players can now hang from ledges, and won't be forced to mantle on top. That said, climbing on top is still an movement option.

If you choose to hang, you'll also be able to shimmy across ledges and find a more secure location from which to drop down or pull yourself up, based on the scenario.

Lastly, ziplines are no longer a one-way thrill ride downwards. Along with pipes, they can be scaled hand-over-hand to travel up to your desired location. It's a risky, but useful way to get to some key locations when traditional routes are covered by enemy fire.





# NEW BACKPACK SYSTEM

Choose wisely. Backpacks come in various sizes and each have a limited amount of space.

Players will have to make hard choices about what they bring in to a match and what they take with them when they extract.

Ammo and smaller loot items will stack, while larger, more valuable pieces of equipment will require a dedicated slot.

Arrange your backpack carefully to optimize your extraction with the highest value and quality loot.

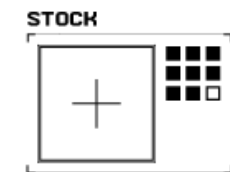
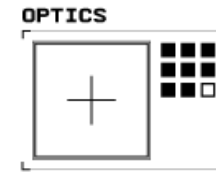
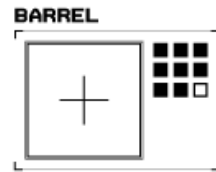
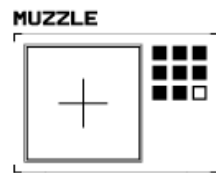
Winning the Deadrop does not count against your backpack limit, Deadrop items will be deposited directly into your Stash in the Player Hideout.





# WEAPONS BENCH 2.0 NOW LIVE

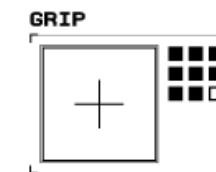
ARMORY | ASSAULT RIFLES
ARMORY
HIDEOUT
**PLAY**
BATTLE PASS
STORE
150,000



Tailor your weapon to your exact playstyle by swapping select attachments in the moment, such as optics, magazines, and laser sights.

Certain attachments require weapon stripping and the dedicated tools of the Weapons Bench inside the Player Hideout. You'll be able to fully tailor your weapon, augmenting its stats with each attachment you choose.

Every weapon has limited attachment slots, and some attachments may require a specific weapon class.



### X-1 ASSAULT RIFLE

01/25

DAMAGE	<div style="width: 80%;"></div>
FIRE RATE	<div style="width: 60%;"></div>
RANGE	<div style="width: 90%;"></div>
ACCURACY	<div style="width: 70%;"></div>
RECOIL CONTROL	<div style="width: 50%;"></div>
MOBILITY	<div style="width: 40%;"></div>
HANDLING	<div style="width: 30%;"></div>

ROUNDS: **50**

RESERVE: **100**

### WEAPON VARIANTS

FILTER ▾ EXPAND ⚙

01

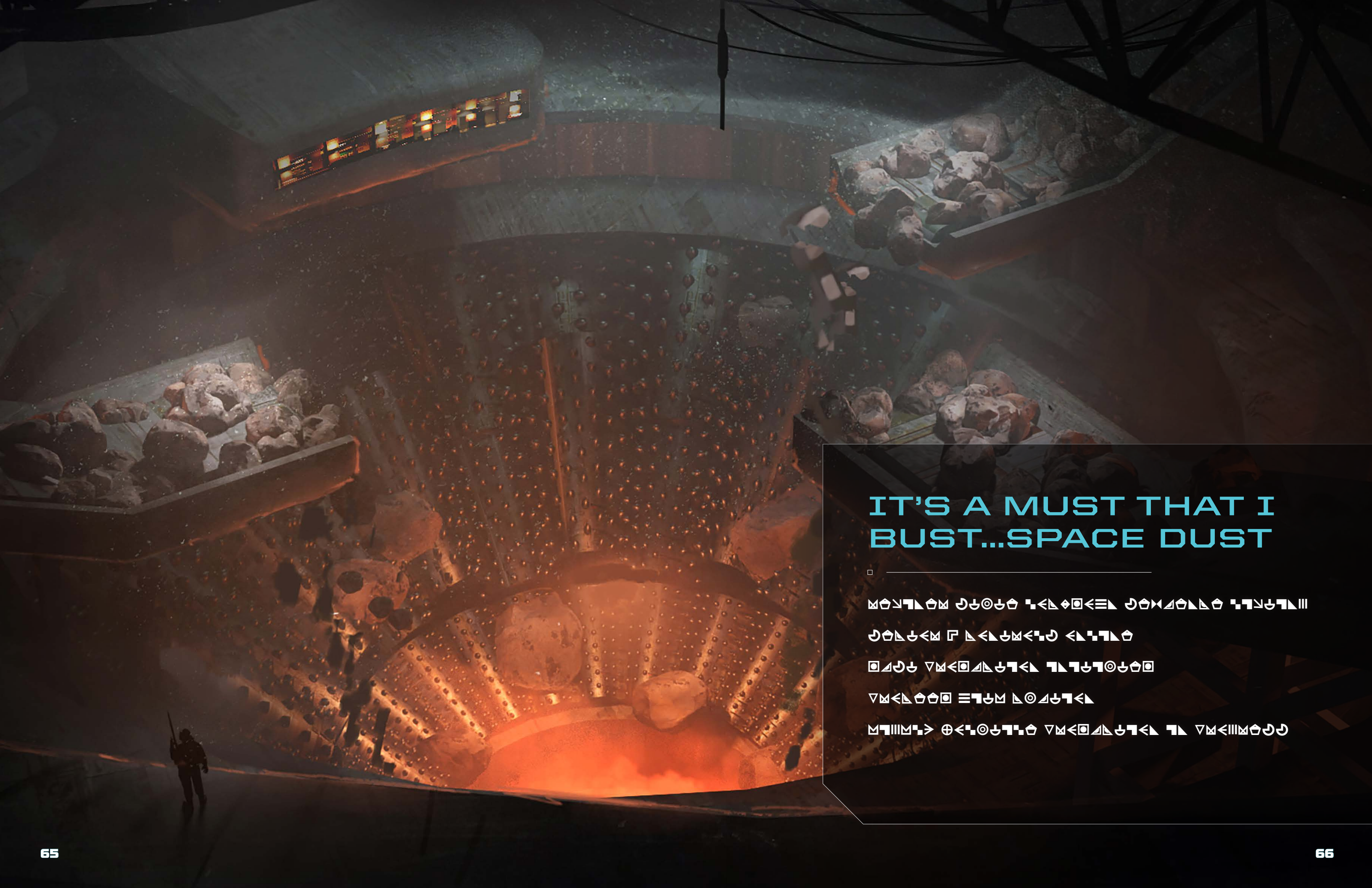
02

03

04

L1 R1





IT'S A MUST THAT I BUST...SPACE DUST

□  
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MCHYRLEM JGJGJG JLKJLKLJL JGHJGJLJL JLKJLKLJL







# THE VARIANT GUIDE

SERIES 4





## **STATE OF DEVELOPMENT**

### **Variants,**

This is it. The moment we've been training for, and the reason many of us went through the Claws Combat Protocol (CC.protocol) and became Variants in the first place. The Refiner State doors are open and we're dropping into Sector 3 - COLD STORAGE.

The bad news, we're not alone. This is a target-rich environment with a surge of Claw activity flooding into the existence. The good news, we're not sending you empty-handed. We're dropping the first legendary set of weapons into your stash. This Deep Freeze collection will assist in your efforts to clean out Sector 3 of its most valuable loot. Keep an eye out for new weapons, additional issues of DRCCSAPM!, and powerful new weapon attachments such as Weapon Mods that can increase the stats of your weapon.

Movement and outfitting your loadout have become more streamlined than ever. Just drag and drop attachments onto your weapon on the run while also equipping armor and helmets to increase your resistance to damage.

Don't chill for too long though, if Sector 3's temperature regulators go offline then this whole sector is shutting down and forcing everyone up or out. Clear out the lower sections first and head for an extraction point! If you miss your chance to exit, don't worry, We've got a LIFT EXTRACT waiting for you at the top... if you can survive the fight to it. Remember, there is no wrong way to escape; negotiate with your fellow Variants, extract out of one of many available routes, or kill anyone who stands in your way to claim the Deadrop.

If you find yourself on the losing end of a firefight, your Variant ID tag may end up in the stash of your enemy. So keep that VisorCortex on and look downrange.

### **Robert Bowling**

MIDNIGHT SOCIETY STUDIO HEAD | VARIANT 402 | FOURZEROTWO



# FEEDBACK LOOP

## Hello, Founders!

Good day, our beloved Midnight Society!

It's finally time. We hope you had a blast with all of our previous releases and cannot wait for you to experience Snapshot V. We put our heart and soul into making this dream a reality. We hope to make you proud. Thanks again for being part of The Existence. Without you all, there would be no US. Your feedback has been critical to reach this milestone. We have been consistently combing through the survey results, the Discord channels, the livestream comments, Twitter, etc. We see you and hear you.

The best methods for providing feedback are either the Snapshot survey or the Discord suggestions channel. Please keep in mind that our surveys are still our primary source of feedback, which you can access by either going to our website or clicking on our "Feedback" button in the "Options" menu on the main screen of our game. The earlier the better, so we can start planning ahead and incorporating the feedback into the next snapshot.

And if you catch any bugs, please drop your findings in the Discord bugs channel for this snapshot! Let us know what you think of Snapshot V. We hope it gives you c h i l l s ;)

Cheers!

**Alison**

MIDNIGHT SOCIETY GAME PRODUCER | VARIANT 2234 |  
HIGH NOMAD KILO





## ENTER THE TOWER: SECTOR 3 REVEAL

The moment has finally come.

When it comes to gameplay in Cold Storage, You've. Got. Options. We've created a dense and expansive arena with danger looming in every direction. Points of interest across the map include tight corridors to vast, open spaces that are designed in a way to make them feel very different from each other and allow diverse playstyles to shine.

Taking inspiration from classic arena-style shooters, we made sure that every nook and cranny offers over, under, and around flow, giving the player opportunities to master our movement mechanics and become an absolute predator... We also took special care to plant hidden routes to reward players for using their creativity to get the upper hand or make a quick escape.



## FROZEN DEATH: RISING FREEZE

The moment you drop into Sector 3, the clock begins ticking as a wave of frozen death creeps up from the bottom of the map, pushing players upward. If you're looking for a challenge, try racing to the very bottom of the map where a treasure trove of loot is waiting.

Take too long, and the area becomes engulfed in both hostile players and the deadly freeze. As time passes, the Rising Freeze forces you to make a choice. Will you search for a way to make an early extraction? Or will you climb upward to beat the freeze and take down other combatants along the way?

One of the biggest new features for Snapshot V is Sector-specific shutdowns. If players survive until the final moments, they'll be brought to the very top of the Shipping Hub where the LIFT EXTRACT will be waiting to bring them to safety, unless they decide to kill each other first.



# THEATRICAL EXTRACTIONS

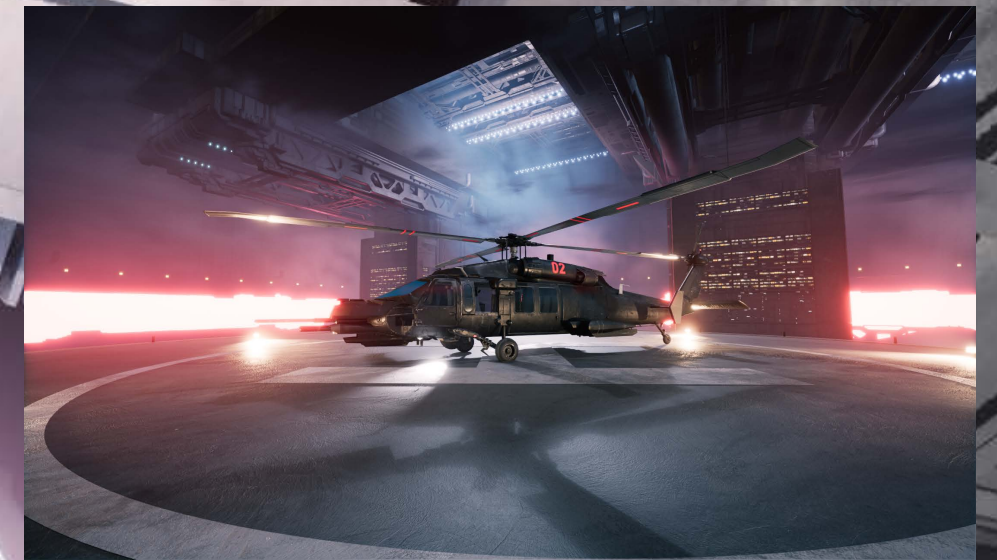
For Sector 3, we have 4 distinct methods of extraction for you to explore.

First, the **ZIPLINE EXTRACT**. It's always in the same location and is accessible from the very beginning of the match. But if you wait too long, the area will be too dangerous to reach due to the Rising Freeze. The zipline extraction is a great option for players who want to get out early.

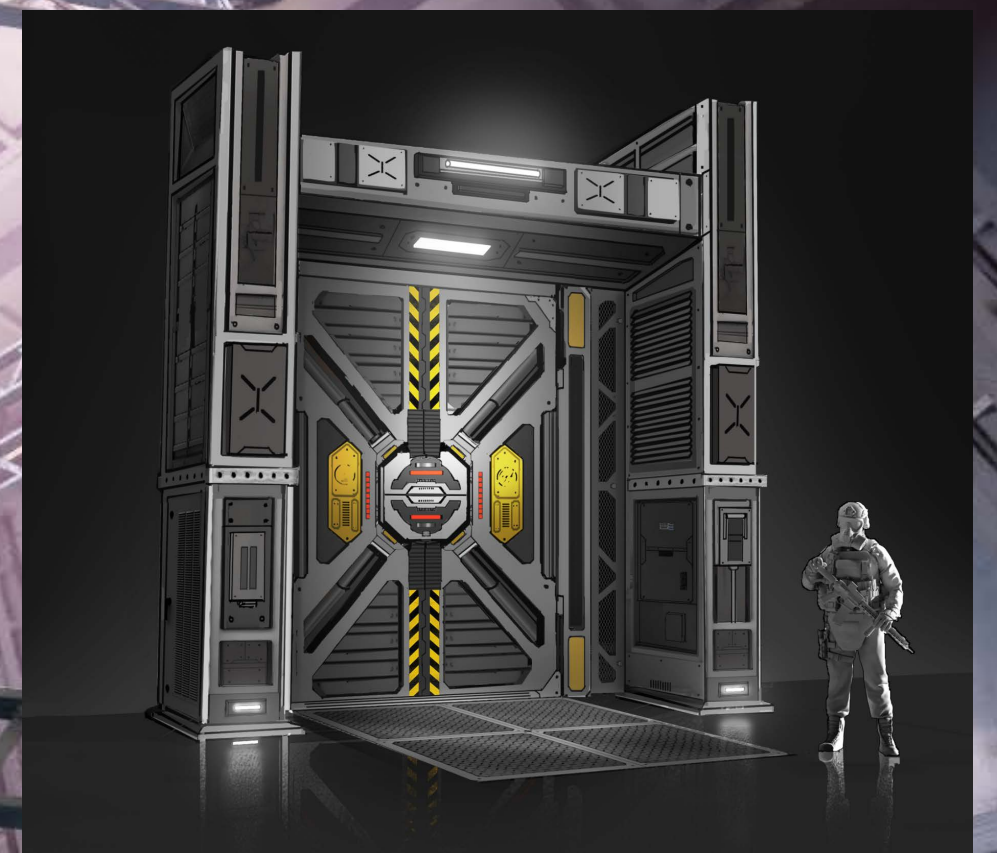
Second, we have the **CHOPPER EXTRACT**. This extraction point is only available once per run. Attempting to call the Chopper will put you in a very vulnerable position. But when your back's against the wall, this might be the only option you have. As far as dramatic exits go, this one is the action hero's way out.

Third, is our **MAGLOCK**. These exits are dynamically placed around the map on a per run basis. Activating the gate will definitely attract some unwanted attention, and the wait for the doors to open can feel excruciating, but once you see the light—you're home free.

Our final extraction method for Sector 3 is the **SUPERLIFT**. Once the Rising Freeze has overwhelmed the rest of the map, this is your only way out...and up. At the top of the Sector is a huge platform that can escort any number of players to safety. But once the doors shut, who knows what will happen...build enough trust with other players and you could all make it out alive...together.



CHOPPER EXTRACT



MAGLOCK Concept





VisorCortex Installed in a Tier 3 Helmet.



Tier 3 Helmet, Rear View

## VISORCORTEX CHIP

□

The Refiner State offers high stakes and high rewards, because now it's more than just your loot that's up for the taking. Fall at the hands of a fellow combatant or wrath of the sector and your enemy could claim your Variant ID tag as their trophy. Your Variant VisorCortex chip is pre-loaded into any tier of helmet you wear, displaying your unique design for all to see. If you take down a fellow Variant, be sure to search their DEATHBAG to claim their ID for your collection. Extract with it in your bag to keep it in your stash.



# THE SYNS OF OUR FATHERS

In DEADROP, rise high or die trying. And if you die, your time for vengeance and retribution will come.

Fallen Claws have an option to reinfiltrate the tower with their Synthetic counterparts in an effort to reclaim their DEATHBAG and drops. SYNs will have a unique visual aesthetic.

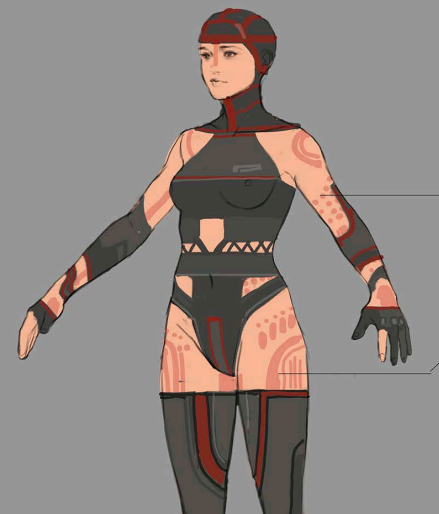
In the future, Claws will customize and upgrade their SYNs to further match their persona.

body mods



Work in Progress Syn Concept Art

scarification



body mods



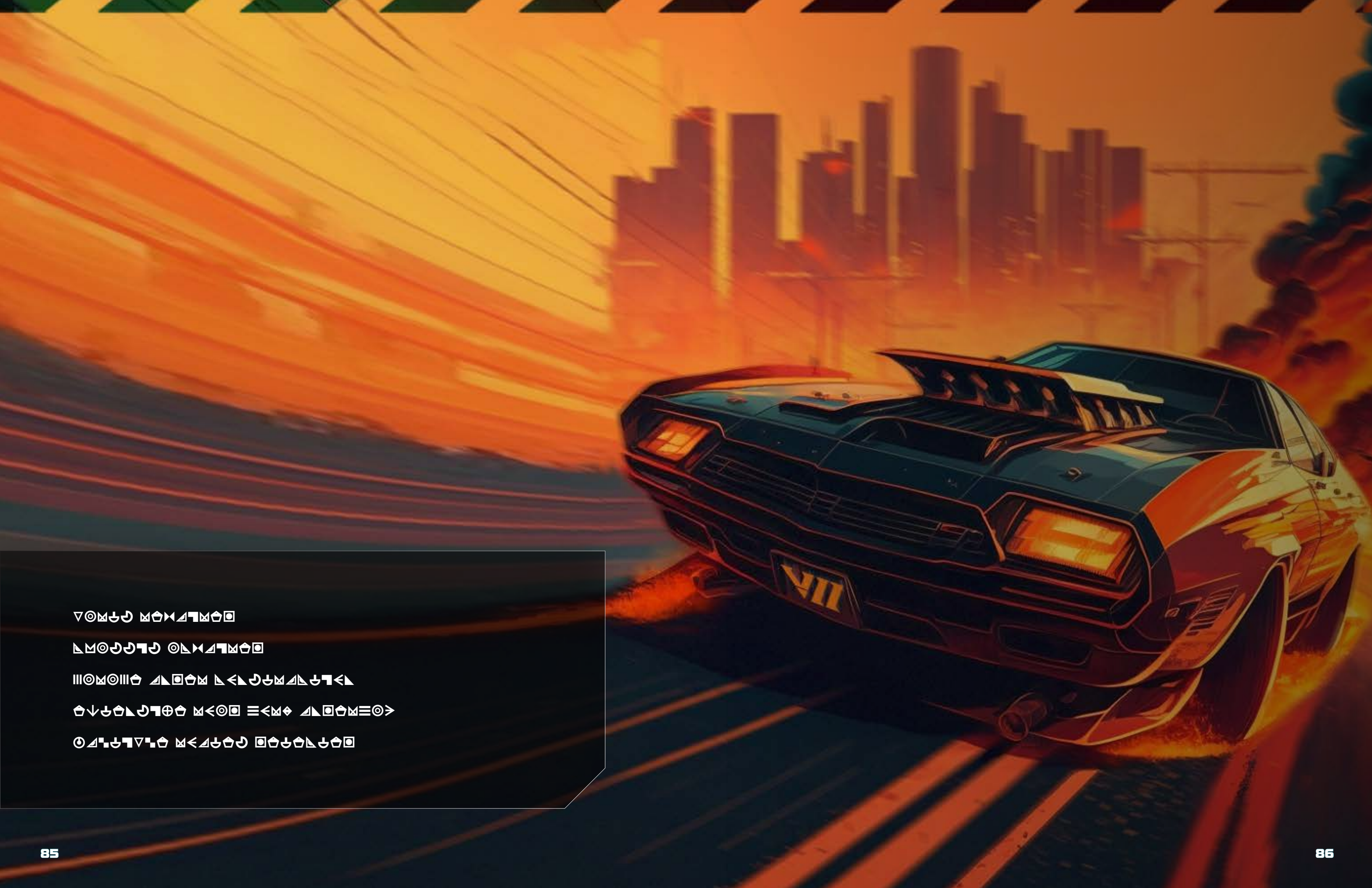
## GUN FIGHTS TO NEW HEIGHTS

DEADROP takes gun fights to new heights – and we’re giving you the weapons to get the job done. In Snapshot V, we’re bringing you the polished Semi Pistol, SMG, Pump Shotgun, DMR, Sniper Rifle, and Assault Rifle, all with improvements to make them look and feel unique and satisfying.

One big differentiator with DEADROP’s weapons is the introduction of the first mod chip that changes the behavior of your weapons, the weapon mod. We’ve also got 22 attachments from optics, lasers, barrels, mod chips, extended magazines and stocks that will help you customize your weapon, play the way you want, and give you an edge over enemy combatants in the Refiner States.

We’ve also introduced our first gadget – a smoke grenade – for stealthy extractions, speedy getaways, and temporary cover for maximum looting.





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# THE VARIANT GUIDE

SERIES 5





## **STATE OF DEVELOPMENT**

### **Dear Variants,**

The Existence continues to expand and now that the tower is open, the casualties have been mounting. This has led to the activation of the Cleaners. Their role is to maintain the Sectors, which includes cleaning up dead carcasses along with any unclaimed loot left in your Death Bag. This new force moves in a unit and they're not looking for trouble, but they're not going to run from it if you're dealing it out.

This mysterious faction isn't all bad, though. They'll be more than happy to relieve you of your Dust if you're looking to acquire new gear outside the Refiner State, or even provide you with some questionable services when it comes to tracking and reclaiming some of your gear if you're not confident you'll make it back alive.

Most importantly, the Cleaners operate in units, and it's time we do the same. Squads are now active. Leverage the new Follower List to build a trusted group to join you on your next run. Use the ping system to track their location in game and communicate effectively when you can't use Proximity Chat, lest you give away your position to a nearby enemy squad.

Beyond that, Snapshot VI introduces a brand-new Proving Ground map with tons of new features, like working doors and windows, new traversal options, and a few tweaks to how Proving Ground works. Get in there and test out the new kill house and provide feedback that we can use in the construction of a future Sector.

We've also got a lot of new gear and equipment for you to try out in this new space. Make sure to revisit Sector 3 inside the tower when it rotates into the map selection to experience the Cleaners in all their bloody glory.

**Robert Bowling**

MIDNIGHT SOCIETY STUDIO HEAD | VARIANT 402 | FOURZEROTWO



# YOU TALK, WE LISTEN

## Hello and Good Day, Founders!

Welcome back. We trust you've been having fun exploring Snapshot V.

Your feedback helped guide us to where we are today—Snapshot VI. With our new social features and the power of squadding up, it's time to team up to take on other players and the new Cleaner faction. We tuned our weapons based on your feedback and also added a few highly requested items like a zipline thruster, a frag grenade, and additional healing items. There are more new features to explore, so download the latest build and see for yourself.

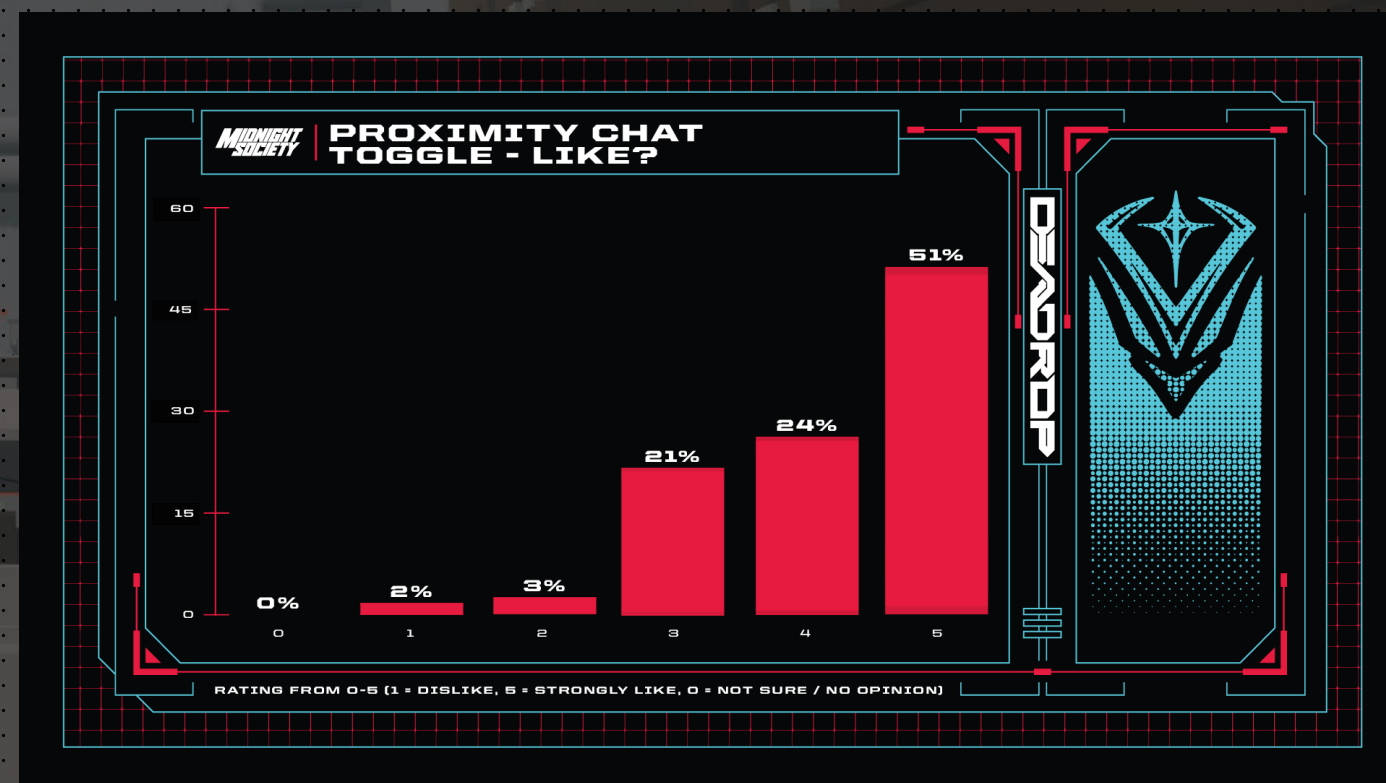
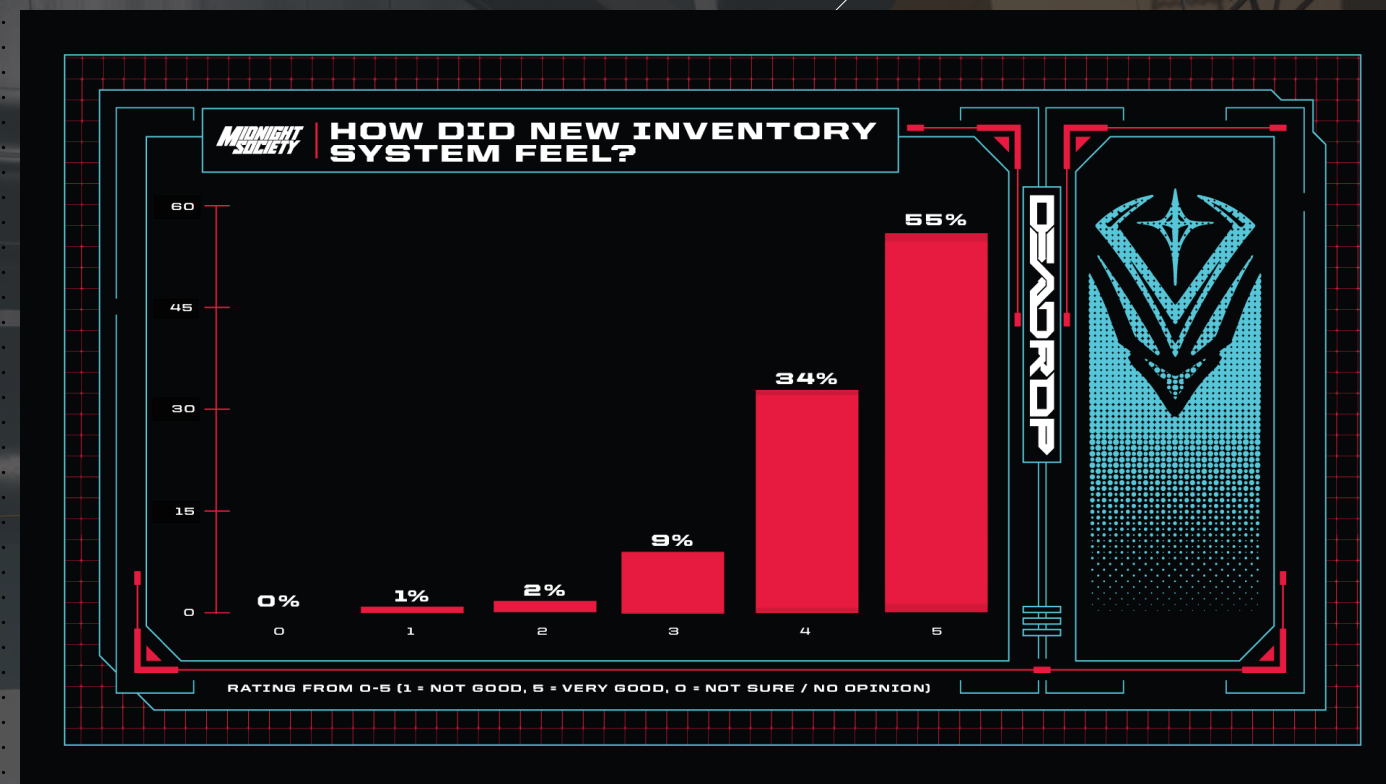
We encourage all Variants to share their thoughts, suggestions, and any bugs they might discover through our various feedback channels. Our Snapshot surveys are still our primary source of gathering feedback, so please complete the Snapshot survey after playing. You can access the survey by either logging in to your Founder Profile on [midnightsociety.com](https://midnightsociety.com) or clicking on the "Feedback" button or "Options" menu on the main screen of the game.

We are committed to making the process of submitting and accessing your feedback as smooth and effortless as possible. Rest assured that we will continue to enhance this process as time goes on. We eagerly anticipate hearing your valuable thoughts on this latest Snapshot. Once again, we are so grateful to you for being part of The Existence with us.

Cheers — GLHF!

## Alison

MIDNIGHT SOCIETY GAME PRODUCER | VARIANT 2234 | HIGH NOMAD KILO





## THE CLEANERS ARE HERE

□ The Refiner State has monopolized Dust for far too long. Operating in the shadows, Variants and Claws fight for control of resources and loot, but they aren't just battling each other — they're battling the Cleaners.

Employed by the Refiner State, Cleaner factions seem to be not quite human, not quite AI, but something in between. They clean up fallen Variants and Claws and scoop up any loot left behind.

It is unknown what their true motivations are, but one thing is certain — get on their bad side, and you'll be dealing with more than just the Rising Freeze on your tail.



Cleaners Concept Art



# SQUAD UP

We've added a whole new suite of communication systems that will allow Claws and Variants alike to squad up, track each other's positions while inside the tower, and avoid killing each other in the process.

You can now follow, join, and see recent combatants you've encountered in the tower. Be wary of what you say to your teammate though, as proximity chat is still active but can be switched to Push-to-Talk or muted entirely based on your tactical preference.

To communicate without talking, use the new ping system to mark enemies, locations, and loot for your squadmates.



LIVE FOR NEXT 11:52



DESTINATION: **Proving Ground 2**

## READY UP!





## PROVING GROUND 2

□ —————  
New map. New chance to prove yourself.

Step into the new Proving Ground and get familiar with every corner of this map.

Your skills will be put to the test, so run around and push this map to its limits. Let us know what you think in the Founder Feedback Form.



# WEAPONS & ATTACHMENTS

□

The following weapons got some extra love from the art team:

- Burst Pistol
- Heavy Pistol
- Range Shotgun

In this Snapshot, we explored the idea of weapon-specific parts and attachments. We wanted to design parts that emphasize the unique characteristics of each weapon.

We also added Grips to all weapons and tuned all weapons to varying degrees, based on Founder feedback.

DEADROP WEAPON CONCEPT AMMO BOX - HEAVY AMMO A



Pistol and Ammo Concept Art





## NEW TOYS

To prepare you for the increased threats in the tower, a few new pieces of equipment have begun appearing, including a fragmental grenade capable of doing severe damage to anything in its blast radius.

**Frag Grenade** - Throw. Run. BOOM. You know what to do.

**Adrenaline Spray & Health Kit** - Treat yourself on the fly. Adrenaline sprays can also boost your movement speed and mitigate damage. Health kits give you +50 HP.

**Zipline Thrusters** - These babies will help you traverse up ziplines with ease.







## DUST HAS ARRIVED

□ —————

The Refiner State has taken Space Dust and forged it into **DUST**.

This amber-hued commodity is your ticket to more loot and making deals with one Cleaner in particular...





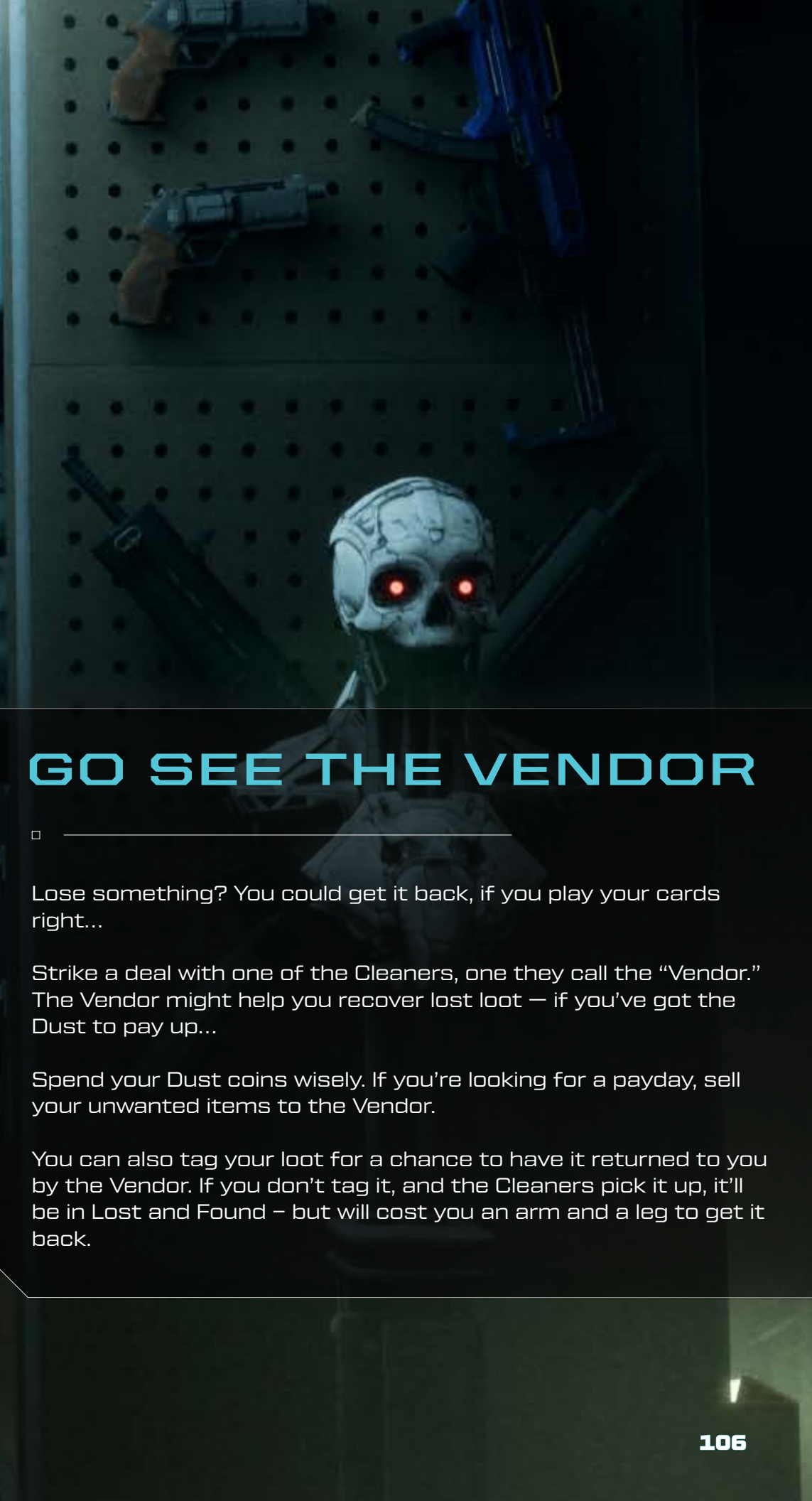
## GO SEE THE VENDOR

□ Lose something? You could get it back, if you play your cards right...

Strike a deal with one of the Cleaners, one they call the “Vendor.” The Vendor might help you recover lost loot – if you’ve got the Dust to pay up...

Spend your Dust coins wisely. If you’re looking for a payday, sell your unwanted items to the Vendor.

You can also tag your loot for a chance to have it returned to you by the Vendor. If you don’t tag it, and the Cleaners pick it up, it’ll be in Lost and Found – but will cost you an arm and a leg to get it back.







OBJECTS IN THE MIRROR ARE CLOSER THAN THEY APPEAR

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# MIDNIGHT SOCIETY

## THE FUTURE OF GAME DEVELOPMENT



### DR DISRESPECT

CO-FOUNDER 6'8"  
VISIONARY

- 93-94 Two time Champion
- Top 5 Gaming Influencers
- Game dev and Level designer on Call of Duty
- 4m+ Youtube Subscribers
- 12+ million total MAU



### QUINN DELHOYO

CO-FOUNDER  
CREATIVE DIRECTOR

- Lead Sandbox Designer of Halo: Infinite, 14 yrs AAA game dev exp
- Level and Weapon Designer at Epic Games on Gears of War



### SUMIT GUPTA

CO-FOUNDER CEO

- Founder of multiple profit-driven businesses in gaming, esports
- Founder BitRhymes, Bash Gaming, Boom. tv, Investor/Board G2 Esports



### ROBERT BOWLING

CO-FOUNDER  
STUDIO HEAD

- Creative Lead Call of Duty, 15+ yrs AAA game dev exp
- Studio Head Robotoki, Publishing Head Humble Bundle

Midnight Society is a new kind of AAA game studio and publishing model over a decade in the making. We are a group of ambitious game industry veterans who see a future in which developers no longer create experiences in a vacuum, and players share in a game's success.

Our Day Zero Community exploded from the moment we announced our intentions - and 400,000 Founders Access Pass applications confirmed that the gaming community shares our vision for what's possible.

### WHAT WE'RE WORKING ON

Midnight Society is focused on delivering the most community-focused online PVPVE multiplayer experience the world has ever seen.

Built from the ground up in Unreal Engine 5, our new title - DEADROP - will be made open to our Day Zero community and major content creators from the earliest iterations via the Access Pass. By releasing vertical "slices" of DEADROP (called Snapshots) every 6 weeks, we give our first 10,000 Variants a chance to make their voices heard and give them a seat at the development table.

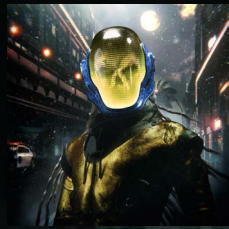




**DARREN  
BACON**



**JEFF  
CRENSHAW**



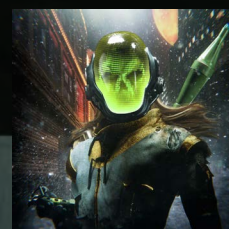
**ALEX  
FENNELL**



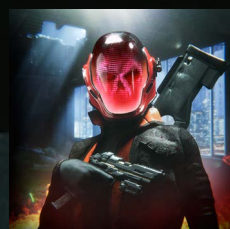
**RYAN  
THOMPSON**



**ROMAIN  
DECIRON**



**VIET HA  
NGUYEN**



**EMIR  
CEMANOVIC**



**ROHIT  
GUPTA**



**DUSTIN  
ROGERS**



**RICK  
BLAYLOCK**



**ERIC  
HALLQUIST**



**OSCAR  
DE ANDA**



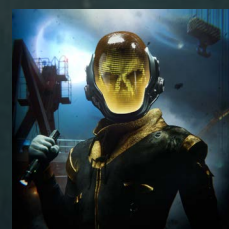
**MEGU  
KOBAYASHI**



**GREG  
COX**



**DINO  
VEJZOVIC**



**JOSH  
CUELLAR**



**LUCY  
LIU**



**JESSE  
NAVARRO**



**BRYCE  
SCHMIDT**



**CHRIS  
MA**



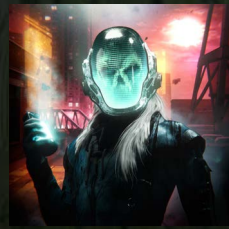
**MICHAEL  
PASKAR**



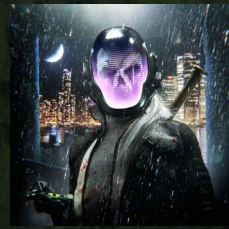
**HOWARD  
COULBY**



**HUUB VAN  
DONGEN**



**STEV  
LAWSON**



**ALISON  
HUGHES**



**RODNEY  
GILYARD**



**NICOLAS  
ENGLE**



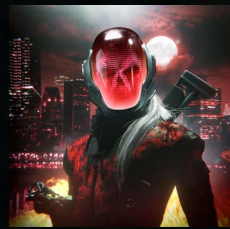
**LILLIE  
LEE**



**DAVE  
WALKER**



**BRIGHTON  
GARDINER**



**BRANDON  
MAYS**



**KEVIN  
MCGINNIS**



**TRAVIS  
NAAS**



**BRAD  
BOICE**



**BECCA  
MILLER**



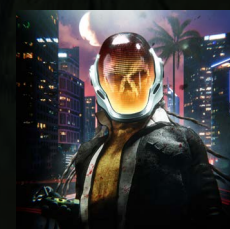
**JASON  
ARENZT**



**GARY  
FUNG**



**HENRY  
DELLVA**



**JOSH  
GREGORY**



**RON  
STEVENS**



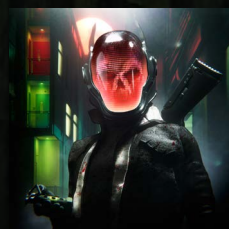
**ERIC  
PIERCE**



**AJ  
HELLING**



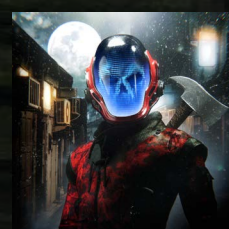
**ANDREW  
SIMS**



**PACE  
SIMS**



**RYAN  
PETRIE**



**RICH  
CABRERA**



**JOSH  
WILKINSON**





A B C D E F G



H I J K L M N



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# TERMS OF EXISTENCE

## Claw

A mercenary that takes contracts or gigs within Refiner States for personal gain or on behalf of another.

## Cleaners

Humanoid operators of the Refiner State who roam the tower in groups and clean up loot and bodies. They can be hostile. Beware.

## Climate Wars

An environmental global crisis that led to the creation of Refiner States.

## Codex Operandi

A cipher developed by Variants for cryptic communications between factions.

## The Deadrop

The total collection of unlotted Drops from dead Claws. The best Drop is claimed by the reigning Claw; all others are cleaned.

## DRCCSAPMI

Penny dreadfuls of an unknown origin.

## Drops

The contents of a Claw's Backpack.

## DEATH BAG

The backpack dropped upon death which contains all of the claws Drops.

## Dust

Currency made of refined Space Dust that can be used to purchase items from the Vendor.

## Embers

Weapon manufacturers, modders, and crafters for hire.

## The Existence

The totality of the Midnight Society reality.

## Extraction

A safe exit from the Proving Ground or Refiner States and a quick way to escape alive with one's Drops intact. Current Extraction types include: Chopper Extract, Zipline Extract, Maglock, and Superlift.

## Eyes

Guild leadership and members enlisting Embers in the expansion of the Existence.

## LIFE-LINK

An advanced emergency medical care station which you can access to treat a variety of injuries and ailments.

## MAGLOCK

A magnetically sealed and secured gate. These high security can be activated for an emergency exit during a Sector shutdown but will become permanently locked after extraction.

## Mod Chips

Weapon mods which augment the function of a weapon to alter the damage, recoil, spread, and fire rate.

## Proving Ground

A simplified killhouse version of sectors that are designed by claws to train for Refiner State runs.

## Rising Freeze

A severe drop in temperature as a result of cold storage temperature regulators shutting down. A fast spreading fatal frost that will consume all machinery and organic matter until contained.

## Refiner States

Self-governed "city-states" located in dense metropolises designed to extract and refine toxins from the atmosphere.

## Sector

Large self-contained areas of the Refiner States which operate independently of other areas of the tower.

## Sector 3

The Cold Storage sector of the Refiner State, responsible for the processing, packaging, and shipment of refined Space Dust.

## Skins

Slang for human combatants of any faction.

## Space Dust

Street name for the concentrated extract of the toxins produced by Refiner States and sold for a high value amongst organized crime circles.

## Stash

A collection of Drops kept securely in a Hideout.

## SUPERLIFT

A central shipping lift moving personnel and supplies between sectors.

## Syn

Slang for synthetic combatants of any faction.

## Variant

Highly exclusive subculture of Claws within the Midnight Society.

## VES

Vertical Extraction Shooter. A term used by Claws to describe combat within Refiner States.

## VisorCortex

The unique display on Variant helmets.

## Vendor

This Cleaner has the goods. If you lost loot, he might have it. You can also sell him your unwanted items.